

## Deitel C How To Program 6th Edition

The practicing programmer's Deitel® guide to XHTML®, CSS®, JavaScript™, XML® and Ajax RIA development. This book applies the Deitel signature live-code approach to teaching the client side of Rich Internet Applications (RIA) development. The book presents concepts in the context of 100+ fully tested programs (6,000+ lines of code), complete with syntax shading, detailed descriptions and sample outputs. The book features over 150 tips that will help you build robust client-side web applications. Start with an introduction to Extensible HyperText Markup Language (XHTML®) and Cascading Style Sheets (CSS®), then rapidly move on to the details of JavaScript™ programming. Finish with more advanced client-side development technologies including XHTML's Document Object Model (DOM®), Extensible Markup Language (XML®), XML's DOM, JavaScript Object Notation (JSON) and Asynchronous JavaScript and XML (Ajax). When you're finished, you'll have everything you need to build the client side of Web 2.0 Rich Internet Applications (RIAs). The book culminates with several substantial Ajax-enabled RIAs, including a book cover viewer (JavaScript/DOM), an address book (Ajax/consuming web services) and a calendar application (Ajax/Dojo/consuming web services). The Deitel® Developer Series is designed for professional programmers. The series presents focused treatments of emerging technologies, including .NET, Java™, web services, Internet and web development and more. A complete, extensive first course in Java 2 programming. This package provides fully-integrated, world-class training in Java, the world's #1 programming language. It includes the leading interactive Java tutorial on CD-ROM, the Java Multimedia Cyber Classroom, Third Edition, with a new browser-based display engine that's more intuitive and enjoyable for students to use. Students also get the best-selling textbook Java How to Program, Third Edition, by Harvey and Paul Deitel, the world's #1 team of college programming authors and business trainers. Both the CD-ROM and book have been completely updated for Java 2, and are designed to work together perfectly. The Java Multimedia Cyber Classroom, Third Edition CD-ROM comes with 8+ hours of audio, hundreds of interactive exercises, over 350 insider's tips, and more than 12,000 lines of fully-tested Java code, all instantly searchable, and certified to run on Windows 95, 98, and NT 4.0. The brand-new Third Edition of Java How to Program covers Java and O-O programming end-to-end, focusing specifically on real-world development issues. At over 1100 pages, it's full of tips, good practices, and pitfalls to avoid, plus hundreds of live code programs, and screen captures that show exactly what the code does. Together, the CD-ROM and book cover all the Java and object-oriented techniques students need to develop successfully.

Programming in C is an introductory-level text book which follows a practical approach to help the students learn programming in a procedural manner. It discusses the line-by-line explanation of concepts and logic, used in the programs. All the programs in the book are fully-tested and compiled.

For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives students a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

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, LinkedIn® at [bit.ly/DeitelLinkedIn](http://bit.ly/DeitelLinkedIn) and Google+™ at [gplus.to/Deitel](http://gplus.to/Deitel)

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 extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release--Java Standard Edition (Java SE) 6.

"For all basic-to-intermediate level courses in Visual C# programming." An informative, engaging, challenging and entertaining introduction to Visual C# Created by world-renowned programming instructors Paul and Harvey Deitel, "Visual C# How to Program, "Sixth Edition introduces students to the world of desktop, mobile and web app development with Microsoft s(r) Visual C#(r) programming language. Students will use .NET platform and the Visual Studio(r) Integrated Development Environment to write, test, and debug applications and run them on a wide variety of Windows(r) devices. At the heart of the book is the Deitel signature live-code approach rather than using code snippets, the authors present concepts in the context of complete working programs followed by sample executions. Students begin by getting comfortable with the Visual Studio Community edition IDE and basic C# syntax. Next, they build their skills one step at a time, mastering control structures, classes, objects, methods, variables,

arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the authors introduce more sophisticated techniques, including searching, sorting, data structures, generics, and collections. Additional practice is provided through a broad range of example programs and exercises selected from computer science, business, education, social issues, personal utilities, sports, mathematics, puzzles, simulation, game playing, graphics, multimedia and many other areas."

