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KEY=GUIDE - NELSON BRIDGET

Car Key Programming Guide

Lulu Press, Inc Car keys have developed from the simple systems which were no more advanced than the front door key of a house to very advanced forms that use onboard computers for their operation. Modern vehicles also have push button remote locking/unlocking, it is rare these days to push your Car Key into the barrel to open it. Most cars now use Remote Control Keys to open. These improvements in the Car Keys Systems, has however made it difficult for genuine car owners to duplicate their Car keys or get a replacement when they lose them. The process requires specialize skills and knowhow for even a regular locksmith. This book has therefore been written to inform and guides anyone who wants to develop the skills required to duplicate or replace keys of modern cars.

Programmer's Guide to Microsoft Windows 95

Key Topics on Programming for Windows from the Microsoft Windows Development Team

This book explains how best to use the powerful features of Windows 95 in Win32-based applications, 16-bit Windows application, and MS-DOS-based applications. It also provides guidelines for developing virtual devices that support applications. Provided by members of the Microsoft Windows 95 technical team, this important

information is not available anywhere else.

Getting Started with V Programming

An end-to-end guide to adopting the V language from basic variables and modules to advanced concurrency

Packt Publishing Ltd Learn a new statically compiled programming language to build maintainable and fast software with the help of this comprehensive guide to V programming Key FeaturesExplore the features of the V programming language step by step with this beginner's guideGain strong foundational knowledge of core programming concepts such as modules, functions, and structsLearn how to write super-fast programs and applications that compile in a matter of secondsBook Description A new language on the block, V comes with a promising set of features such as fast compilation and interoperability with other programming languages. This is the first book on the V programming language, packed with concise information and a walkthrough of all the features you need to know to get started with the language. The book begins by covering the fundamentals to help you learn about the basic features of V and the suite of built-in libraries available within the V ecosystem. You'll become familiar with primitive data types, declaring variables, arrays, and maps. In addition to basic programming, you'll develop a solid understanding of the building blocks of programming, including functions, structs, and modules in the V programming language. As you advance through the chapters, you'll learn how to implement concurrency in V Programming, and finally learn how to write test cases for functions. This book takes you through an end-to-end project that will guide you to build fast and maintainable RESTful microservices by leveraging the power of V and its built-in libraries. By the end of this V programming book, you'll be well-versed with the V programming language and be able to start writing your own programs and applications. What you will learnBecome familiar with the basic building blocks of programming in the V languageInstall the V language on various operating systemsUnderstand how to work with arrays and maps in V programmingDiscover how to implement concurrency in V programmingUse channels in V programming to learn the best practices of sharing memory by communicating among coroutinesWrite modular code and build on your knowledge of structs and functions in VGet acquainted with writing tests in V programmingGet to grips with building and querying RESTful microservice in VWho this book is for Whether you're a beginner interested in learning a programming language or an

experienced programmer looking to switch to a new and better statically compiled programming language, this V programming book is for you.

C# 2.0

Practical Guide for Programmers

Elsevier You don't need coddling; you don't need to be told what you already know. What you need is a book that uses your experience as a Java or C++ programmer to give you a leg up into the challenges and rewards of C#. And this Practical Guide is precisely what you're after. Written by a team that boasts extensive experience teaching C# to professionals, this book provides a practical, efficient explanation of the language itself, covering basic to advanced features and calling out all that's new in 2.0. Its instruction is always firmly situated within the context of the .NET framework and bolstered by code examples, key lessons in object-oriented programming, and installments of a realistic application programming tutorial. Concise and incisive, this is the best way to master the world's fastest-growing and most marketable programming language. Features: Provides a carefully focused explanation of every aspect of the C# language, including entire chapters on the unified type system, advanced types, collections, generics, reflection and attributes. Highlights all features new to the latest version of C# and organizes its presentation of C# according to the key principles of object-oriented programming and the .NET framework. Using end-of-chapter exercises, incrementally develops a cohesive application programming tutorial. Provides a carefully focused explanation of every aspect of the C# language, including entire chapters on the unified type system, advanced types, collections, generics, reflection and attributes. Highlights all features new to the latest version of C# and organizes its presentation of C# according to the key principles of object-oriented programming and the .NET framework. Using end-of-chapter exercises, incrementally develops a cohesive application programming tutorial.

Discover Your VIC-20

A Beginner's Guide to Real Programming

Springer Science & Business Media This book is a basic BASIC programming text. Intended primarily for beginners, experienced programmers also will find a few things of in terest. The VIC-20 is a simple and easy to use computer that may be coupled with this book to provide perhaps the most user-friendly and least intimidating introduction to programming possible. This book is designed to complement, not replace, the USER'S GUIDE that is included in the VIC-20 package. The USER'S GUIDE is primarily an introduction to the VIC-20 while this book is

primarily an introduction to programming. Many of the available computer manuals include dozens of long pro grams for the reader to type in and use, but those programs don't necessarily further one's understanding of programming. Although most of the programs in this book are short (to save unnecessary typing on your part), they are the foundation for a complete understanding of BASIC programming that will enable you to build long programs de signed to do exactly what you want them to do.

User's Guide for the Northeast Stand Exam Program (NEST Version 2.1)

A Desktop Guide to Computers in Business

Understanding and Purchasing Today's Hardware and Software for IBM-PCs and Compatibles

"A lucid introduction to personal computers that assists in understanding, locating & purchasing hardware & software for the IBM PCs & compatibles."...Reference & Research Book News. "A book that should be embraced throughout the English-speaking world of business...New employees should be asked to read Cargill's work before they are shown the first keypad or monitor...The book is not for hackers, it is for the novice...It is clean. The illustrations are too neat to confuse even those determined to be confused."...Business Library Review, Gordon & Breach Science Publishers. "The author manages to reduce technical explication & data into language which can be understood by a layperson...Especially useful in drawing a relationship between equipment & users...A very well-done text on a matter which bewilders many people."...Samll Press News. "Offers more depth than most, examining the latest hardware & software with an eye to revealing the pros & cons of each piece of the system...Good introductions for avid users & novices alike."...The Bookwatch. "Explains the basics of computers better than the engineers who designed them."...Starts with computer fundamentals & walks the reader through...Along the way, you'll find you're picking up the language."...Communication Arts.

