

Accelerated C Practical Programming By Example

After many of years of teaching C and C++ and continually searching for the 'perfect' book, we decided to write our own. Although the first edition under a different name sold world-wide, it is now out of print. We have retained our rights to the book and have entered into the self-publishing world. This textbook is designed to teach beginning programming at the college level. It has a strong focus based upon procedural programming using the C++ language. Additionally, at the end of each chapter we show how these concepts apply to the C programming language. Book materials can be downloaded from: sharepoint.cset.oit.edu/LearnByDoing/. Prerequisites The text is targeted at the broad base of students taking their first programming course. It assumes no prior programming knowledge. However, because of the mathematical nature of some of the programming assignments, the student should have an understanding of algebraic concepts. How we are different In the past we have used several books within our introductory courses taken by programming students. Every few years we tend to alternate between these books, only to find that they all fall short of our objectives. Our text is different in the following ways: a. We include a more "learn by doing" approach to presenting materials. b. Throughout the text, exercises are presented for the students to complete as they work through a specific topic. c. We clearly stress a more procedural approach to learning programming throughout the majority of the text. d. At the end of each chapter, we point out the corresponding C language constructs related to the specific topic being presented. e. The writing style seeks to actively engage the reader in a "learn by doing" fashion and makes extensive use of various aspects associated with using the debugger to help solidify concepts. f. The writing style presents information concisely and makes good use of many code examples to help present the topics.

More C++ Gems picks up where the first book left off, presenting tips, tricks, proven strategies, easy-to-follow techniques, and usable source code.

The C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, thoroughly covers the details of this language and its use in his definitive reference, *The C++ Programming Language, Fourth Edition*. In *A Tour of C++*, Stroustrup excerpts the overview chapters from that complete reference, expanding and enhancing them to give an experienced programmer—in just a few hours—a clear idea of what constitutes modern C++. In this concise, self-contained guide, Stroustrup covers most major language features and the major standard-library components—not, of course, in great depth, but to a level that gives programmers a meaningful overview of the language, some key examples, and practical help in getting started. Stroustrup presents the C++ features in the context of the programming styles they support, such as object-oriented and generic programming. His tour is remarkably comprehensive. Coverage begins with the basics, then ranges widely through more advanced topics, including many that are new in C++11, such as move semantics, uniform initialization, lambda expressions, improved containers, random numbers, and concurrency. The tour ends with a discussion of the design and evolution of C++ and the extensions added for C++11. This guide does not aim to teach you how to program (see Stroustrup's *Programming: Principles and Practice Using C++* for that); nor will it be the only resource you'll need for C++ mastery (see Stroustrup's *The C++ Programming Language, Fourth Edition*, for that). If, however, you are a C or C++ programmer wanting greater familiarity with the current C++ language, or a programmer versed in another language wishing to gain an accurate picture of the nature and benefits of modern C++, you can't find a shorter or simpler introduction than this tour provides.

'Downright revolutionary... the title is a major understatement... 'Quantum Programming' may ultimately change the way embedded software is designed.' -- Michael Barr, Editor-in-Chief, *Embedded Systems Programming* magazine ([Click here](#))

This book provides a complete and modern guide to web scraping, using Python as the programming language, without glossing over important details or best practices. Written with a data science audience in mind, the book explores both scraping and the larger context of web technologies in which it operates, to ensure full understanding. The authors recommend web scraping as a powerful tool for any data scientist's arsenal, as many data science projects start by obtaining an appropriate data set. Starting with a brief overview on scraping and real-life use cases, the authors explore the core concepts of HTTP, HTML, and CSS to provide a solid foundation. Along with a quick Python primer, they cover Selenium for JavaScript-heavy sites, and web crawling in detail. The book finishes with a recap of best practices and a collection of examples that bring together everything you've learned and illustrate various data science use cases. What You'll Learn Leverage well-established best practices and commonly-used Python packages Handle today's web, including JavaScript, cookies, and common web scraping mitigation techniques Understand the managerial and legal concerns regarding web scraping Who This Book is For A data science oriented audience that is probably already familiar with Python or another programming language or analytical toolkit (R, SAS, SPSS, etc). Students or instructors in university courses may also benefit. Readers unfamiliar with Python will appreciate a quick Python primer in chapter 1 to catch up with the basics and provide pointers to other guides as well.

