

Pgdca 1st Sem Ms Access Notes

Eventually, you will very discover a other experience and success by spending more cash. still when? reach you allow that you require to acquire those all needs later having significantly cash? Why dont you try to acquire something basic in the beginning? Thats something that will guide you to understand even more just about the globe, experience, some places, later history, amusement, and a lot more?

It is your agreed own times to enactment reviewing habit. along with guides you could enjoy now is **Pgdca 1st Sem Ms Access Notes** below.

[The C++ Programming Language](#) - Bjarne Stroustrup 2000

Windows 7: The Missing Manual - David Pogue 2010-03-19

In early reviews, geeks raved about Windows 7. But if you're an ordinary mortal, learning what this new system is all about will be challenging.

Fear not: David Pogue's Windows 7: The Missing Manual comes to the rescue. Like its predecessors, this book illuminates its subject with reader-friendly insight, plenty of wit, and hardnosed objectivity for beginners as well as veteran PC users. Windows 7 fixes many of Vista's most painful shortcomings. It's speedier, has fewer intrusive and nagging screens, and is

more compatible with peripherals. Plus, Windows 7 introduces a slew of new features, including better organization tools, easier WiFi connections and home networking setup, and even touchscreen computing for those lucky enough to own the latest hardware. With this book, you'll learn how to: Navigate the desktop, including the fast and powerful search function Take advantage of Window's apps and gadgets, and tap into 40 free programs Breeze the Web with Internet Explorer 8, and learn the email, chat, and videoconferencing programs Record TV and radio, display photos, play music, and record any of these to DVD using the Media Center Use your printer, fax, laptop, tablet PC, or smartphone with Windows 7 Beef up your system and back up your files Collaborate and share documents and other files by setting up a workgroup network

Operating Systems - Ramez Elmasri 2010 Elmasri, Levine, and Carrick's "spiral approach" to teaching operating systems develops student understanding of various OS components early

on and helps students approach the more difficult aspects of operating systems with confidence. While operating systems have changed dramatically over the years, most OS books use a linear approach that covers each individual OS component in depth, which is difficult for students to follow and requires instructors to constantly put materials in context. Elmasri, Levine, and Carrick do things differently by following an integrative or "spiral" approach to explaining operating systems. The spiral approach alleviates the need for an instructor to "jump ahead" when explaining processes by helping students "completely" understand a simple, working, functional system as a whole in the very beginning. This is more effective pedagogically, and it inspires students to continue exploring more advanced concepts with confidence.

[Programming in Java](#) - Sachin Malhotra 2013-12-28

The second edition of Programming in Java

confirms to Java Standard Edition 7, the latest release since Oracle took over Sun Microsystems. It is significant in the sense that the last update was six years back and this major release comes bundled with plenty of enhancements which were overdue. To list a few noticeable enhancements, Java 7 includes support for strings in switch statements, try-with-resources statement, improved multi-catch, binary numeric literals, numeric literals with underscores, new APIs in NIO like Path and Files, automatic resource management, and much more. This second edition presents all these new topics with suitable examples. This second edition is not just about the enhancements introduced in Java 7; practically every chapter has been revisited to refine the text as much as possible with new example codes and greater topical coverage.

Introduction to E-commerce - Zheng Qin
2010-06-30
Introduction to E-commerce discusses the foundations and key aspects of E-commerce

while focusing on the latest developments in the E-commerce industry. Practical case studies offer a useful reference for dealing with various issues in E-commerce such as latest applications, management techniques, or psychological methods. Dr. Zheng Qin is currently Director of the E-Commerce Institute of Xi'an Jiaotong University.

Introduction to Database Management System - Satinder Bal Gupta

Fundamentals of Database Systems - Ramez Elmasri 2008-09

Special Purpose Computers - Berni J. Alder
2014-05-10

Special Purpose Computers describes special-purpose computers and compares them to general-purpose computers in terms of speed and cost. Examples of computers that were designed for the efficient solution of long established algorithms are given, including

Navier-Stokes hydrodynamic solvers, classical molecular dynamic machines, and Ising model computers. Comprised of seven chapters, this volume begins by documenting the progress of the CalTech Concurrent Computation Program and its evolution from computational high-energy physics to a supercomputer initiative, with emphasis on the lessons learned including computer architecture issues and the trade-offs between in-house and commercial development. The reader is then introduced to the QCD Machine, a special-purpose parallel supercomputer that was designed and built to solve the lattice quantum chromodynamics problem. Subsequent chapters focus on the Geometry-Defining Processors and their application to the solution of partial differential equations; the Navier-Stokes computer; parallel processing using the Loosely Coupled Array of Processors (LCAP) system; and the Delft Ising system processor. The design and implementation of the Delft molecular-dynamics

processor are also described. This book will be of interest to computer engineers and designers.