Java

The Ultimate Guide to Learn Java Programming and Computer Hacking (Java for Beginners, Java for Dummies, Java Apps, Hacking)

Createspace Independent Publishing Platform Java Sale price. You will save 66% with this offer. Please hurry up! The Ultimate Guide to Learn Java Programming and Computer Hacking (java for beginners, java for dummies, java apps, hacking, how to hack, hacking exposed) Java The Ultimate Guide to Learn Java Programming Fast (Java for Beginners, Java for dummies, how to program, java apps, java programming) Java is parallel to the C# programming language. However, Java can be considered as an object-oriented language and it also features enormous learning curves and potentials for beginners. The aim of this book is to help complete beginners in getting comfortable with the Java programming language.The Complete Guide on Java - 2015 Edition will discuss the vital topics of the Java language. These topics will serve as the stepping stone of any beginners which will pave their way into the wide realm of Java. As per the statement of the company behind the programming language, there are more than nine million Java developers around the globe as of the writing of this book. This book will cover the following topics: Programming Structure of the Java Language Introduction to Object-Oriented Programming Key Concepts of Object-Oriented Programming Declaration and Management of Variables Data Types Integrating Other Classes Access Modifiers Closer Look on Objects and Classes Computer Hacking The Essential Hacking Guide for Beginners Have you ever wanted to learn more about hacking? Have you wanted to understand the secrets of the hacking community, or understand some of the key techniques used by hackers? Have you wondered about the motivations of hackers, or been intrigued by how people are still targeted by hackers despite the increasing availability of computer security software? If so, then this book is right for you!Hacking is the act of gaining unauthorized access to a computer system, and can include viewing or copying data, or even creating new data. Hacking is more than simply a pastime for those who are interested in technology, and more than simply an illegal activity used for personal gain and with malicious intent, although both of these motivations do make up much of hacking activity. In fact, hacking is its own subculture, and members of the community feel very strongly about their ideologies, techniques and social relationships in the computer underworld. As digital culture continues to grow, it seems that both ethical and unethical hacking will become more and more skilled and its impact evermore significant. This book provides an introduction to the key concepts, techniques and challenges of hacking

and includes the following topics: What is hacking Hacking and the influence of cyberpunk The different types of hackers The role of computer security Hacking techniques Download your copy of "Java" by scrolling up and clicking "Buy Now With 1-Click" button. Tags: Java, Java Programming, Learn Java, java for dummies, java app, computer programming, computer tricks, step by step, programming for beginners, data analysis, beginner's guide, crash course, database programming, java for dummies, coding, java basics, basic programming, crash course, programming principles, programming computer, ultimate guide, programming for beginners, software development, programming software, software programs, how to program, computer language, computer basics, computing essentials, computer guide, computers books, how to program, computers books, internet browsing, hacking, how to hack, hacking exposed, hacking system, hacking for dummies, Hacking Guide, Hacking Essentials, Computer Bugs, Security Breach, internet skills, hacking techniques, hacking for dummies, hacking books, hacking free guide.

Foundational Java

Key Elements and Practical Programming

Springer Nature Java is now well-established as one of the world's major programming languages, used in everything from desktop applications to web-hosted applications, enterprise systems and mobile devices. Java applications cover cloud-based services, the Internet of Things, self-driving cars, animation, game development, big data analysis and many more domains. The second edition of Foundational Java: Key Elements and Practical Programming presents a detailed guide to the core features of Java – and some more recent innovations – enabling the reader to build their skills and confidence though tried-and-trusted stages, supported by exercises that reinforce the key learning points. All the most useful and commonly applied Java syntax and libraries are introduced, along with many example programs that can provide the basis for more substantial applications. Use of the Eclipse Integrated Development Environment (IDE) and the JUnit testing framework is integral to the book, ensuring maximum productivity and code quality when learning Java, although to ensure that skills are not confined to one environment the fundamentals of the Java compiler and run time are also explained. Additionally, coverage of the Ant tool will equip the reader with the skills to automatically build, test and deploy applications independent of an IDE. Topics and features: • Presents the most up-to-date information on Java, including Java 14 • Examines the key theme of unit testing, introducing the JUnit 5 testing framework to emphasize the importance of unit testing in modern software development • Describes the Eclipse IDE, the most popular open source Java IDE and explains how Java can be run from the command line • Includes coverage of the Ant build tool • Contains numerous code examples and exercises throughout • Provides downloadable source code, self-test questions, PowerPoint slides and other

supplementary material at the website http://www.foundjava.com This hands-on, classroom-tested textbook/reference is ideal for undergraduate students on introductory and intermediate courses on programming with Java. Professional software developers will also find this an excellent self-study guide/refresher on the topic. Dr. David Parsons is National Postgraduate Director at The Mind Lab, Auckland, New Zealand. He has been teaching programming in both academia and industry since the 1980s and writing about it since the 1990s.

Learn Java 12 Programming

A step-by-step guide to learning essential concepts in Java SE 10, 11, and 12

Packt Publishing Ltd A comprehensive guide to get started with Java and gain insights into major concepts such as object-oriented, functional, and reactive programming Key Features Strengthen your knowledge of important programming concepts and the latest features in Java Explore core programming topics including GUI programming, concurrency, and error handling Learn the idioms and best practices for writing high-quality Java code Book Description Java is one of the preferred languages among developers, used in everything right from smartphones, and game consoles to even supercomputers, and its new features simply add to the richness of the language. This book on Java programming begins by helping you learn how to install the Java Development Kit. You will then focus on understanding object-oriented programming (OOP), with exclusive insights into concepts like abstraction, encapsulation, inheritance, and polymorphism, which will help you when programming for real-world apps. Next, you'll cover fundamental programming structures of Java such as data structures and algorithms that will serve as the building blocks for your apps. You will also delve into core programming topics that will assist you with error handling, debugging, and testing your apps. As you progress, you'll move on to advanced topics such as Java libraries, database management, and network programming, which will hone your skills in building professional-grade apps. Further on, you'll understand how to create a graphic user interface using JavaFX and learn to build scalable apps by taking advantage of reactive and functional programming. By the end of this book, you'll not only be well versed with Java 10, 11, and 12, but also gain a perspective into the future of this language and software development in general. What you will learn Learn and apply object-oriented principles Gain insights into data structures and understand how they are used in Java Explore multithreaded, asynchronous, functional, and reactive programming Add a user-friendly graphic interface to your application Find out what streams are and how they can help in data processing Discover the importance of microservices and use them to make your apps robust and scalable Explore Java

design patterns and best practices to solve everyday problems Learn techniques and idioms for writing high-quality Java code Who this book is for Students, software developers, or anyone looking to learn new skills or even a language will find this book useful. Although this book is for beginners, professional programmers can benefit from it too. Previous knowledge of Java or any programming language is not required.