Best-selling author Bill Vaughn gives practical advice that VB developers can use immediately to make their data access code faster and easier to write and understand.

FPGA brings high performance applications to market quickly – this book covers the many emerging platforms in a proven, effective manner.

C++ Programming: An Object-Oriented Approach has two primary objectives: Teach the basic principles of programming as outlined in the ACM curriculum for a CS1 class and teach the basic constructs of the C++ language. While C++ is a complex and professional language, experience shows that beginning students can easily understand and use C++. *C++ Programming: An Object-Oriented Approach* uses a combination of thorough, well-ordered explanations and a strong

visual framework to make programming concepts accessible to students. The authors stress incremental program development, wherein program analysis is followed by building a structure chart, constructing UML flow diagrams, writing algorithms, undertaking program design, and finally testing. This foundation, combined with a focus on the benefits of a consistent and well-documented programming style, prepares students to tackle the academic and professional programming challenges they will encounter down the road with confidence.

As scientific and engineering projects grow larger and more complex, it is increasingly likely that those projects will be written in C++. With embedded hardware growing more powerful, much of its software is moving to C++, too. Mastering C++ gives you strong skills for programming at nearly every level, from “close to the hardware” to the highest-level abstractions. In short, C++ is a language that scientific and technical practitioners need to know. Peter Gottschling’s *Discovering Modern C++* is an intensive introduction that guides you smoothly to sophisticated approaches based on advanced features. Gottschling introduces key concepts using examples from many technical problem domains, drawing on his extensive experience training professionals and teaching C++ to students of physics, math, and engineering. This book is designed to help you get started rapidly and then master increasingly robust features, from lambdas to expression templates. You’ll also learn how to take advantage of the powerful libraries available to C++ programmers: both the Standard Template Library (STL) and scientific libraries for arithmetic, linear algebra, differential equations, and graphs. Throughout, Gottschling demonstrates how to write clear and expressive software using object orientation, generics, metaprogramming, and procedural techniques. By the time you’re finished, you’ll have mastered all the abstractions you need to write C++ programs with exceptional quality and performance.

Presents a collection of tips for programmers on how to use the features of C++11 and C++14 effectively, covering such topics as functions, rvalue references, and lambda expressions.

What Every Professional C++ Programmer Needs to Know—Pared to Its Essentials So It Can Be Efficiently and Accurately Absorbed C++ is a large, complex language, and learning it is never entirely easy. But some concepts and techniques must be thoroughly mastered if programmers are ever to do professional-quality work. This book cuts through the technical details to reveal what is commonly understood to be absolutely essential. In one slim volume, Steve Dewhurst distills what he and other experienced managers, trainers, and authors have found to be the most critical knowledge required for successful C++ programming. It doesn’t matter where or when you first learned C++. Before you take another step, use this book as your guide to make sure you’ve got it right! This book is for you if You’re no “dummy,” and you need to get quickly up to speed in intermediate to advanced C++ You’ve had some experience in C++ programming, but reading intermediate and advanced C++ books is slow-going You’ve had an introductory C++ course, but you’ve found that you still can’t follow your colleagues when they’re describing their C++ designs and code You’re an experienced C or Java programmer, but you don’t yet have the experience to develop nuanced C++ code and designs You’re a C++ expert, and you’re looking for an alternative to answering the same questions from your less-experienced colleagues over and over again C++ Common Knowledge covers essential but commonly misunderstood topics in C++ programming and design while filtering out needless complexity in the discussion of each topic. What remains is a clear distillation of the essentials required for production C++ programming, presented in the author’s trademark incisive, engaging style.

