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EIGHTH EDITION



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PAUL DEITEL
HARVEY DEITEL

Java How To Program 8th Edition By Deitel

Paul J. Deitel, Harvey M. Deitel



Java How To Program 8th Edition By Deitel:

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 Harvey M. Deitel, Paul J. Deitel, 2002 Accompanying CD ROM contains Java 2 SDK standard edition 1 3 1 Java Media Framework API 2 1 1 Forte for Java release 2 0 Community ed Java Plug in HTML converter 1 3

Visual Basic 2008 Paul J. Deitel, Harvey M. Deitel, 2009 Created by world renowned programming instructors Paul and Harvey Deitel Visual Basic 2008 How to Program Fourth Edition introduces all facets of the Visual Basic 2008 language hands on through hundreds of working programs This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual Basic 2008 and NET 3 5 all discussions and sample code have been carefully audited against the newest Visual Basic language specification The many new platform features covered in depth in this edition include LINQ data queries Windows Presentation Foundation WPF ASP NET Ajax and the Microsoft Ajax Library Silverlight based rich Internet application development and creating Web services with Windows Communication Foundation WCF New language features introduced in this edition object anonymous types object initializers implicitly typed local variables and arrays delegates lambda expressions and extension methods A series of appendices provide essential programming reference material on topics ranging from number systems to the Visual Studio Debugger UML 2 to Unicode and ASCII AUDIENCE Appropriate for anyone interested in learning programming with Visual Basic 2008

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

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handling techniques for building mission critical software followed by in depth coverage of C based GUI development Coverage also includes multithreading strings characters regular expressions graphics files and streams and more Next you ll extend your C applications to leverage XML and NET as you master ADO NET database access and ASP NET Web services delivery An integrated optional ATM case study teaches object oriented design with UML tm 2 0 while a new GradeBook case study aids in the discussion of early classes and objects From networking to security the Deitels present hundreds of expert tips on good programming practices avoiding errors maximizing performance testing and debugging For beginning programmers and for developers experienced with traditional languages who want to master C quickly

Java How to Program Visual J++ with CD Harvey M. Deitel,1998-09 Contains 70 page introduction and VJ 1 1 software Journal of Object-oriented Programming ,2001

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 Studioreg 2008 Debugger Using the GNUtrade C Debugger MARKET A useful reference for programmers

The British National Bibliography Arthur James Wells,2009

Simply Visual Basic 2008 Paul J. Deitel,Harvey M. Deitel,Greg J. Ayer,2009 For introductory courses in Visual Basic Programming offered in departments of Information Technology Computer Science or Business Merging the concept of a lab manual with that of a conventional textbook the Deitels have crafted an innovative approach that enables students to learn programming while having a mentor like book by their side This best seller blends the Deitel tm signature Live Code tm Approach with their Application Driven tm methodology Students learn programming and Visual Basic by working through a set of applications Each tutorial builds upon previously learned concepts while learning new ones An abundance of self assessment exercises are available at the end of most chapters to reinforce key ideas This approach makes it possible to cover a wealth of

programming constructs within the Visual Basic 2008 environment Key topics include Language Integrated Query LINQ Visual Programming Framework Class Library FCL Controls Buttons TextBoxes ListBoxes Timers ComboBoxes RadioButtons Menus Dialogs Event Handling Debugger Algorithms Control Structures Methods Random Number Generation Arrays Classes Objects Collections Mouse Keyboard Event Handling Strings Files Database Graphics Multimedia GUI Design and Web applications Deitel accomplishes this by making highly technical topics as simple as possible The Third Edition is fully updated for Visual Studio 2008 Visual Basic 2008 and NET 3 5

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