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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

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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 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 Services JShell for Python Like Interactivity Want to stay in touch with the Deitels Contact the authors at deitel@deitel.com Join the Deitel social media communities deitel.com [linkedin](https://www.linkedin.com/company/deitel) [facebook.com/DeitelFan](https://www.facebook.com/DeitelFan) [instagram.com/DeitelFan](https://www.instagram.com/DeitelFan) [x.com/DeitelFan](https://www.x.com/DeitelFan) [youtube.com/DeitelTV](https://www.youtube.com/DeitelTV) [mastodon social deitel](https://www.mastodon.social/deitel) For source code and updates visit deitel.com/javafp5 Reviewer Comments The future of Java programming is here and this new edition of Deitel is leading the charge By embracing genAI head on the authors are potentially revolutionizing programming education Through its integrative approach to the use and study of genAI this book is positioned to be the leading book in modern Java and its applications Indeed I expect that it should be widely adopted by

instructors who want to ingrain in their students an appreciation for the critical role that Java will play in data science machine learning artificial intelligence and cybersecurity The book s innovative and forward thinking use of genAI facilitates reader engagement and inspires readers to think critically about the benefits and limitations of AI as a programming aid Chapter 19 could become everyone s favorite new Java book chapter the generative AI API based code examples are interesting and fun All audiences of this book should read the Preface there s so much to get excited about It demonstrates with refreshing transparency and honesty how much love and care went into the reinvention of an already outstanding Java book by bringing it into a new frontier of what it means to be a programmer in today s world Bravo Your Preface statement GenAI has created an ultra high level programming capability that will leverage your Java learning experience and ability to produce robust top quality Java software quickly conveniently and economically is a great conclusion to the Preface intro really helps justify the use of genAI Brian Canada Professor of Computational Science University of South Carolina Beaufort After reading your whole book it was fun to read the Preface that wraps everything up at a high level You have done some amazing work here and I m glad to have been a small part of it as a reviewer I especially appreciate how difficult it must have been to make sure everything was as up to date as possible with the speed at which things change in this field and the deftness with which you incorporated all the focus on GenAI and data science that s in this book Emily Navarro Ph D Continuing Lecturer Department of Informatics University of California Irvine The generative AI exercises are awesome and reflect the way modern developers work They are fun and let the reader explore and learn about AI by using AI how meta This allows readers to expand their knowledge and get a feel for the AI s code related capabilities Jeanne Boyarsky CodeRanch Java Champion Register your book for convenient access to downloads updates and or corrections as they become available See inside book for details Note eBooks are 4 color and print books are black and white [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

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++ how to Program Harvey M. Deitel, Paul J. Deitel, 2005 With over 250 000 sold Harvey and Paul Deitel's C How to Program is the world's best selling introduction to C programming Now this classic has been thoroughly updated 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 Deitel's C How to Program is the most comprehensive practical introduction to C ever published with hundreds of hands on exercises roughly 250 complete programs written and documented for easy learning and exceptional insight into good programming practices maximizing performance avoiding errors debugging and testing The updated Fifth Edition now includes a new early classes pedagogy classes and objects are introduced in Chapter 3 and used throughout the book as appropriate The new edition uses string and vector classes to make earlier examples more object oriented Large chapters are broken down into smaller more manageable pieces A new OOD UML ATM case study replaces the elevator case study of previous editions and UML in the OOD UML case study and elsewhere in the book has been upgraded to UML 2 The Fifth Edition features new mini case studies e.g. GradeBook and Time classes An employee hierarchy replaces Point Circle Cylinder to introduce inheritance and polymorphism Additional enhancements include tuned treatment of exception handling new Using the Debugger material and a new Before You Begin section to help readers get set up properly Also included are separate chapters on recursion and searching sorting The Fifth Edition retains every key concept and technique ANSI C developers need to master control statements functions arrays pointers and strings classes and data abstraction operator overloading inheritance virtual functions polymorphism I/O templates exception handling file processing data structures and more It also includes a detailed introduction to Standard Template Library STL containers container adapters algorithms and iterators The accompanying CD ROM includes all the source code from the book A valuable reference for programmers and anyone interested in learning the C programming language and object oriented development in C

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

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

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 RAI 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 RAI 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 programming is explained clearly with plenty of illustrative code listings The excellent chapter Parallel Algorithms and Concurrency A High Level View is a highlight of this book Danny Kalev Ph D and Certified System Analyst and Software Engineer Former ISO C Standards Committee Member Register your book for convenient access to downloads updates and or corrections as they become available See inside book for details Note eBooks are 4 color

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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