The Best Guide to Database Programming with Java GUI, PostgreSQL, and SQL Server

SPARTA PUBLISHING This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide to PostgreSQL and SQL Server is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL Server. As you would expect, this book shows how to build from scratch two different databases: PostgreSQL and SQL Server using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will learn: How to install NetBeans, JDK 11, and the PostgreSQL connector; How to integrate external libraries into projects; How the basic PostgreSQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In chapter two, you will learn querying data from the postgresql using jdbc including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using jdbc, updating data in postgresql database using jdbc, calling postgresql stored function using jdbc, deleting data from a postgresql table using jdbc, and postgresql jdbc transaction. In chapter three, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. You will also learn how to create and store salt passwords and verify them. In chapter four, you will create a PostgreSQL database, named Bank, and its tables. In chapter five, you will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter six, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results

into a database. In chapter seven, you create a table named Client_Data, which has seven columns: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter eight, you will be taught how to create a SQL Server database, named Crime, and its tables. In chapter nine, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter ten, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. In chapter eleven, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter twelve, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter thirteen, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/PostgreSQL/SQL Server programmer.

Learn Python Programming

The no-nonsense, beginner's guide to programming, data science, and web development with Python 3.7, 2nd Edition

Packt Publishing Ltd Build a solid foundation in coding by utilizing the language and its core characteristics Key Features Leverage the features of Python programming through easy-to-follow examples Develop a strong set of programming skills that can be applied on all platforms Create GUIs and data science-based applications Book Description Learn Python Programming creates a foundation for those who are

interested in developing their skills in Python programming. The book starts with the fundamentals of programming with Python and ends by exploring different topics such as GUIs and real-world apps. You will begin by exploring the foundations of and fundamental topics on Python and learn to manipulate them. Then, you'll explore different programming paradigms that will allow you to find the best approach to a situation, and you'll also understand how to carry out performance optimization as well as effective debugging. As you make your way through the chapters, you'll control the flow of a program, and persist and utilize an interchange format to exchange data. You'll also walk through cryptographic services in Python and understand secure tokens. Throughout, the book covers various types of applications, and it concludes with building real-world applications based on all the concepts that you learned. By the end of the book, you'll have a proper understanding of the Python language and a solid grasp on how to work with data. You'll know how to quickly build a website and harness the power of Python's renowned data science libraries. What you will learn Get Python up and running on Windows, Mac, and Linux Grasp fundamental concepts of coding using data structures and control flow Write elegant, reusable, and efficient code in any situation Understand when to use the functional or object-oriented programming (OOP) approach Walk through the basics of security and concurrent/asynchronous programming Create bulletproof, reliable software by writing tests Explore examples of GUIs, scripting, and data science Who this book is for Learn Python Programming is for individuals with relatively little experience in coding or Python. It's also ideal for aspiring programmers who need to write scripts or programs to accomplish tasks. The book takes you all the way to creating a full-fledged application.

Java

The Ultimate Guide to Learn Java and Python Programming (Programming, Java, Database, Java for Dummies, Coding Books, Java Programming)

Createspace Independent Publishing Platform Java Sale price. You will save 66% with this offer. Please hurry up! The Ultimate Guide to Learn Java and Python Programming (java for beginners, java for dummies, java apps, how to program, python, computer programming) Java The Ultimate Guide to Learn Java Programming Fast (Java for Beginners, Java for dummies, how to program, java apps, java programming) Java is parallel to the C# programming language. However, Java can be considered as an object-oriented language and it also features enormous learning

curves and potentials for beginners. The aim of this book is to help complete beginners in getting comfortable with the Java programming language.The Complete Guide on Java - 2015 Edition will discuss the vital topics of the Java language. These topics will serve as the stepping stone of any beginners which will pave their way into the wide realm of Java. As per the statement of the company behind the programming language, there are more than nine million Java developers around the globe as of the writing of this book. This book will cover the following topics: Programming Structure of the Java Language Introduction to Object-Oriented Programming Key Concepts of Object-Oriented Programming Declaration and Management of Variables Data Types Integrating Other Classes Access Modifiers Closer Look on Objects and Classes PythonLearn Python FAST - The Ultimate Crash Course to Learning the Basics of the Python Programming Language In No Time Have you heard of the programming language Python? Would you like to learn more about this English-based programming language so that you can write programs that work?Then you want to scroll up and grab a copy of this eBook!Programming in Python is actually very simple when it comes down to it. In fact, that was the main point of coming up with this programming language back in the 1980's. The developer who founded this language wanted to create one that just about anyone could use and understand, and they succeeded! Python is a simple programming language that uses the English language and a rigid system of organizing code to help developers write code just about anyone can understand.In this book, you'll learn the basics about: Setting up Python Variables Interpreter Importance of Comments Python Docstrings Keywords in Python Booleans, True or False in Python Python Operators Using Math in Python Exception Handling in Python Strings Built-In Methods Lists How To Use Dictionaries In Python And much more! Download your copy of Java" by scrolling up and clicking "Buy Now With 1-Click" button. Tags: Java, Java Programming, Learn Java, java for dummies, java app, computer programming, computer tricks, step by step, programming for beginners, data analysis, beginner's guide, crash course, database programming, java for dummies, coding, java basics, basic programming, crash course, programming principles, programming computer, ultimate guide, programming for beginners, software development, programming software, software programs, how to program, computer language, computer basics, computing essentials, computer guide, computers books, how to program, Python, How to Install Python Programming, Variables and Types, Lists, String Formatting, Conditions, Loops, Functions, Classes and Objects, Generators, Regular Expressions, Comprehension lists, Functions of multiple arguments, Exception Handling, Sets, Serialization, Partial functions, Code introspection, Python Tutorial, Python course, Python book, Python language, Python tutorials, Python programming language, Python programming for beginners