Trace element analysis has a key role to play in quality control of food and diet. This timely book introduces the subject in a practical way - from sampling and the techniques available for trace analysis, to procedures for specific elements and data analysis. Beginning with a brief introduction and discussion of statistical evaluation of data, the subsequent chapter looks at trace analysis in general, with its essentials and terminology. Another section introduces sampling and preparation of foodstuffs such as wheat, potato, vegetables and milk. This is followed by descriptions of the various spectrometric techniques (atomic absorption, atomic emission, atomic fluorescence) that are available. Plasma techniques for both optical emission and mass spectrometry are presented, as are nuclear activation analysis and X-ray methods. A comparison of the various analytical techniques is provided, and a separate chapter handles speciation analysis. Finally, procedures for determining essential and toxic elements such as arsenic, iron, selenium and zinc are suggested, using several recent references. Detailed explanations and a simple format will appeal to laboratory technicians and graduate students, as well as more experienced researchers. Comprehensive coverage, coupled with illustrations and a guide to relevant literature and manufacturers, will make *Trace Element Analysis of Food and Diet* a valuable source of information for anyone working on analysis of trace elements in food, diet or other biological or environmental samples - particularly food engineers, agricultural scientists and government testing agency employees.

Capitalize on the faster GPU processors in today’s computers with the C++ AMP code library—and bring massive parallelism to your project. With this practical book, experienced C++ developers will learn parallel programming fundamentals with C++ AMP through detailed examples, code snippets, and case studies. Learn the advantages of parallelism and get best practices for harnessing this technology in your applications. Discover how to: Gain greater code performance using graphics processing units (GPUs) Choose accelerators that enable you to write code for GPUs Apply thread tiles, tile barriers, and tile static memory Debug C++ AMP code with Microsoft Visual Studio Use profiling tools to track the performance of your code

A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading *C++ Crash Course*, you’ll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for intermediate to advanced programmers, *C++ Crash Course* cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you’ll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you’ll learn about all of the high-quality, fully-featured facilities available to you. You’ll cover special utility classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You’ll learn all the major features of modern C++, including: • Fundamental types, reference types, and user-defined types • The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm • Compile-time polymorphism with templates and run-time polymorphism with virtual classes • Advanced expressions, statements, and functions • Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities • Containers, iterators, strings, and algorithms • Streams and files, concurrency, networking, and application development With well over 500 code samples and nearly 100 exercises, *C++ Crash Course* is sure to help you build a strong C++ foundation.

Provides instructions for writing C code to create games and mobile applications using the new C11 standard.

Learn functional programming and build robust applications using the latest functional features in C++ Key Features Learn programming concepts such as loops, expressive code, and simple parallelization Understand the working of Lambdas and Currying and write Pure functions Explore event sourcing and other functional patterns to improve the efficiency of your applications Book Description Functional programming enables you to divide your software into smaller, reusable components that are easy to write, debug, and maintain. Combined with the power of C++, you can develop scalable and functional applications for modern software requirements. This book will help you discover the functional features in C++ 17 and C++ 20 to build enterprise-level applications. Starting with the fundamental building blocks of functional programming and how to use them in C++, you’ll explore functions, currying, and lambdas. As you advance, you’ll learn how to improve cohesion and delve into test-driven development, which will enable you in designing better software. In addition to this, the book

covers architectural patterns such as event sourcing to help you get to grips with the importance of immutability for data storage. You'll even understand how to "think in functions" and implement design patterns in a functional way. By the end of this book, you'll be able to write faster and cleaner production code in C++ with the help of functional programming. What you will learn Understand the fundamentals of functional programming Structure your code by understanding the building blocks of functional programming Compare design styles in functional programming and object-oriented programming (OOP) Use the concept of currying to create new functions in C++ Become skilled at implementing design patterns in a functional way Get to grips with multithreading by means of functional programming Learn how to improve memory consumption when using functional constructs Who this book is for This book is for C++ developers who want to learn functional programming but have little to no knowledge of the paradigm. Although no prior knowledge of functional programming is necessary, basic C++ programming experience will help you understand key concepts covered in the book.

