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Javascript For Programmers Harvey M Deitel

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JavaScript for Programmers Paul J. Deitel,Harvey M. Deitel,2010 PRACTICAL EXAMPLE RICH COVERAGE OF XHTML CSS JavaScript Control Statements Functions Arrays Objects JSON JavaScript Object Notation XHTML DOM Objects and Collections JavaScript Event Driven Programming XML and RSS XML DOM Rich Internet Applications Asynchronous JavaScript and XML Ajax XMLHttpRequest Dojo Toolkit Consuming Web Services And more doesn't trip over cross browser incompatibilities Eric Lawrence Microsoft Exceptionally clear Ajax tutorial best I've reviewed Great solutions for the very cool type ahead and edit in place Ajax features Libraries to Help Eliminate Cross Browser Compatibility Issues is fantastic This book and your websites will be often visited resources if not best practices in themselves John Peterson Insync and V I O Inc I wish I'd had this when I was learning to program Joe Kromer New Perspective *Java SE 8 for Programmers* Paul J. Deitel,Harvey M. Deitel,2014 Summary Written for programmers with a background in high level language programming the book applies the Deitel signature live code approach to teaching programming and explores the Java language in depth

iOS 8 for Programmers Paul J. Deitel,Harvey M. Deitel,Abbey Deitel,2015 This tutorial employs the Deitels proven app driven approach to teaching mobile programming Each chapter is built around a single unique app The chapter begins with a detailed walk through of what the app does then dives into the underlying code By the end of the chapter the reader has not only learned key iOS programming principles but has actually built a working iOS app *Python for Programmers* Paul Deitel,Harvey Deitel,2019-03-15 The professional programmer's Deitel guide to Python with introductory artificial intelligence case studies Written for programmers with a background in another high level language Python for Programmers uses hands on instruction to teach today's most compelling leading edge computing technologies and programming in Python one of the world's most popular and fastest growing languages Please read the Table of Contents diagram inside the front cover and the Preface for more details In the context of 500 real world examples ranging from individual snippets to 40 large scripts and full implementation case studies you'll use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms After covering Python Chapters 1-5 and a few key parts of Chapters 6-7 you'll be able to handle significant portions of the hands on introductory AI case studies in Chapters 11-16 which are loaded with cool powerful contemporary examples These include natural language processing data mining Twitter for sentiment analysis cognitive computing with IBM Watson™ supervised machine learning with classification and regression unsupervised machine learning with clustering computer vision through deep learning and convolutional neural networks deep learning with recurrent neural networks big data with Hadoop Spark™ and NoSQL databases the Internet of Things and more You'll also work directly or indirectly with cloud based services including Twitter Google Translate™ IBM Watson Microsoft Azure OpenMapQuest PubNub and more Features 500 hands on real world live code examples from snippets to case studies IPython code in Jupyter Notebooks Library focused Uses Python Standard

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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 [Ajax, Rich Internet Applications, and Web Development for Programmers](#) Paul J. Deitel,Harvey M. Deitel,2008 Offering an in depth exploration of AJAX technologies this book is ideal for programmers with or without a Web programming background It provides readers with a detailed code rich walkthrough on writing AJAX programs and introduces key AJAX techniques and program models [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 **The British National Bibliography** Arthur James Wells,2009 **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 JDBCTM 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 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 9 applications New Java 9 Features Java 9 s Platform Module System Interactive Java via JShell Java 9 s REPL Collection Factory Methods Matcher Methods Stream Methods JavaFX Updates Using Modules in JShell Completable Future Updates Security Enhancements Private Interface Methods and many other language and API updates Core Java Features Classes Objects Encapsulation Inheritance Polymorphism Interfaces Composition vs Inheritance Programming to an Interface not an Implementation Lambdas Sequential and Parallel Streams Functional Interfaces with Default and Static Methods Immutability JavaFX GUI 2D and 3D Graphics Animation Video CSS Scene Builder Files I O Streams XML Serialization Concurrency for Optimal Multi Core Performance JavaFX Concurrency APIs Generics and Generic Collections Recursion Database JDBCTM and JPA Keep in Touch Contact the authors at deitel@deitel.com Join the Deitel social media

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C++ Paul J. Deitel, Harvey M. Deitel, 2010 KEY BENEFIT This comprehensive best seller is aimed at readers with little or no programming experience. It teaches by presenting the concepts in the context of full working programs and takes an early objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse, and component-oriented software construction. KEY TOPICS Introduction to Computers, the Internet, and World Wide Web; Introduction to C Programming; Introduction to Classes and Objects; Control Statements Part 1, Control Statements Part 2, Functions, and an Introduction to Recursion; Arrays and Vectors; Pointers and Pointer-Based Strings; Classes: A Deeper Look Part 1, Classes: A Deeper Look Part 2; Object-Oriented Programming: Inheritance, Object-Oriented Programming, Polymorphism; Optional ATM Case Study Part 1; Object-Oriented Design with the UML; Optional ATM Case Study Part 2; Implementing an Object-Oriented Design Exception Handling; Templates; Operator Overloading; String and Array Objects; String Processing with Class string; Stream Input/Output; File and String Stream Processing; Searching and Sorting Data Structures; Standard Template Library (STL); Bits, Characters, C Strings, and structs; Game Programming with Ogre; Boost Libraries; Technical Report 1 and C++ Other Topics; Operator Precedence and Associativity Chart; ASCII Character Set; Fundamental Types; Number Systems; C Legacy Code Topics; Preprocessor; UML 2 Additional Diagram Types; Using the Visual Studio 2008 Debugger; Using the GNU Trade C Debugger.

MARKET A useful reference for programmers.

Android for Programmers Paul Deitel, Harvey M. Deitel, Abbey Deitel, Michael Morgano, 2011-10-24 The professional programmer's Deitel guide to Android smartphone and tablet app development and the Eclipse IDE with the Android Development Tools (ADT) plug-in. Billions of apps have been downloaded from Android Market. This book gives you everything you'll need to start developing great Android apps quickly and getting them published on Android Market. The book uses an app-driven approach; each new technology is discussed in the context of 16 fully tested Android apps, complete with syntax coloring, code walkthroughs, and sample outputs. Apps you'll develop include SpotOn, Game Slideshow, Flag Quiz, Route Tracker, Favorite Twitter Searches, Address Book, Tip Calculator, Doodlz, Weather Viewer, Cannon Game, Voice Recorder, Pizza Ordering. Practical example-rich coverage of Smartphone and Tablet Apps. Android Development Tools (ADT) Plug-In for Eclipse; Activities; Intents; Content Providers; GUI Components; Menus; Toasts; Resource Files; Touch and Gesture Processing; Tablet Apps; ActionBar and AppWidgets; Tweened Animations; Property Animations; Camera; Audio; Video; Graphics; OpenGL ES; Gallery and Media Library; Access; SharedPreferences; Serialization; SQLite; Handlers and Multithreading; Games; Google Maps; GPS; Location Services; Sensors; Internet-Enabled Apps; Web Services; Telephony; Bluetooth; Speech Synthesis and Recognition; Android Market; Pricing; Monetization; And more. PLUS Register your product at www.informit.com/register for additional online chapters that cover Android Ice Cream Sandwich.

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