Mastering Apex Programming

A developer's guide to learning advanced techniques and best practices for building robust Salesforce applications

Packt Publishing Ltd Get to grips with the advanced features of Apex programming for Salesforce developers using this comprehensive guide Key FeaturesDiscover how to build reliable applications with Apex by avoiding common mistakes and pitfallsLearn how to use the different asynchronous programming tools in ApexProfile and improve the performance of your Apex codeBook Description As applications built on the Salesforce platform are now a key part of many organizations, developers are shifting focus to Apex, Salesforce's proprietary programming language. As a Salesforce developer, it is important to understand the range of tools at your disposal, how and when to use them, and best practices for working with Apex. Mastering Apex Programming will help you explore the advanced features of Apex programming and guide you in delivering robust solutions that scale. This book starts by taking you through common Apex mistakes, debugging, exception handling, and testing. You'll then discover different asynchronous Apex programming options and develop custom Apex REST web services. The book shows you how to define and utilize Batch Apex, Queueable Apex, and Scheduled Apex using common scenarios before teaching you how to define, publish, and consume platform events and RESTful endpoints with Apex. Finally, you'll learn how to profile and improve the performance of your Apex application, including architecture trade-offs. With code examples used to facilitate discussion throughout, by the end of the book, you'll have developed the skills needed to build robust and scalable applications in Apex. What you will learnUnderstand common coding mistakes in Apex and how to avoid them using best practicesFind out how to debug a Salesforce Apex application effectivelyExplore different asynchronous Apex options and their common use casesDiscover tips to work effectively with platform eventsDevelop custom Apex REST services to allow inbound integrationsBuild complex logic and processes on the Salesforce platformWho this book is for This book is for Salesforce developers who are interested in mastering Apex programming skills. You'll also find this book helpful if you're an experienced Java or C# developer looking to switch to Apex programming for developing apps on the Salesforce platform. Basic Apex programming knowledge is essential to understand the concepts covered.

Computer Coding for Kids

A unique step-by-step visual guide, from binary code to building games

Dorling Kindersley Ltd Don't just play computer games - help children build them with your own home computer! Calling all coders, this is a straightforward, visual guide to helping kids understand the basics of computer coding using Scratch and Python coding languages. Essential coding concepts like scripts, variables, and strings are explained using build-along projects and games. Kids can create online games to play like Monkey Mayhem and Bubble Blaster, draw mazes and shapes, build animations, and more using the step-by-step examples to follow and customize. Seven projects let kids (and their parents) practice the skills as they are learning in each section of the book. Kids get instant results, even when completely new to coding. Packed with visual examples, expert tips, a glossary of key terms, and extras such as profiles of famous coders, Help Your Kids with Computer Coding lays a hands-on foundation for computer programming, so adults and kids can learn together. Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. User note: At home, all you need is a desktop or laptop with Adobe 10.2 or later, and an internet connection to download Scratch 2.0 and Python 3. Coding with Scratch can be done without download on https: //scratch.mit.edu. Series Overview: DK's bestselling Help Your Kids With series contains crystal-clear visual breakdowns of important subjects. Simple graphics and jargon-free text are key to making this series a user-friendly resource for frustrated parents who want to help their children get the most out of school.

User's Guide to KEY

A Computer Program for Generating Identification Keys

Guide to Programming and Algorithms Using R

Springer Science & Business Media This easy-to-follow textbook provides a student-friendly introduction to programming and algorithms. Emphasis is placed on the threshold concepts that present barriers to learning, including the questions that students are often too embarrassed to ask. The book promotes an active learning

style in which a deeper understanding is gained from evaluating, questioning, and discussing the material, and practised in hands-on exercises. Although R is used as the language of choice for all programs, strict assumptions are avoided in the explanations in order for these to remain applicable to other programming languages. Features: provides exercises at the end of each chapter; includes three mini projects in the final chapter; presents a list of titles for further reading at the end of the book; discusses the key aspects of loops, recursions, program and algorithm efficiency and accuracy, sorting, linear systems of equations, and file processing; requires no prior background knowledge in this area.

Rapid GUI Programming with Python and Qt

The Definitive Guide to PyQt Programming

Pearson Education Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples–all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

A Beginners Guide to Python 3 Programming

Springer This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and

exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.

OCA: Oracle Certified Associate Java SE 8 Programmer I Study Guide

Exam 1Z0-808

John Wiley & Sons Full coverage of functional programming and all OCA Java Programmer exam objectives OCA, Oracle Certified Associate Java SE 8 Programmer I Study Guide, Exam 1Z0-808 is a comprehensive study guide for those taking the Oracle Certified Associate Java SE 8 Programmer I exam (1Z0-808). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to confidently take the exam. The release of Java 8 brought the language's biggest changes to date, and for the first time, candidates are required to learn functional programming to pass the exam. This study guide has you covered, with thorough functional programming explanation and information on all key topic areas Java programmers need to know. You'll cover Java inside and out, and learn how to apply it efficiently and effectively to create solutions applicable to real-world scenarios. Work confidently with operators, conditionals, and loops Understand object-oriented design principles and patterns Master functional programming fundamentals

Linux Kernel Programming

A comprehensive guide to kernel internals, writing kernel modules, and kernel synchronization

Packt Publishing Ltd Learn how to write high-quality kernel module code, solve common Linux kernel programming issues, and understand the fundamentals of Linux kernel internals Key FeaturesDiscover how to write kernel code using the Loadable Kernel Module frameworkExplore industry-grade techniques to perform efficient memory allocation and data synchronization within the kernelUnderstand the essentials of key internals topics such as kernel architecture, memory management, CPU scheduling, and kernel synchronizationBook Description Linux