Writing reliable and maintainable C++ software is hard. Designing such software at scale adds a new set of challenges. Creating large-scale systems requires a practical understanding of logical design – beyond the theoretical concepts addressed in most popular texts. To be successful on an enterprise scale, developers must also address physical design, a dimension of software engineering that may be unfamiliar even to expert developers. Drawing on over 30 years of hands-on experience building massive, mission-critical enterprise systems, John Lakos shows how to create and grow Software Capital. This groundbreaking volume lays the foundation for projects of all sizes and demonstrates the processes, methods, techniques, and tools needed for successful real-world, large-scale development. Up to date and with a solid engineering focus, Large-Scale C++, Volume I: Process and Architecture, demonstrates fundamental design concepts with concrete examples. Professional developers of all experience levels will gain insights that transform their approach to design and development by understanding how to Raise productivity by leveraging differences between infrastructure and application development Achieve exponential productivity gains through feedback and hierarchical reuse Embrace the component's role as the fundamental unit of both logical and physical design Analyze how fundamental properties of compiling and linking affect component design Discover effective partitioning of logical content in appropriately sized physical aggregates Internalize the important differences among sufficient, complete, minimal, and primitive software Deliver solutions that simultaneously optimize encapsulation, stability, and performance Exploit the nine established levelization techniques to avoid cyclic physical dependencies Use lateral designs judiciously to avoid the "heaviness" of conventional layered architectures Employ appropriate architectural insulation techniques for eliminating compile-time coupling Master the multidimensional process of designing large systems using component-based methods This is the first of John Lakos's three authoritative volumes on developing large-scale systems using C++. This book, written for fellow software practitioners, uses familiar C++ constructs to solve real-world problems while identifying (and motivating) modern C++ alternatives. Together with the forthcoming Volume II: Design and Implementation and Volume III: Verification and Testing, Large-Scale C++ offers comprehensive guidance for all aspects of large-scale C++ software development. If you are an architect or project leader, this book will empower you to solve critically important problems right now – and serve as your go-to reference for years to come. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Essential C Programming Language Skills - Made Easy- C Programming Absolute Beginner's Guide! This C Programming book gives a good start and complete introduction for C Programming for Beginner's. Learn the all basics and advanced features of C programming in no time from Bestselling Programming Author Harry. H. Chaudhary. This Book, starts with the basics; I promise this book will make you 100% expert level champion of C Programming. This book contains 1000+ Live C Program's code examples, and 500+ Lab Exercise & 200+ Brain Wash Topic-wise Code book and 20+ Live software Development Project's. All what you need ! Isn't it ? Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You'll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. (See Below List) Who knew how simple C programming could be? This is today's best beginner's guide to writing C programs-and to learning skills you can use with practically any language. Its simple, practical instructions will help you start creating useful, reliable C code. This book covers common core syllabus for All students & Professionals & Hackers. This Book is very serious C Programming stuff: A complete introduction to C Language. You'll learn everything from the fundamentals to advanced topics. If you've read this book, you know what to expect a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other C book you've ever read. Learning a new language is no easy. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? (A) 1000+ Live C Program's code examples, (B) 500+ Lab Exercises, (C) 200+ Brain Wash Topic-wise Code (D) 20+ Live software Development Project's. (E) Learn Complete C- without fear, . Inside Chapters. 1. Preface - Page-6, Introduction to C. 2. Elements of C Programming Language. 3. Control statements (conditions). 4. Control statements (Looping). 5. One dimensional Array. 6. Multi-Dimensional Array. 7. String (Character Array). 8. Your Brain on Functions. 9. Your Brain on Pointers. 10. Structure, Union, Enum, Bit Fields, Typedef. 11. Console Input and Output. 12. File Handling In C. 13. Miscellaneous Topics. 14. Storage Class. 15. Algorithms. 16. Unsolved Practical Problems. 17. PART-II-120+ Practical Code Chapter-Wise. 18. Creating & Inserting own functions in Libery. 19. Graphics Programming In C. 20. Operating System Development -Intro. 21. C Programming Guidelines. 22. Common C Programming Errors. 23. Live Software Development Using C.