An Introduction to Database Systems - C. J. Date 2000

For over 25 years, C. J. Date's *An Introduction to Database Systems* has been the authoritative resource for readers interested in gaining insight into and understanding of the principles of database systems. This exciting revision continues to provide a solid grounding in the foundations of database technology and to provide some ideas as to how the field is likely to develop in the future. The material is organized into six major parts. Part I provides a broad introduction to the concepts of database systems in general and relational systems in particular. Part II consists of a careful description of the relational model, which is the theoretical foundation for the database field as a whole. Part III discusses the general theory of database design. Part IV is concerned with transaction management. Part V shows how relational

concepts are relevant to a variety of further aspects of database technology-security, distributed databases, temporal data, decision support, and so on. Finally, Part VI describes the impact of object technology on database systems. This Seventh Edition of An Introduction to Database Systems features widely rewritten material to improve and amplify treatment of Visual Basic. Net Programming - Diane Zak 2004 Programming with Microsoft Visual Basic .NET: RELOADED, teaches students how to create programs in Visual Basic .NET in a new, more challenging style. Users will find a clean presentation of the material, uninterrupted by opening cases, step sections, or separate lessons within a chapter. The highly visual color interior clearly illustrates concepts and features such as GUI Design Tips and How To boxes. A complete programming example at the end of each chapter allows students to see the concepts they have learned and how they are applied. Quick Reviews and Key Terms at the end of each

chapter, as well as a Glossary at the end of the book, provide easy reference for important concepts and terms.

DBMS Lab Manual - Jitendra Patel 2012-12-01

This manual is specially written for Students who are interested in understanding Structured Query Language and PL-SQL concepts in the Computer Engineering and Information technology field and wants to gain enhance knowledge about power of SQL Language in Relational Database Management System Development. The manual covers practical point of view in all aspects of SQL and PL/SQL including DDL, DML, DCL sublanguages, also there are practices for Views, Group by, Having Clause. All PL-SQL concepts like Condition and Loop Structures, Functions and Procedures, Cursor, Triggers, Locks are illustrated using best examples

HTML Complete - Pat Coleman 1999

With HTML Complete, you'll learn all about Web publishing--working with HTML, designing pages, and using page components--and you'll quickly

take advantage of all that HTML has to offer. Get up to speed with HTML, then move on to professional Web design and advanced Web languages such as JavaScript, JScript, DHTML, and XML. As you become more proficient with HTML, you'll find the Appendix an invaluable daily tool. This 300-page Master's Reference quickly puts every HTML tag, property, and attribute at your fingertips. Book jacket.

Computer Organization & Architecture 7e - Stallings 2008-02

Computer Organization - V. Carl Hamacher 1990

Microsoft Access 2013 Step by Step - Joan Lambert 2013-02-15

Experience learning made easy—and quickly teach yourself how to build your own database with Access 2013. With Step by Step, you set the pace—building and practicing the skills you need, just when you need them! Includes downloadable

practice files and a companion eBook. Build a database from scratch or ready templates Create easy-to-use data-entry forms Write queries to extract and manipulate data Design reports to summarize data in effective ways Import data from other databases and documents

HTML & CSS: The Complete Reference, Fifth Edition - Thomas Powell 2010-01-08

The Definitive Guide to HTML & CSS--Fully Updated Written by a Web development expert, the fifth edition of this trusted resource has been thoroughly revised and reorganized to address HTML5, the revolutionary new Web standard. The book covers all the elements supported in today's Web browsers--from the standard (X)HTML tags to the archaic and proprietary tags that may be encountered. HTML & CSS: The Complete Reference, Fifth Edition contains full details on CSS 2.1 as well as every proprietary and emerging CSS3 property currently supported. Annotated examples of correct markup and style show you how to use all of these technologies to

build impressive Web pages. Helpful appendixes cover the syntax of character entities, fonts, colors, and URLs. This comprehensive reference is an essential tool for professional Web developers. Master transitional HTML 4.01 and XHTML 1.0 markup Write emerging standards-based markup with HTML5 Enhance presentation with Cascading Style Sheets (CSS1 and CSS 2.1) Learn proprietary and emerging CSS3 features Learn how to read (X)HTML document type definitions (DTDs) Apply everything in an open standards-focused fashion Thomas A. Powell is president of PINT, Inc. (pint.com), a nationally recognized Web agency. He developed the Web Publishing Certificate program for the University of California, San Diego Extension and is an instructor for the Computer Science Department at UCSD. He is the author of the previous bestselling editions of this book and Ajax: The Complete Reference, and co-author of JavaScript: The Complete Reference.