Kernel Programming is a comprehensive introduction for those new to Linux kernel and module development. This easy-to-follow guide will have you up and running with writing kernel code in next-to-no time. This book uses the latest 5.4 Long-Term Support (LTS) Linux kernel, which will be maintained from November 2019 through to December 2025. By working with the 5.4 LTS kernel throughout the book, you can be confident that your knowledge will continue to be valid for years to come. You'll start the journey by learning how to build the kernel from the source. Next, you'll write your first kernel module using the powerful Loadable Kernel Module (LKM) framework. The following chapters will cover key kernel internals topics including Linux kernel architecture, memory management, and CPU scheduling. During the course of this book, you'll delve into the fairly complex topic of concurrency within the kernel, understand the issues it can cause, and learn how they can be addressed with various locking technologies (mutexes, spinlocks, atomic, and refcount operators). You'll also benefit from more advanced material on cache effects, a primer on lock-free techniques within the kernel, deadlock avoidance (with lockdep), and kernel lock debugging techniques. By the end of this kernel book, you'll have a detailed understanding of the fundamentals of writing Linux kernel module code for real-world projects and products. What you will learnWrite high-quality modular kernel code (LKM framework) for 5.x kernelsConfigure and build a kernel from sourceExplore the Linux kernel architectureGet to grips with key internals regarding memory management within the kernelUnderstand and work with various dynamic kernel memory alloc/dealloc APIsDiscover key internals aspects regarding CPU scheduling within the kernelGain an understanding of kernel concurrency issuesFind out how to work with key kernel synchronization primitivesWho this book is for This book is for Linux programmers beginning to find their way with Linux kernel development. If you're a Linux kernel and driver developer looking to overcome frequent and common kernel development issues, or understand kernel intervals, you'll find plenty of useful information. You'll need a solid foundation of Linux CLI and C programming before you can jump in.

Java

The Ultimate Guide to Learn Java and Javascript Programming Programming, Java, Database, Java for Dummies, How to Program,

Javascript, Javascript for

Createspace Independent Publishing Platform Java Sale price. You will save 66% with this offer. Please hurry up! The Ultimate Guide to Learn Java and Javascript Programming (java for beginners, java for dummies, how to program, javascript, javascript for beginners) Java The Ultimate Guide to Learn Java Programming Fast (Java for Beginners, Java for dummies, how to program, java apps, java programming) Java is parallel to the C# programming language. However, Java can be considered as an object-oriented language and it also features enormous learning curves and potentials for beginners. The aim of this book is to help complete beginners in getting comfortable with the Java programming language.The Complete Guide on Java - 2015 Edition will discuss the vital topics of the Java language. These topics will serve as the stepping stone of any beginners which will pave their way into the wide realm of Java. As per the statement of the company behind the programming language, there are more than nine million Java developers around the globe as of the writing of this book. This book will cover the following topics: Programming Structure of the Java Language Introduction to Object-Oriented Programming Key Concepts of Object-Oriented Programming Declaration and Management of Variables Data Types Integrating Other Classes Access Modifiers Closer Look on Objects and Classes Javascript The Ultimate guide for javascript programming (javascript for beginners, how to program, software development, basic javascript, browsers) JavaScript is easier to learn if you have the correct tools. Unfortunately, most resources available today were written in complex human words which make it difficult for complete beginners to appreciate the beautiful world of programming.This book aims to teach you the basics of JavaScript language in the simplest way possible. Unlike other resources, this book will not feed you with too many technicalities that might confuse you along the way. Each discussion was written in simple words. All exercises in this book were carefully chosen to be simple cases in order to make your JavaScript practice easier. Here is a preview of what you'll learn: Introduction to Programming Short History of JavaScript Creating Values in JavaScript Language Managing Values Using Variables Integrating JavaScript with HTML Download your copy of "Java" by scrolling up and clicking "Buy Now With 1-Click" button. Tags: Java, Java Programming, Learn Java, java for dummies, java app, computer programming, computer tricks, step by step, programming for beginners, data analysis, beginner's guide, crash course, database programming, java for dummies, coding, java basics, basic programming, crash course, programming principles, programming computer, ultimate guide, programming for beginners, software development, programming software, software programs, how to program, computer language, computer basics, computing essentials, computer guide, computers books, how to program, Javascript, Programming, Developers, Coding, CSS, Java, PHPJavascript, javascript for beginners, java programming, computer programming, programming computer, ultimate guide, programming for beginners, software development, programming software, software programs, how to program, basic javascript, javascript course, new technologies, browsers, computer language, computer basics, computing essentials, computer guide, computers books, internet

browsing.

Lua Quick Start Guide

The Easiest Way to Learn Lua Programming

Packt Publishing The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language Understand how to use tables, the data structure that makes Lua so powerful Understand object-oriented programming in Lua using metatables Understand standard LUA libraries for math, file io, and more Manipulate string data using Lua Understand how to debug Lua applications quickly and effciently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before.

Key Management Deployment

Guide: Using the IBM Enterprise Key Management Foundation

IBM Redbooks In an increasingly interconnected world, data breaches grab headlines. The security of sensitive information is vital, and new requirements and regulatory bodies such as the Payment Card Industry Data Security Standard (PCI-DSS), Health Insurance Portability and Accountability Act (HIPAA), and Sarbanes-Oxley (SOX) create challenges for enterprises that use encryption to protect their information. As encryption becomes more widely adopted, organizations also must contend with an ever-growing set of encryption keys. Effective management of these keys is essential to ensure both the availability and security of the encrypted information. Centralized management of keys and certificates is necessary to perform the complex tasks that are related to key and certificate generation, renewal, and backup and recovery. The IBM® Enterprise Key Management Foundation (EKMF) is a flexible and highly secure key management system for the enterprise. It provides centralized key management on IBM zEnterprise® and distributed platforms for streamlined, efficient, and secure key and certificate management operations. This IBM Redbooks® publication introduces key concepts around a centralized key management infrastructure and depicts the proper planning, implementation, and management of such a system using the IBM Enterprise Key Management Foundation solution.