Bjarne Stroustrup's own C++ In-Depth Series is now available all together in one attractive gift box, at a special reduced price! All books in this series have been hand-picked by Bjarne Stroustrup, the creator of the C++ programming language, as being worthy additions to the C++ literature. They give programmers concise, focused guides to specific topics. The series' practical approach is designed to lift professionals to the next level in their programming skills. They are all written by acknowledged experts. The books included are: Modern C++ Design, by Andrei Alexandrescu Accelerated C++, by Andrew Koenig and Barbara Moo Essential C++, by Stan Lippman Exceptional C++, by Herb Sutter More Exceptional C++, by Herb Sutter These are five great books of use to all C++ programmers. They are gathered into one handsome and sturdy gift box, and they are specially priced at over \$30 off the cost of buying them individually. The C++ In-Depth Box Set will be a welcome gift for any C++ programmer. 0201775816B12112002 C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process

information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language. The new second edition of "Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this new edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code. In short, to-the-point chapters, all aspects of programming are covered including style, software engineering, programming design, object-oriented design, and debugging. It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Steve Oualline's clear, easy-going writing style and hands-on approach to learning make "Practical C++ Programming a nearly painless way to master this complex but powerful programming language.

C++ Primer Plus, Sixth Edition New C++11 Coverage C++ Primer Plus is a carefully crafted, complete tutorial on one of the most significant and widely used programming languages today. An accessible and easy-to-use self-study guide, this book is appropriate for both serious students of programming as well as developers already proficient in other languages. The sixth edition of C++ Primer Plus has been updated and expanded to cover the latest developments in C++, including a detailed look at the new C++11 standard. Author and educator Stephen Prata has created an introduction to C++ that is instructive, clear, and insightful. Fundamental programming concepts are explained along with details of the C++ language. Many short, practical examples illustrate just one or two concepts at a time, encouraging readers to master new topics by immediately putting them to use. Review questions and programming exercises at the end of each chapter help readers zero in on the most critical information and digest the most difficult concepts. In C++ Primer Plus, you'll find depth, breadth, and a variety of teaching techniques and tools to enhance your learning: A new detailed chapter on the changes and additional capabilities introduced in the C++11 standard Complete, integrated discussion of both basic C language and additional C++ features Clear guidance about when and why to use a feature Hands-on learning with concise and simple examples that develop your understanding a concept or two at a time Hundreds of practical sample programs Review questions and programming exercises at the end of each chapter to test your understanding Coverage of generic C++ gives you the greatest possible flexibility Teaches the ISO standard, including discussions of templates, the Standard Template Library, the string class, exceptions, RTTI, and namespaces Table of Contents 1: Getting Started with C++ 2: Setting Out to C++ 3: Dealing with Data 4: Compound Types 5: Loops and Relational Expressions 6: Branching Statements and Logical Operators 7: Functions: C++'s Programming Modules 8: Adventures in Functions 9: Memory Models and Namespaces 10: Objects and Classes 11: Working with Classes 12: Classes and Dynamic Memory Allocation 13: Class Inheritance 14: Reusing Code in C++ 15: Friends, Exceptions, and More 16: The string Class and the Standard Template Library 17: Input, Output, and Files 18: The New C++11 Standard A Number Bases B C++ Reserved Words C The ASCII Character Set D Operator Precedence E Other Operators F The stringTemplate Class G The Standard Template Library Methods and Functions H Selected Readings and Internet Resources I Converting to ISO Standard C++ J Answers to Chapter Reviews Finally, a great introduction to ANCI C++ for working programmers! Lippmann--who worked under the leadership of Bjarne Stroustrup, wrote the classic "C++ Primer", and now works as a C++ programmer at DreamWorks--teaches programmers exactly what they need to know to get immediate results. From start to finish, each concept and technique is presented through real programs designed to solve the problems C++ programmers are most likely to encounter.

