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C++



HOW TO PROGRAM

TENTH EDITION



PAUL DEITEL
HARVEY DEITEL

Introducing
the New C++14
Standard

How Program 10th Paul Deitel

Harvey M. Deitel, Paul J. Deitel



How Program 10th Paul Deitel:

ALGORITMA DAN PEMROGRAMAN DASAR: Menggunakan Bahasa Pemrograman C++ dengan Contoh Kasus Aplikasi untuk Bisnis dan Manajemen Rangga Gelar Guntara, 2023-05-01

Buku ini membahas dasar-dasar pemrograman menggunakan bahasa C. Buku ini cocok untuk pembaca yang belum memiliki pengalaman pemrograman sama sekali. Mulai dari konsep dasar pemrograman hingga pemrograman berorientasi objek, pembaca akan dibimbing dengan jelas dan terstruktur. Buku ini dilengkapi dengan contoh program yang dapat membantu pembaca memahami konsep dan praktik pemrograman dengan lebih baik. Buku ini sangat cocok bagi mahasiswa pelajar atau siapa saja yang ingin mempelajari dasar-dasar pemrograman menggunakan C. Namun, buku ini bisa lebih baik dengan penjelasan yang lebih detail dan lebih banyak contoh program untuk setiap konsep yang dibahas. Buku ini juga bisa dilengkapi dengan latihan-latihan yang lebih banyak untuk membantu pembaca mengasah kemampuan pemrograman mereka. Dalam keseluruhan buku ini, memberikan pengantar yang baik untuk pemrograman dasar menggunakan C.

Java, Late Objects Version Paul J. Deitel, Harvey M. Deitel, 2010
The Deitels groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD UML 2 case study on developing and implementing the software for an automated teller machine. The Eighth Edition of this acclaimed text is now current with the Java SE 6 updates that have occurred since the book was last published. The Late Objects Version delays coverage of class development until Chapter 8, presenting the control structures, methods, and arrays material in a non-object-oriented procedural programming context. *Java for Programmers* Paul Deitel, Harvey M.

Deitel, 2025-05-21
The professional programmer's Deitel guide to Java with integrated generative AI. Written for programmers with a background in another high-level language in Java for Programmers with Generative AI, Fifth Edition, you'll learn modern Java development hands-on using the latest Java idioms and features and genAIs. In the context of 200 real-world code examples, you'll quickly master Java fundamentals, then move on to arrays, strings, regular expressions, JSON, CSV processing with the Jackson library, private and public key cryptography, classes, inheritance, polymorphism, interfaces, dependency injection, exceptions, generic collections, custom generics, functional programming with lambdas and streams, JavaFX GUI, graphics, and multimedia, platform threads, virtual threads, structured concurrency, scoped values, building API-based Java genAI apps, database with JDBC and SQLite, the Java Platform Module System, and JShell for Python-like interactivity. Features: GenAI Prompt Engineering, API Calls, 600 GenAI Exercises, ChatGPT, Gemini, Claude, Perplexity, Multimodal Text, Code Images, Audio, Speech to Text, Text to Speech, Video, Generics, Collections, Classes, Methods, Functional Programming, Lambdas, Streams, JavaFX GUI, Graphics, Multimedia, Concurrency, Parallel Streams, Virtual Threads, Structured Concurrency, Scoped Values, Concurrent Collections, Multi-Core, Database, JDBC, SQL, SQLite, Java Platform Module System, JPMS, Objects, Natural Java, API, String, BigInteger, BigDecimal, Date, Time, Cryptography, ArrayList, Regex, JSON, CSV, Web

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C++ how to Program Paul J. Deitel,Harvey M. Deitel,2008 Introduces the fundamentals of object oriented programming and generic programming in C Topics include classes objects and encapsulation inheritance and polymorphism and object oriented design with the UML

Progress in WWW Research and Development Yanchun Zhang,Ge Yu,Elisa Bertino,Guandong Xu,2008-04-08 Coverage in this proceedings volume includes data mining and knowledge discovery wireless sensor networks and grid XML and query processing and optimization security information extraction semantic Web and Web applications and workflow and middleware

Indian National Bibliography B. S. Kesavan,2016-05

C Paul J. Deitel,Harvey M. Deitel,2010 The Deitels groundbreaking How to Program series offers unparalleled breadth and depth of programming concepts and intermediate level topics for further study The books in this series feature hundreds of complete working programs with thousands of lines of code Includes strong treatment of structured algorithm and program development in ANSI ISO C with 150 working C programs New chapters added for C99 and game programming with the Allegro C Library Includes rich 300 page treatment of object oriented programming in C Presents each new concept in the context of a complete working program immediately followed by one or more windows showing the program s input output dialog Enhances the Live Code Approach with syntax coloring Provides Helpful Programming Tips all marked by icons Good Programming Practices Common Programming Errors Error Prevention Tips Performance Tips Portability Tips Software Engineering Observations Look and Feel Observations A valuable reference for programmers and anyone interested in learning the C programming

language [C](#) Harvey M. Deitel, Paul J. Deitel, 1992 **C++20 for Programmers** Paul Deitel, Harvey Deitel, 2022-03-31