CorelDRAW Keyboard Shortcuts - U C-Abel Books

2017-02-19

Create, edit, manipulate, and export images the right way. Increase the productivity, accuracy, and efficiency level of your operation in CorelDraw to an unimaginable height. Grab the all-in-one knowledge of CorelDraw through the use of keyboard shortcuts, tips, techniques, and illustrations used in this step by step guide. The things this book has in stock for you are: Fundamental Knowledge of Keyboard Shortcuts: Definition of Computer Keyboard, Ways To Improve In Your Typing Skill, Mouse, Definition Of Keyboard Shortcuts, Why You Should Use Shortcuts, Ways To Become A Lover Of Shortcuts, How To Learn New Shortcut Keys, Your Reward For Knowing Shortcut Keys, Why We Emphasize On The Use of Shortcuts. 15 (Fifteen) Special Keyboard Shortcuts. Tips, Tricks, Techniques, and Keyboard Shortcuts for use in CorelDraw *Vectorization: Convert to Vector Images with PowerTRACE, A Primer on Vectorization with PowerTRACE, Before You Begin Converting Your

Image, Tracing an Exported Bitmap to Vector, Tracing a Scanned Bitmap to Vector. *Customize CorelDRAW Graphics Suite to Fit Your Workflow. *What Makes a Workspace a Workspace? *Switching Between Workspaces: Customizing Toolbars Interactively, Customizing Shortcut Keys, Saving Your Workspace, Exporting Your Workspace. *Setting Document Defaults: Restoring Your Workspace to Factory Defaults. *Improving the Color of Dull Photos. *Keyboard Shortcuts for use in CorelDraw. Allow this book to show you how to use the impressively organized features of CorelDraw to create eye catching marketing materials and lots more

Learning Web Design - Jennifer Robbins
2018-05-11

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site

with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern

web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Introduction to Data Communications and Networking - Behrouz A. Forouzan 1998

This is a thorough introduction to the concepts underlying networking technology, from physical carrier media to protocol suites (for example, TCP/IP). The author includes historical material to show the logic behind the development of a given mechanism, and also includes comprehensive discussions of increasingly important material, such as B-ISDN (Broadband Integrated Services Digital Network) and ATM (Asynchronous Transmission Mode).

Programming Visual Basic .NET - Jesse Liberty 2003

Completely revised, this edition is an essential guide for VB programmers looking to make the change to the .NET programming environment.

Practical C++ Programming - Steve Oualline 2003

Practical C++ Programming thoroughly covers:

C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.

Android Application Development - Rick Rogers 2009-05-13

This practical book provides the concepts and code you need to develop software with Android, the open-source platform for cell phones and mobile devices that's generating enthusiasm across the industry. Based on the Linux operating system and developed by Google and the Open Handset Alliance, Android has the potential to unite a fragmented mobile market. Android Application Development introduces this programming environment, and offers you a complete working example that demonstrates Android architectural features and APIs. With this book, you will: Get a complete introduction to the Android programming environment, architecture, and tools Build a modular application, beginning with a core module that serves to launch

modules added in subsequent chapters Learn the concepts and architecture of a specific feature set, including views, maps, location-based services, persistent data storage, 2D and 3D graphics, media services, telephony services, and messaging Use ready-to-run example code that implements each feature Delve into advanced topics, such as security, custom views, performance analysis, and internationalization The book is a natural complement to the existing Android documentation provided by Google. Whether you want to develop a commercial application for mobile devices, or just want to create a mobile mashup for personal use, *Android Application Development* demonstrates how you can design, build, and test applications for the new mobile market.

Data Communications and Networking - Behrouz A. Forouzan 2001-07

Beginning C++ Programming - Richard Grimes 2017-04-24

Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way It forms the basis of programming and covers concepts such as data structures and the core programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main structures in the language: functions and classes Feel confident about being able to identify the execution flow through the code Be aware of the facilities of the standard library Gain insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software

infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become

aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

C Programming Language - Brian W. Kernighan
1988-03-22

This ebook is the first authorized digital version of Kernighan and Ritchie's 1988 classic, *The C Programming Language* (2nd Ed.). One of the

best-selling programming books published in the last fifty years, "K&R" has been called everything from the "bible" to "a landmark in computer science" and it has influenced generations of programmers. Available now for all leading ebook platforms, this concise and beautifully written text is a "must-have" reference for every serious programmer's digital library. As modestly described by the authors in the Preface to the First Edition, this "is not an introductory programming manual; it assumes some familiarity with basic programming concepts like variables, assignment statements, loops, and functions. Nonetheless, a novice programmer should be able to read along and pick up the language, although access to a more knowledgeable colleague will help."