The authors begin by explaining why C++ is worth learning and then move on to the most important elements of C++. This book emphasizes understanding and practical use of the language. It explores the basics, covers inheritance and object-oriented programming, discusses templates and the powerful kind of abstraction they provide, and shows how to design and use libraries. Introduces programmers to the generic programming paradigm and to the C++ Standard Template Library and its use as an extensible framework for generic and interoperable components. Explains ideas underlying generic programming and shows how to create algorithms decoupled from the types and data structures they operate on, and how to write more efficient code that can be used and reused across platforms. Assumes familiarity with C++ and algorithms. Annotation copyrighted by Book News, Inc., Portland, OR

The new classic! C Primer Plus, now in its 5th edition, has been revised to include over 20 new programming exercises, newly improved examples and the new ANSI/ISO standard, C99. Task-oriented examples will teach you the fundamentals of C programming. From extended integer types and compound literals to Boolean support and variable-length arrays, you will learn to create practical and real-world applications with C programming. Review questions and programming exercises at the end of each chapter will reinforce what you have learned. This friendly and easy-to-use self-study guide will help you understand the fundamentals of this core programming language.

Accelerated C++ Practical Programming by Example Addison-Wesley Professional

Effective C++ has been updated to reflect the latest ANSI/ISO standards. The author, a recognised authority on C++, shows readers fifty ways to improve their programs and designs.

C++ (pronounced cee plus plus) is a general purpose programming language. It has imperative, object-oriented and generic programming features, while also providing the facilities for low level memory manipulation. It is designed with a bias for systems programming (e.g. embedded systems, operating system kernels), with performance, efficiency and flexibility of use as its design requirements. C++ has also been found useful in many other contexts, including desktop applications, servers (e.g. e-commerce, web search, SQL), performance critical applications (e.g. telephone switches, space probes) and entertainment software, such as video games. It is a compiled language, with implementations of it available on many platforms. Various organizations provide them, including the FSF, LLVM, Microsoft and Intel. C++ is standardised by the International Organization for Standardization (ISO), which the latest (and current) having being ratified and published by ISO in September 2011 as ISO/IEC 14882:2011 (informally known as C++11). The C++ programming language was initially standardised in 1998 as ISO/IEC 14882:1998, which was then amended by the C++03, ISO/IEC 14882:2003, standard. The current standard (C++11) supersedes these, with new features and an enlarged standard library. Before standardization (1989 onwards), C++ was developed by Bjarne Stroustrup at Bell Labs, starting in 1979, who wanted an efficient flexible language (like C) that also provided high level features for program organization. Many other programming languages have been influenced by C++, including C#, Java, and newer versions of C (after 1998).

This book helps to prevent such problems by showing how C programmers get themselves into trouble. Each of the book's many examples has trapped a professional programmer. Distilled from the author's experience over a decade of programming in C, this book is an ideal resource for anyone, novice or expert, who has ever written a C program.

Summary Elasticsearch in Action teaches you how to build scalable search applications using Elasticsearch. You'll ramp up fast, with an informative overview and an engaging introductory example. Within the first few chapters, you'll pick up the core concepts you need to implement basic searches and efficient indexing. With the fundamentals well in hand, you'll go on to gain an organized view of how to optimize your design. Perfect for developers and administrators building and managing search-oriented applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern search seems like magic—you type a few words and the search engine appears to know what you want. With the Elasticsearch real-time search and analytics engine, you can give your users this magical experience without having to do complex low-level programming or understand advanced data science algorithms. You just install it, tweak it, and get on with your work. About the Book Elasticsearch in Action teaches you how to write applications that deliver professional quality search. As you read, you'll learn to add basic search features to any application, enhance search results with predictive analysis and relevancy ranking, and use saved data from prior searches to give users a custom experience. This practical book focuses on Elasticsearch's REST API via HTTP. Code snippets are written mostly in bash using cURL, so they're easily translatable to other languages. What's Inside What is a great search application? Building scalable search solutions Using Elasticsearch with any language Configuration and tuning About the Reader For developers and administrators building and managing search-oriented applications. About the Authors Radu Gheorghe is a search consultant and software engineer. Matthew Lee Hinman develops highly available, cloud-based systems. Roy Russo is a specialist in predictive analytics. Table of Contents PART 1 CORE ELASTICSEARCH FUNCTIONALITY Introducing Elasticsearch Diving into the functionality Indexing, updating, and deleting data Searching your data Analyzing your data Searching with relevancy Exploring your data with aggregations Relations among documents PART 2 ADVANCED ELASTICSEARCH FUNCTIONALITY Scaling out Improving performance Administering your cluster

Computer Fundamentals and Programming in C 2e is designed to serve as a textbook for students of engineering (BE/B Tech), computer applications (BCA/MCA), and computer science (B Sc) for an introductory core course on computers and programming in C.