A CRITICAL STUDY GUIDE TO JOYCE'S A PORTRAIT OF THE ARTIST AS A YOUNG MAN

Unicode Demystified

A Practical Programmer's Guide to the Encoding Standard

Addison-Wesley Professional Unicode is a critical enabling technology for developers who want to internationalize applications for global environments. But, until now, developers have had to turn to standards documents for crucial information on utilizing Unicode. In Unicode Demystified, one of IBM's leading software internationalization experts covers every key aspect of Unicode development, offering practical examples and detailed guidance for integrating Unicode 3.0 into virtually any application or environment. Writing from a developer's point of view,

Rich Gillam presents a systematic introduction to Unicode's goals, evolution, and key elements. Gillam illuminates the Unicode standards documents with insightful discussions of character properties, the Unicode character database, storage formats, character sequences, Unicode normalization, character encoding conversion, and more. He presents practical techniques for text processing, locating text boundaries, searching, sorting, rendering text, accepting user input, and other key development tasks. Along the way, he offers specific guidance on integrating Unicode with other technologies, including Java, JavaScript, XML, and the Web. For every developer building internationalized applications, internationalizing existing applications, or interfacing with systems that already utilize Unicode.

A Practical Guide to EXtreme Programming

Prentice Hall The one-stop guide for everyone getting started with eXtreme Programming! Making XP principles work in the real world Best practices for the entire project lifecycle: conceptualization through delivery Understand the role of every participant: developer, manager, and customer Specific solutions to the most common XP transitioning problems Practically overnight, Extreme Programming (XP) has become one of the world's leading agile methodologies. Now, there's an easy, concise introduction that delivers all the guidance and best practices you need to make XP work in your organization! A Practical Guide to eXtreme Programming doesn't just introduce key XP principles such as simplicity, communication, and feedback: it shows how to make them work in the real world. Using a start-to-finish case study, this book covers the entire project lifecycle, every key task, and the role of every XP participant--developers, managers, and customers. Coverage includes: Envisioning your proposed software system Writing effective user stories and acceptance tests Planning for regular releases and iterations "Coding with intention" Best practices for integration, refactoring, testing, and delivery Overcoming the challenges of transitioning to XP Want all the benefits XP can provide? Want to implement XP as smoothly and painlessly as possible? This is the place to start!

Python for Professionals

Hands-on Guide for Python Professionals

BPB Publications TAGLINE Learn to be a Python expert in ten easy lessons! DESCRIPTION This book is intended for the professional programmer who wants to learn Python for their place of business, or simply to extend their knowledge. You will learn the basics of the language--from how to define variables and implement looping and conditional constructs, to working with existing code. Once we have established the baseline for writing code in Python, you'll learn how to create your

own functions and classes, how to extend existing code, and how to work with Python-specific things like comprehensions and generators. With a solid foundation, you will then move on to learn about the existing Python libraries, called packages, and how to use them, as well as discovering little tips and tricks that will make you a hit with all the programmers at work, and really aid you in nailing that programming interview. KEY FEATURES Acquire knowledge of Python programming simply and easily. Learn about object-oriented programming and how it applies to Python. Make a splash with list comprehensions, generators, and decorators. Learn about file processing with Python, and how it makes JSON easy to deal with. Work with dictionaries and sets quickly and easily. Learn about what others have made available in the Python world. Pick up tricks and tips that will make you look like a Python expert in no time. WHAT WILL YOU LEARN By the time you have finished this book, you will know enough to write complex Python programs and work with existing Python code. You will find out about the packages that make Python one of the most popular programming languages and will understand the "Pythonic" way of thinking and programming. WHO THIS BOOK IS FOR This book is designed for programmers who have experience in at least one programming language. No prior Python experience is necessary, but it is assumed that you understand the basics of loops, conditionals and object-oriented constructs, such as classes. You should have or have access to a system that runs Python 3 (any version). Table of Contents 1. The history and installation of Python 2. Python types and constructs 3. The Nuts and Bolts 4. Structuring your Python projects 5. Object-oriented programming with Python 6. Advanced manipulations 7. File input and output 8. Imports and Exports 9. Miscellaneous 10. Not re-inventing the wheel 11. Tips and Tricks

Unity Certified Programmer: Exam Guide

Expert tips and techniques to pass the Unity certification exam at the first attempt

Packt Publishing Ltd A practical guide to Unity game scripting using C#, backed with practice tests, exam tips, and easy-to-follow examples to help you better prepare for the exam and become a pro in Unity programming Key FeaturesDiscover the essentials of game scripting with Unity and C# to customize every aspect of your gameOvercome challenges in Unity game development using effective techniques and easy solutionsPass the Unity certification exam with the help of mock tests, exam tips, and self-assessment questionsBook Description Unity Certified Programmer is a global certification program by Unity for anyone looking to become a professional Unity developer. The official Unity programmer exam will not only

validate your Unity knowledge and skills, but also enable you to be part of the Unity community. This study guide will start by building on your understanding of C# programming and take you through the process of downloading and installing Unity. You'll understand how Unity works and get to grips with the core objectives of the Unity exam. As you advance, you'll enhance your skills by creating an enjoyable side-scrolling shooter game that can be played within the Unity Editor or any recent Android mobile device. This Unity book will test your knowledge with self-assessment questions and help you take your skills to an advanced level by working with Unity tools such as the Animator, Particle Effects, Lighting, UI/UX, Scriptable Objects, and debugging. By the end of this book, you'll have developed a solid understanding of the different tools in Unity and understand how to create impressive Unity applications by making the most of its toolset. What you will learnDiscover techniques for writing modular, readable, and reusable scripts in UnityImplement and configure objects, physics, controls, and movements for your game projectsUnderstand 2D and 3D animation and write scripts that interact with Unity's Rendering APIExplore Unity APIs for adding lighting, materials, and texture to your appsWrite Unity scripts for building interfaces for menu systems, UI navigation, application settings, and much moreDelve into SOLID principles for writing clean and maintainable Unity applicationsWho this book is for The book is for game developers, software developers, mobile app developers, and Unity developers who want to advance in the game or related industry. Basic knowledge of C# programming and Unity engine is required.