The professional programmer's Deitel guide to C++20. Written for programmers with a background in another high-level language, in this book you'll learn modern C++ development hands-on using C++20 and its Big Four features: Ranges, Concepts, Modules, and Coroutines. For more details, see the Preface and the table of contents diagram inside the front cover. In the context of 200 hands-on real-world code examples, you'll quickly master modern C++ coding idioms using popular compilers: Visual C++, GNU g++, Apple Xcode, and LLVM Clang. After the C++ fundamentals quick start, you'll move on to C++ standard library containers: array and vector, functional style programming with C++20 Ranges and Views, strings, files, and regular expressions; object-oriented programming with classes, inheritance, runtime polymorphism, and static polymorphism; operator overloading; copy-move semantics; RAII and smart pointers; exceptions; and a look forward to C++23: Contracts, standard library containers, iterators, and algorithms; templates; C++20 Concepts and metaprogramming; C++20 Modules and large-scale development; and concurrency/parallelism: the C++17 and C++20 parallel standard library algorithms and C++20 Coroutines. Features: Rich coverage of C++20's Big Four: Ranges, Concepts, Modules, and Coroutines. Objects: Natural Approach. Use standard libraries and open-source libraries to build significant applications with minimal code. Hundreds of real-world live code examples. Modern C++ C++20 17 14 11 and a look to C++23. Compilers: Visual C++ GNU g++ Apple Xcode Clang LLVM Clang Docker GNU GCC LLVM Clang. Fundamentals: Control statements, functions, strings, references, pointers, files, exceptions. Object-oriented programming: Classes, objects, inheritance, runtime and static polymorphism, operator overloading, copy-move semantics, RAII, smart pointers. Functional style programming: C++20 Ranges and Views, lambda expressions, Generic programming, Templates. C++20 Concepts and metaprogramming. C++20 Modules. Large Scale Development. Concurrent programming: Concurrency, multithreading, parallel algorithms. C++20 Coroutines: coroutines, support libraries. C++23: executors. Future: A look forward to Contracts, range-based parallel algorithms, standard library coroutine support, and more. C++20 for Programmers builds up an intuition for modern C++ that every programmer should have in the current software engineering ecosystem. The unique and brilliant ordering in which the Deitels present the material jibes much more naturally with the demands of modern production-grade programming environments. I strongly recommend this book for anyone who needs to get up to speed on C++ particularly in professional programming environments where the idioms and patterns of modern C++ can be indecipherable without the carefully crafted guidance that this book provides. Dr. Daisy Hollman, ISO C++ Standards Committee Member. This is a fine book that covers a surprising amount of the very large language that is C++20. An in-depth treatment of C++ for a reader familiar with how things work in other programming languages. Arthur O'Dwyer, C++ trainer, Chair of CppCon's Back to Basics track, author of several accepted C++17/20/23 proposals, and the book *Mastering the C++17 STL*. Forget about callback functions, bare pointers, and proprietary multithreading libraries. C++20 is about standard concurrency features, generic lambda expressions, metaprogramming, tighter type safety, and the long-awaited concepts, which are all demonstrated in this book. Functional

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Visual Basic 2005 Harvey M. Deitel,Paul J. Deitel,2006 With Visual Basic NET Microsoft transforms Visual Basic into a supercharged tool for developing next generation Web services and Windows applications Now learn Visual Basic NET hands on through thousands of lines of live code in hundreds of complete working programs explained with exceptional clarity by the renowned programming trainers of Deitel then covers all key VB NET programming fundamentals from control structures to methods arrays and object oriented programming It delivers in depth coverage of VB NET GUI development multithreading graphics and multimedia XML programming database development with SQL and ADO NET building Web Forms and Web Services with ASP NET network programming data structures accessibility and more The book contains hundreds of real world tips and techniques for writing high quality code improving performance and reliability and efficient debugging An accompanying CD ROM contains all of the book s source code up to date Visual Studio 2005 development tools plus links to the Web s best Visual Basic NET demos and resources For all beginning programmers and developers experienced with traditional languages who want to master Visual Basic NET quickly

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Language Processing and Grammars
Brian Nolan,Carlos Periñán-Pascual,2014-04-15 There is a growing awareness of the significance and value that modelling using information technology can bring to the functionally oriented linguistic enterprise This encompasses a spectrum of areas as diverse as concept modelling language processing and grammar modelling conversational agents and the visualisation of complex linguistic information in a functional linguistic perspective This edited volume offers a collection of papers dealing with different aspects of computational modelling of language and grammars within a functional perspective at both the theoretical and application levels As a result this volume represents the first instance of contemporary functionally oriented computational treatments of a variety of important language and linguistic issues This book presents current research on functionally oriented computational models of grammar language processing and linguistics concerned with a broadly functional computational linguistics that also contributes to our understanding of languages within a functional and cognitive linguistic computational research agenda

Java Harvey M. Deitel,Paul J. Deitel,1999 Completely revised and updated to cover the new features in the 1 2 release of Java this book is a comprehensive look at learning how to program in Java The book covers all facets of the Java language including object orientation multithreading exception handling the new event model the graphics capabilities of the new Abstract Windows Toolkit and the new APIs

C for Programmers with an Introduction to C11 Paul Deitel,Harvey Deitel,2013-04-19 The professional programmer s Deitel guide to procedural programming in C through 130 working code examples Written for programmers with a background in high level language programming this book applies the Deitel signature live code approach to teaching the C language and the C Standard Library The book presents the concepts in the context of fully tested programs complete with syntax shading code highlighting code walkthroughs and program outputs The book features approximately 5 000 lines of proven C code and

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