CMC Vellore Handbook of Emergency Medicine - KPP Abhilash 2021-10-30

Wireless Communications & Networks - William Stallings 2013-10-03

For courses in wireless networking, wireless communications, wireless data communications or wireless technology in departments of Computer Science, Engineering, IT, and Continuing Education. The rapid growth of mobile telephone use, satellite services, and the wireless Internet are generating tremendous changes in telecommunications and networking. Combining very current technical depth with a strong pedagogy and advanced Web support, this new edition provides a comprehensive guide to wireless technology—exploring key topics such as technology and architecture, network types, design approaches, and the latest applications. Visit Stallings Companion Website at <http://williamstallings.com/CompSec/CompSec1e.html> for student and instructor resources and his Computer Science Student Resource site <http://williamstallings.com/StudentSupport.html> Password protected instructor resources can be accessed here by clicking on the Resources Tab to view downloadable files. (Registration

required) They include Power Point Slides, Solutions, tables and figures.

Quantum Field Theory and the Standard Model - Matthew D. Schwartz 2014

A modern introduction to quantum field theory for graduates, providing intuitive, physical explanations supported by real-world applications and homework problems.

ASP Developer's Guide - Greg Buczek 2000

Microsoft's Active Server Pages are dynamic Web pages that are capable of changing every time they are viewed. Using ASP is actually a fairly difficult programming task. This book provides a solid guide to developing ASP for use in a professional environment. CD includes all of the code that is in the book plus sample ASP applications that are ready to run.

Mastering Cloud Computing - Rajkumar Buyya 2013-04-05

Mastering Cloud Computing is designed for undergraduate students learning to develop cloud computing applications. Tomorrow's

applications won't live on a single computer but will be deployed from and reside on a virtual server, accessible anywhere, any time.

Tomorrow's application developers need to understand the requirements of building apps for these virtual systems, including concurrent programming, high-performance computing, and data-intensive systems. The book introduces the principles of distributed and parallel computing underlying cloud architectures and specifically focuses on virtualization, thread programming, task programming, and map-reduce programming. There are examples demonstrating all of these and more, with exercises and labs throughout. Explains how to make design choices and tradeoffs to consider when building applications to run in a virtual cloud environment Real-world case studies include scientific, business, and energy-efficiency considerations

Adobe PageMaker 7.0 - 2002

The fastest, easiest, most comprehensive way to

master Adobe PageMaker, fully updated to cover version 7.0. Classroom-in-a-book format teaches PageMaker in short, project-oriented lessons. This page layout program now offers loads of new features, including a new simplified workflow with Adobe Photoshop and Illustrator, and added integration with popular business tools such as Microsoft Word, QuarkXPress, and more.

Business Information Systems -

Access 2007 - Matthew MacDonald 2007-02-13

A comprehensive guide to Access 2007 helps users become comfortable with the new user interface and tabbed toolbar, as well as learn how to design complete databases, maintain them, write queries, search for data, and build attractive forms for quick-and-

Programming With Visual Basic 6.0 -

Mohammed Azam Sharief 2001-04-01

Simple, user-friendly and well-written, this book is designed for those who are learning Visual Basic for the first time. This book guides readers

through the steps involved in creating a simple application and covers various issues such as Interface Design, Database Design, Distributing an Application, etc. It also demystifies topics like ActiveX and adopts a simple, easy-to-follow approach throughout the book.

Python Tutorial - Guido Rossum 2018-06-19

Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid application development in many areas on most platforms. The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python Web site, <https://www.python.org/>, and may be freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and

tools, and additional documentation. The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an extension language for customizable applications. This tutorial introduces the reader informally to the basic concepts and features of the python language and system. It helps to have a Python interpreter handy for hands-on experience, but all examples are self contained, so the tutorial can be read off-line as well. For a description of standard objects and modules, see [library-index](#). [reference-index](#) gives a more formal definition of the language. To write extensions in C or C++, read [extending-index](#) and [c-api-index](#). There are also several books covering Python in depth. This tutorial does not attempt to be comprehensive and cover every single feature, or even every commonly used feature. Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the language's flavor and

style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in [library-index](#). The Glossary is also worth going through.