Code-IT Primary Programming

The new computing curriculum is truly transformational. However, many primary teachers and pupils have little or no experience of programming or the thinking skills that underpin it. This book, classroom-tested and perfected by the author through his website code-it.co.uk, helps teachers to provide their pupils with an exciting, challenging computer science curriculum in Key Stage 2. The book can be used to supplement existing programming modules or as a complete KS2 computer science program of study. The author starts by outlining what computational thinking is and which approaches work when teaching programming. He also shows teachers how to promote resilience and problem solving. The book contains a series of programming projects that gradually introduce pupils to algorithm design and evaluation, generalisation and decomposition. Pupils learn how to use sequence, repetition, selection and variables through becoming creators of a wide variety of programming projects, that emphasise maths, literacy, humanities, gaming, music and control. There are four pupil workbooks to provide structure, resources and home learning links. These are designed to work in conjunction with the teacher book. A growing bank of online videos are available to help teachers improve their own skills and take full advantage of the cross-curricular benefits of developing depth in programming. The Scratch programming language, already widely recognised in schools, is freely accessible online or as a download at home. It is the ideal place to begin programming as there is no other system that allows pupils to create such a wide variety of projects and be used in both primary and secondary education. It also

allow pupils to extend their understanding independently through the Scratch online community.

Java Cookbook

A Practical Coding Guide to Learn Key Concepts of Java

Independently Published Learning a programming language can seem like a daunting task. You may have looked at coding in the past, and felt it was too complicated and confusing. This comprehensive beginner's guide will take you step by step through learning one of the best programming languages out there. In a matter of no time, you will be writing code like a professional. Java is one of the most popular and widely used programming languages available. Most of the modern applications built around the world, including server side and business logic components, are made from the Java programming language. Its portability and ease of use has ensured that it is a favourite among novices and seasoned developers alike. This guide is written specifically for beginners. We take you step-by-step through writing your very first program, explaining each portion of code as we go along. We guide you through the workings of the Java Development Kit and Java Runtime Environment, as well as choosing an IDE. With each concept, we provide one or more example to illustrate the topic in a way that makes it easy to understand. We break examples down into their basic workings, and provide the output for you to compare to your own results. For newcomers to Java we look at what the language has to offer, its origin and design goals, features and capabilities, as well as the various Java editions, before stepping into more in-depth topics.

Paradox Programmer's Guide

PAL by Example

Scott Foresman Trade Shows how to make routine tasks nearly effortless with PAL, the programming language for Paradox. Suitable for both novice and experienced programmers, providing step-by-step instructions and many examples that users can easily incorporate into their own applications.

The Rust Programming Language (Covers Rust 2018)

No Starch Press The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems

programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Python Programming in a Day

Beginners Power Guide to Learning Python Programming from Scratch

CreateSpace Python Programming In A Day 2nd Edition: Beginners Power Guide To Learning Python Programming From Scratch What exactly is python programming and is it really that complex? How is Python made so easy so the jargon is gone and you can have success programming within a day? Want to know all about interactive mode with mathematical operations? Variables? Strings? Mr. Key is going above and beyond with data types, programming modes and conditional statements Always wanted a step by step guide to begin a program building from start to finish? Look no further! Its time for you to take advantage of this easy programming guide so you can have immediate success in Python Programming! Learn right away how to have success in programming through the following steps... Simple Setup Procedures Steps In Interactive Modes of Mathematical Operations, Variables and Strings How to Transition from Interactive Mode to Programming Mode Finishing Of Your Program PURCHASE NOW DO NOT WAIT! GRAB YOUR COPY OF SUCCESS RIGHT NOW!

OpenCL Programming Guide

Addison-Wesley Professional The definitive reference and programming guide for OpenCL, the new parallel programming standard for high performance and cloud environments. • •Will catch a growing wave of interest in OpenCL, following its

implementations by Apple, NVIDIA, and ATI. •Designed specifically for developers: shows how to write parallel OpenCL software that takes advantage of all available processors (CPUs, GPUs, accelerators, and more) •OpenCL insiders present its API, programming language, development best practices, and many practical examples. The new OpenCL (Open Computing Language) standard and framework will make it possible to write applications that access all the programming resources available to them, including CPUs, GPUs, accelerators such as IBM's CELL, and even external processors. Already implemented by Apple (in Snow Leopard), ATI, and NVIDIA, OpenCL will be a solution for personal computers, servers, handheld/embedded devices, High Performance Computing applications, and even cloud systems. However, until now, developers who want to learn OpenCL have been required to read a specification designed for hardware and software implementers, not programmers. OpenCL Programming Guide is the first comprehensive, authoritative guide to OpenCL specifically designed for working developers. Written by leaders in the OpenCL community, this book thoroughly explains how each element of OpenCL 1.1 works, and offers complete reference material on the OpenCL API and programming language. The authors review key use cases, demonstrate how to write performant OpenCL code, and introduce essential algorithms for developers. They also present many examples, performance tips, case studies, and problems designed to help developers rapidly become effective, whatever their application or computing environment.

Rural Development Program Handbook

Program Objectives, Organization, Community Leadership Supporting Services

Learn to Program with Phrogram! (Digital Short Cut)

