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PAUL J. DEITEL and HARVEY M. DEITEL

# Javascript For Programmers Harvey M Deitel

**R Barnett**



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*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](http://www.deitel.com) For information on Deitel s Dive Into Series programming training courses delivered at organizations worldwide visit [www.deitel.com/training](http://www.deitel.com/training) or write to [deitel@deitel.com](mailto: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](http://www.deitel.com/newsletter/subscribe.html) Join the Deitel social networking communities on Facebook at [facebook.com/DeitelFan](https://facebook.com/DeitelFan) Twitter [deitel](https://twitter.com/deitel) LinkedIn at [bit.ly/DeitelLinkedIn](https://bit.ly/DeitelLinkedIn) and

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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 0x 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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**American Book Publishing Record**, 2004 Visual C++ .NET Harvey M. Deitel, 2004 Written by the authors of the world's best selling introductory intermediate C and C++ textbooks this comprehensive book examines Visual C++ .NET Visual C++ .NET How to Program features the Deitels signature LIVE CODE approach to teaching programming with thousands of lines of code in hundreds of complete working programs Start with an introduction to computers and Visual C++ .NET programming then move on to more advanced topics such as graphical user interfaces GUIs multimedia databases and networking Learn how to create reusable software components with classes and assemblies Create database connections using ADO .NET create Web based applications using ATL Server and create Web services using ASP .NET and ATL server The book features detailed LIVE CODE examples that illustrate managed C++ code highlight crucial files and streams concepts show how to create custom GUI controls demonstrate how to use sockets to hide network details show real examples of Web services in action demonstrate attributed programming in ATL COM illustrate COM components and illustrate several substantial case studies Benefit from the Deitels outstanding and consistent pedagogy with icons that highlight good programming practices common errors software engineering observations portability tips performance tips and testing and debugging tips For anyone interested in learning how to program Visual C++ .NET Previously appeared in 12 2002 catalog Web Services Harvey M. Deitel, 2002 Applications Book jacket Internet & World Wide Web Harvey M. Deitel, Paul J. Deitel, Andrew B. Goldberg, 2004 The goal of Deitel Associates Inc s Internet World Wide Web How to Program 3 e is to introduce readers with little or no programming experience to the exciting world of Web based applications This comprehensive book with accompanying CD ROM teaches the fundamentals needed to program on the Internet Readers will be well prepared to build real world industrial strength Web based applications In depth coverage of introductory programming principles various markup languages XHTML Dynamic HTML and XML several scripting languages JavaScript VBScript Perl Python PHP ColdFusion and FlashActionScript Web servers IIS and Apache and relational databases MySQL provide all the skills and tools needed to create dynamic Web based applications This new edition contains chapters on Macromedia ColdFusion a leading server side scripting software package and Macromedia Dreamweaver a powerful WYSIWYG editor and Web application creation tool Hundreds of LIVE CODE examples i e complete working programs of real applications throughout the book and on the accompanying CD allow readers to run the applications and see and hear the outputs Readers learn to incorporate multimedia into Web pages and Web based applications to enhance their presentations Chapters on e Business and Accessibility for people with disabilities expose readers to a wide range of other topics For Internet and Web based computer programmers and others in organizations and businesses who need to develop their own Websites and pages

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