Takes a practical approach to solving problems using C++. This book describes real problems and solutions, not just language features. It covers the language and standard library together.

This C++ Programming book gives a good start and complete introduction for C++ Programming for Beginner's. It has been comprehensively updated for the long-awaited C++Beginner's from the Best selling Programming Author Harry H Chaudhary. The primary aim of this book is to help the reader understand how the facilities offered by C++ support key programming techniques. The aim is to take the reader far beyond the point where he or she gets code running primarily by copying examples and emulating programming styles from other languages. Anyone can learn C++ Programming through This Book I promise. Most Imp. Feature of this book is-- 1) Learn C++ without fear, 2) This book is for everyone, 3) 160 End of book examples, 4) 200 Practical Codes, 5) At last it goes to Expert level topics such as: *Software Design & Development Using C++*, 6) 101 Rules, for Software Design & Development using C++ @ the end of this book. 7) Very Easy Definitions for each topic with code examples and output. While reading this book it is fun and easy to read it. This book is best suitable for first time C++ readers, Covers all fast track topics of C++ for all Computer Science students and Professionals. This book introduces standard C++ and the key programming and design techniques supported by C++. Standard C++ is a far more powerful and polished language than the version of C++ introduced by the first edition of this book. This book presents every major C++ language feature and the standard library. It is organized around language and library facilities. However, features are presented in the context of their use. That is, the focus is on the language as the tool for design and programming rather than on the language in itself. This book demonstrates key techniques that make C++ effective and teaches the fundamental concepts necessary for mastery. As everyone knows that Author Harry is basically known for his Easy way- Programming without fear technique. His book presents world's easiest definitions and codes for beginners. || Inside Chapters. || 1 (Introduction To C++ Programming) 2 (Inside The C++ Language) 3 (Pointers & References) 4 (Understanding Functions) 5 (Structure-Unions-Enumerated Data Types) 6 (Object Oriented Programming Concept) 7 (C++ Classes and Objects) 8 (Constructors and Destructors) 9 (Operator Overloading) 10 (Console Input / Output Streams) 11 (Inheritance Concept in C++) 12 (Virtual Functions-Polymorphism Concept) 13 (Templates Concept In C++) 14 (Exception Handling In C++) 15 (New Features of ANSI C++ Standard) 16 (Working With Files) 17 (String Classes') 18 (Your Brain On C++ (160 Multiple Choice Questions)) 19 (Your Brain On C++ (100 Practical Programming Questions)) 20 (Software Design & Development Using C++)

Go, commonly referred to as golang, is a programming language initially developed at Google in 2007. This book helps you to get started with Go programming. It describes all the elements of the language and illustrates their use with code examples. The following is highlight topics in this book: * Development Environment * Go Programming Language * Arrays, Slices and Maps * Functions * Pointers * Structs and Methods * String Operations * File Operations * Error Handling and Logging * Building Own Go Package * Concurrency * Encoding * Hashing and Cryptography * Database Programming * Socket Programming

An Introduction to Programming by the Inventor of C++ Preparation for Programming in the Real World The book assumes that you aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. Focus on Fundamental Concepts and Techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions. This approach will give you a solid foundation for writing useful, correct, maintainable, and efficient code. Programming with Today's C++ (C++11 and C++14) The book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. The book presents modern C++ programming techniques from the start, introducing the C++ standard library and C++11 and C++14 features to simplify programming tasks. For Beginners--And Anyone Who Wants to Learn Something New The

book is primarily designed for people who have never programmed before, and it has been tested with many thousands of first-year university students. It has also been extensively used for self-study. Also, practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art. Provides a Broad View The first half of the book covers a wide range of essential concepts, design and programming techniques, language features, and libraries. Those will enable you to write programs involving input, output, computation, and simple graphics. The second half explores more specialized topics (such as text processing, testing, and the C programming language) and provides abundant reference material. Source code and support supplements are available from the author's website.

This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.

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