A Guide to Learning Through Game

Programming Using the Latest Version of Kids Programming Language

Addison-Wesley Professional This is the eBook version of the printed book. "This guide will quickly and easily walk complete beginners through creating their first simple games using Phrogram. The material is friendly and approachable to the young and to the technologically timid alike." --Alfred Thompson, Academic Relations Manager, Microsoft Corporation Different programming languages give you different ways to tell your computer what to do. If you are just starting to program, or even if you are an experienced programmer who likes the idea of writing programs more easily, Phrogram offers you several important advantages: Phrogram makes it easy and fun to learn programming. Phrogram is "plain language"--that is, it uses descriptive, intuitive names, and it keeps special formatting and strange language keywords to an absolute minimum. Unlike other easy-to-learn languages, Phrogram is similar to the tools that are used by professional programmers today. Phrogram is the easiest way to do real software development--whether or not you are a beginning programmer. This is especially true if you want to create a game or graphical program, although you can design just about any kind of program with Phrogram. And you will find it quicker, more efficient, and easier to do this in Phrogram than in any other language, because that is what Phrogram was specifically and carefully designed to do. If you decide to move on to professional programming, Phrogram prepares you well for widely used professional languages like Java, C#, or Visual Basic. Phrogram provides a complete programming environment that is similar to these languages, but it is much easier to master, and a lot more fun to learn and use. What This Short Cut Covers 3 Introduction 4 Section 1: Typing and Running Your First Program in Phrogram 9 Section 2: How Your First Program Works 19 Section 3: Moving Your UFO on the Screen 30 Section 4: Bouncing Your UFO Around the Screen 44 Section 5: Keyboard Control of Your UFO 60 Section 6: Organize Your Program as It Grows 67 Section 7: UFO Escape! Your First Complete Game! 73 Section 8: Bonus Game: Pong! 95 Appendix A: Phrogram Language Examples 99 Appendix B: Glossary of Programming Terms 105 About the Authors 108

OCP: Oracle Certified Professional Java SE 8 Programmer II Study

Guide

Exam 1Z0-809

John Wiley & Sons Complete, trusted preparation for the Java Programmer II exam OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide is your comprehensive companion for preparing for Exam 1Z0-809 as well as upgrade Exam 1Z0-810 and Exam 1Z0-813. With full coverage of 100% of exam objectives, this invaluable guide reinforces what you know, teaches you what you don't know, and gives you the hands-on practice you need to boost your skills. Written by expert Java developers, this book goes beyond mere exam prep with the insight, explanations and perspectives that come from years of experience. You'll review the basics of object-oriented programming, understand functional programming, apply your knowledge to database work, and much more. From the basic to the advanced, this guide walks you through everything you need to know to confidently take the OCP 1Z0-809 Exam and upgrade exams 1Z0-810 and 1Z0-813. Java 8 represents the biggest changes to the language to date, and the latest exam now requires that you demonstrate functional programming competence in order to pass. This guide has you covered, with clear explanations and expert advice. Understand abstract classes, interfaces, and class design Learn object-oriented design principles and patterns Delve into functional programming, advanced strings, and localization Master IO, NIO, and JDBC with expert-led database practice If you're ready to take the next step in your IT career, OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide is your ideal companion on the road to certification.

The ICT Handbook for Primary Teachers

A guide for students and professionals

Routledge The ICT Handbook for Primary Teachers will help all those involved in primary education, whether in training, teaching or leadership roles, to develop the ICT knowledge, understanding and skills required to enhance children's learning in the classroom. This new edition reflects the changes to the curriculum from 2014. It includes a new section on the Computing curriculum and an overview of the reorganisation of those online agencies that serve to support ICT. Covering theory and practise this essential handbook explores and outlines the usefulness of a wide range of up to date ICT resources in a range of primary contexts, and advice is offered on assessing whether ICT is preferable to other approaches for 'enhancing learning'. With reference to supplementary online resources, providing activities,

multimedia resources and further reading, the book covers: the requirements of the new Computing curriculum, the place for ICT in enhancing teaching and learning across the curriculum, using ICT in core curriculum subjects and in cross-curricular contexts, different models of e-learning (interactive whiteboards, tablet PCs, mobile devices, the Internet etc), how ICT can be used to help pupils with special educational needs and using ICT for planning, delivery, assessment and recording. This book is an indispensible guide to ICT for students on PGCE, BEd and undergraduate teaching courses, along with practising teachers, SENCOs, ICT coordinators and school leaders.

Head First C++ Programming :

The Definitive Beginner's Guide.

Createspace LLC USA This C++ Programming book gives a good start and complete introduction for C++ Programming for Beginner's. It has been comprehensively updated for the long-awaited C++Beginner's from the Best selling Programming Author Harry H Chaudhary. The primary aim of this book is to help the reader understand how the facilities offered by C++ support key programming techniques. The aim is to take the reader far beyond the point where he or she gets code running primarily by copying examples and emulating programming styles from other languages. Anyone can learn C++ Programming through This Book I promise. Most Imp. Feature of this book is-- 1) Learn C++ without fear, 2) This book is for everyone, 3) 160 End of book examples, 4) 200 Practical Codes, 5) At last it goes to Expert level topics such as: *Software Design & Development Using C++*, 6) 101 Rules, for Software Design & Development using C++ @ the end of this book. 7) Very Easy Definitions for each topic with code examples and output. While reading this book it is fun and easy to read it. This book is best suitable for first time C++ readers, Covers all fast track topics of C++ for all Computer Science students and Professionals. This book introduces standard C++ and the key programming and design techniques supported by C++. Standard C++ is a far more powerful and polished language than the version of C++ introduced by the first edition of this book. This book presents every major C++ language feature and the standard library. It is organized around language and library facilities. However, features are presented in the context of their use. That is, the focus is on the language as the tool for design and programming rather than on the language in itself. This book demonstrates key techniques that make C++ effective and teaches the fundamental concepts necessary for mastery. As everyone knows that Author Harry is basically known for his Easy way- Programming without fear technique. His book presents world's easiest definitions and codes for beginners. || Inside Chapters. || 1 (Introduction To C++ Programming) 2 (Inside The C++ Language) 3 (Pointers & References) 4 (Understanding Functions) 5 (Structure-Unions-Enumerated Data Types) 6 (Object Oriented Programming Concept) 7 (C++ Classes and Objects) 8 (Constructors and Destructors) 9 (Operator Overloading) 10 (Console Input / Output Streams) 11 (Inheritance Concept in C++) 12 (Virtual Functions-Polymorphism

Concept) 13 (Templates Concept In C++) 14 (Exception Handling In C++) 15 (New Features of ANSI C++ Standard) 16 (Working With Files) 17 (String Classes') 18 (Your Brain On C++ (160 Multiple Choice Questions)) 19 (Your Brain On C++ (100 Practical Programming Questions)) 20 (Software Design & Development Using C++)