E-business & E-commerce Harvey M. Deitel, Paul J. Deitel, Tem R. Nieto, 2001

2 Introduction to Internet Explorer 5 and the World Wide Web 3 e Business Models 4 Internet Marketing 5 Online Monetary Transactions 6 Legal Ethical and Social Issues Internet Taxation 7 Computer and Network Security 8 Hardware Software and Communications 9 Introduction to HyperText Markup Language 4 HTML 4 10 Intermediate HTML 4 11 Ultimate Paint 12 Microsoft FrontPage Express 13 JavaScript JScript Introduction to Scripting 14 JavaScript JScript Control Structures I 15 JavaScript JScript Control Structures II 16 JavaScript JScript Functions 17 JavaScript JScript Arrays 18 JavaScript JScript Objects 19 Dynamic HTML Cascading Style SheetsT CSS 20 Dynamic HTML Object Model and Collections 21 Dynamic HTML Event Model 22 Dynamic HTML Filters and Transitions 23 Dynamic HTML Data Binding with Tabular Data Control 24 Dynamic HTML Client Side Scripting with VBScript 25 Active Server Pages ASP 26 ASP Case Studies 27 XML Extensible Markup Language 28 Case Study An Online Bookstore 29 Perl 5 and CGI Common Gateway Interface 30 Dynamic HTML Structured Graphics ActiveX Control 31 Dynamic HTML Path Sequencer and Sprite ActiveX Controls 32 Multimedia Audio Video Speech Synthesis and Recognition 33 Macromedia FlashT 4 Building Interactive Animations 34 Accessibility Appendix A HTML Special Characters Appendix B HTML Colors Appendix C ASCII Character Set Appendix D Operator Precedence Charts Bibliography Index

Java SE8 for Programmers Paul J. Deitel, Harvey Deitel, 2014-03-29

The professional programmer's Deitel guide to Java SE 7 and SE 8 Java 8 development with the powerful Java platform Written for programmers with a background in high level language programming this book applies the Deitel signature live code approach to teaching programming and explores the Java language and Java APIs in depth The book presents concepts in the context of fully tested programs complete with syntax shading code highlighting line by line code walkthroughs and program outputs The book features hundreds of complete Java programs with thousands of lines of proven Java code and hundreds of tips that will help you build robust applications Start with an introduction to Java using an early classes and objects approach then rapidly move on to more advanced topics including GUI graphics exception handling lambdas streams functional interfaces object serialization concurrency generics generic collections JDBC and more You'll enjoy the Deitels classic treatment of object oriented programming and the object oriented design ATM case study including a complete Java implementation When you're finished you'll have everything you need to build industrial strength object oriented Java SE 7 and SE 8 Java 8 applications Practical Example Rich Coverage of Java SE 7 and SE 8 Java 8 Lambdas Streams Functional Interfaces with Default and Static Methods Classes Objects Encapsulation Inheritance Polymorphism Interfaces Swing and JavaFX GUIs Graphics Integrated Exception Handling Files Streams Object Serialization Multithreading and Concurrency for Optimal Multi Core Performance Generics and Generic Collections Database JDBC SQL and JavaDB Using the Debugger and the API Docs Industrial Strength Object Oriented

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Java 9 for Programmers Paul Deitel,Harvey Deitel,2017-05-16 The professional programmer's Deitel guide to Java 9 and the powerful Java platform Written for programmers with a background in another high level language this book applies the Deitel signature live code approach to teaching programming and explores the Java 9 language and APIs in depth The book presents concepts in fully tested programs complete with code walkthroughs syntax shading code highlighting and program outputs It features hundreds of complete Java 9 programs with thousands of lines of proven code and hundreds of software development tips that will help you build robust applications Start with an introduction to Java using an early classes and objects approach then rapidly move on to more advanced topics including JavaFX GUI graphics animation and video exception handling lambdas streams functional interfaces object serialization concurrency generics generic collections database with JDBC™ and JPA and compelling new Java 9 features such as the Java Platform Module System interactive Java with JShell for discovery experimentation and rapid prototyping and more You'll enjoy the Deitel's classic treatment of object oriented programming and the object oriented design ATM case study including a complete Java implementation When you're finished you'll have everything you need to build industrial strength object oriented Java 9 applications

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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 hundreds of savvy tips that will help you build robust applications Start with an introduction to C then rapidly move on to more advanced topics including building custom data structures the Standard Library select features of the new C11 standard such as multithreading to help you write high performance applications for today s multicore systems and secure C programming sections that show you how to write software that is more robust and less vulnerable You ll enjoy the Deitels classic treatment of procedural programming When you re finished you ll have everything you need to start building industrial strength C applications Practical example rich coverage of C programming fundamentals Compiling and debugging with GNU gcc and gdb and Visual C Key new C11 standard features Type generic expressions anonymous structures and unions memory alignment enhanced Unicode support `_Static_assert` `quick_exit` and `at_quick_exit` `_Noreturn` function specifier C11 headers C11 multithreading for enhanced performance on today s multicore systems Secure C Programming sections Data structures searching and sorting Order of evaluation issues preprocessor Designated initializers compound literals `bool` type complex numbers variable length arrays restricted pointers type generic math inline functions and more Visit www.deitel.com For information on Deitel s Dive Into Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or write to deitel@deitel.com Download code examples To receive updates for this book subscribe to the free DEITEL BUZZ ONLINE e mail newsletter at www.deitel.com/newsletter/subscribe.html Join the Deitel social networking communities on Facebook at facebook.com/DeitelFan Twitter [deitel](https://twitter.com/deitel) LinkedIn at bit.ly/DeitelLinkedIn and Google TM at gplus.to/Deitel

Language Processing and Grammars Brian Nolan, Carlos Perrián-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

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