Fundamentals of Multimedia - Ze-Nian Li
2014-04-09

This textbook introduces the “Fundamentals of Multimedia”, addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by

multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

COMPUTER ORGANIZATION AND

ARCHITECTURE - V. RAJARAMAN 2007-06-01

Designed as an introductory text for the students of computer science, computer applications, electronics engineering and information technology for their first course on the organization and architecture of computers, this accessible, student friendly text gives a clear and in-depth analysis of the basic principles underlying the subject. This self-contained text devotes one full chapter to the basics of digital logic. While the initial chapters describe in detail about computer organization, including CPU design, ALU design, memory design and I/O

organization, the text also deals with Assembly Language Programming for Pentium using NASM assembler. What distinguishes the text is the special attention it pays to Cache and Virtual Memory organization, as well as to RISC architecture and the intricacies of pipelining. All these discussions are climaxed by an illuminating discussion on parallel computers which shows how processors are interconnected to create a variety of parallel computers. KEY FEATURES □ Self-contained presentation starting with data representation and ending with advanced parallel computer architecture. □ Systematic and logical organization of topics. □ Large number of worked-out examples and exercises. □ Contains basics of assembly language programming. □ Each chapter has learning objectives and a detailed summary to help students to quickly revise the material.

Computer Fundamentals and Problem Solving -

Discrete Mathematics - Oscar Levin 2018-12-31

Note: This is the 3rd edition. If you need the 2nd edition for a course you are taking, it can be found as a "other format" on amazon, or by searching its isbn: 1534970746 This gentle introduction to discrete mathematics is written for first and second year math majors, especially those who intend to teach. The text began as a set of lecture notes for the discrete mathematics course at the University of Northern Colorado. This course serves both as an introduction to topics in discrete math and as the "introduction to proof" course for math majors. The course is usually taught with a large amount of student inquiry, and this text is written to help facilitate this. Four main topics are covered: counting, sequences, logic, and graph theory. Along the way proofs are introduced, including proofs by contradiction, proofs by induction, and combinatorial proofs. The book contains over 470 exercises, including 275 with solutions and over 100 with hints. There are also Investigate! activities throughout the text to support active,

inquiry based learning. While there are many fine discrete math textbooks available, this text has the following advantages: It is written to be used in an inquiry rich course. It is written to be used in a course for future math teachers. It is open source, with low cost print editions and free electronic editions. This third edition brings improved exposition, a new section on trees, and a bunch of new and improved exercises. For a complete list of changes, and to view the free electronic version of the text, visit the book's website at discrete.openmathbooks.org

Core Python Programming - Wesley J Chun
2006-09-18

Praise for *Core Python Programming* The Complete Developer's Guide to Python New to Python? The definitive guide to Python development for experienced programmers Covers core language features thoroughly, including those found in the latest Python releases—learn more than just the syntax! Learn advanced topics such as regular expressions,

networking, multithreading, GUI, Web/CGI, and Python extensions Includes brand-new material on databases, Internet clients, Java/Jython, and Microsoft Office, plus Python 2.6 and 3 Presents hundreds of code snippets, interactive examples, and practical exercises to strengthen your Python skills Python is an agile, robust, expressive, fully object-oriented, extensible, and scalable programming language. It combines the power of compiled languages with the simplicity and rapid development of scripting languages. In Core Python Programming, Second Edition , leading Python developer and trainer Wesley Chun helps you learn Python quickly and comprehensively so that you can immediately succeed with any Python project. Using practical code examples, Chun introduces all the fundamentals of Python programming: syntax, objects and memory management, data types, operators, files and I/O, functions, generators, error handling and exceptions, loops, iterators, functional programming, object-oriented programming and

more. After you learn the core fundamentals of Python, he shows you what you can do with your new skills, delving into advanced topics, such as regular expressions, networking programming with sockets, multithreading, GUI development, Web/CGI programming and extending Python in C. This edition reflects major enhancements in the Python 2.x series, including 2.6 and tips for migrating to 3. It contains new chapters on database and Internet client programming, plus coverage of many new topics, including new-style classes, Java and Jython, Microsoft Office (Win32 COM Client) programming, and much more. Learn professional Python style, best practices, and good programming habits Gain a deep understanding of Python's objects and memory model as well as its OOP features, including those found in Python's new-style classes Build more effective Web, CGI, Internet, and network and other client/server applications Learn how to develop your own GUI applications using Tkinter and other toolkits available for

Python Improve the performance of your Python applications by writing extensions in C and other languages, or enhance I/O-bound applications by using multithreading Learn about Python's

database API and how to use a variety of database systems with Python, including MySQL, Postgres, and SQLite Features appendices on Python 2.6 & 3, including tips on migrating to the next generation!