C# builds on the skills already mastered by C++ and Java programmers, enabling them to create powerful Web applications and components - ranging from XML-based Web services on Microsoft's .NET platform to middle-tier business objects and system-level applications.

CHow to ProgramPrentice Hall

**KEY BENEFIT:** An exciting addition to the best-selling How to Program series, Python How to Program, provides a comprehensive introduction to the Python programming language. **KEY TOPICS:** Covers introductory programming techniques as well as more advanced topics such as graphical user interfaces, databases, wireless Internet programming, networking and multimedia. Signature "Live-Code™ Approach"— features thousands of lines of code in hundreds of complete working programs. Full chapter on Web accessibility for people with disabilities. Readers will learn principles that are applicable to both systems development and Web programming. Contains an extensive set of interesting exercises and substantial projects. **MARKET:** Ideal for anyone interested in learning to program with Python. The practicing programmer's DEITEL® guide to C# and the powerful Microsoft .NET Framework Written for programmers with a background in C++, Java, or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UML™ ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical, Example-Rich Coverage Of: C# 2.0, .NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and ADO.NET 2.0 Networking and .NET Remoting XML, Web Services Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UML™ ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on 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) Read archived Issues of the DEITEL® BUZZ ONLINE Get corporate training information

For Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming 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. The Seventh Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers.

This book provides comprehensive coverage of object-oriented programming in Visual C++, including several major integrated case studies: the GradeBook class, the Time class, the Employee class and the potential OOD/UML- the industry-standard object-oriented system modeling language.

A detailed introduction to the C programming language for experienced programmers. The world runs on code written in the C programming language, yet most schools begin the curriculum with Python or Java. Effective C bridges this gap and brings C into the modern era--covering the modern C17 Standard as well as potential C2x features. With the aid of this instant classic, you'll soon be writing professional, portable, and secure C programs to power robust systems and solve real-world problems. Robert C. Seacord introduces C and the C Standard Library while addressing best practices, common errors, and open debates in the C community. Developed together with other C Standards committee experts, Effective C will teach you how to debug, test, and analyze C programs. You'll benefit from Seacord's concise explanations of C language constructs and behaviors, and from his 40 years of coding experience. You'll learn:

- How to identify and handle undefined behavior in a C program
- The range and representations of integers and floating-point values
- How dynamic memory allocation works and how to use nonstandard functions
- How to use character encodings and types
- How to perform I/O with terminals and filesystems using C Standard streams and POSIX file descriptors
- How to understand the C compiler's translation phases and the role of the preprocessor
- How to test, debug, and analyze C programs

Effective C will teach you how to write professional, secure, and portable C code that will stand the test of time and help strengthen the foundation of the computing world.

Java How to Program (Late Objects), Tenth Edition is intended for use in the Java programming course. It also serves as a useful reference and self-study tutorial to Java programming. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Java How to Program (Late Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs. The Late Objects Version delays coverage of class development, first presenting control structures, methods and arrays material in a non-object-oriented, procedural programming context. Teaching and Learning Experience This program presents a better teaching and learning experience--for you and your students. Teach Programming with the Deitels' Signature Live Code Approach: Java language features are introduced with thousands of lines of code in hundreds of complete working programs. Use a Late Objects Approach: The Late Objects Version begins with a rich treatment of procedural programming, including two full chapters on control statements and 200+ exercises. Keep Your Course Current: This edition can be used with Java SE 7 or Java SE 8, and is up-to-date with the latest technologies and advancements. Facilitate Learning with Outstanding Applied Pedagogy: Making a Difference exercise sets, projects, and hundreds of valuable programming tips help students apply concepts. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text.

For a wide variety of Web Programming, HTML, and JavaScript courses found in Computer Science, CIS, MIS, IT, Business, Engineering, and Continuing Education departments. Also appropriate for an introductory programming course (replacing traditional programming languages like C, C++ and Java) for schools wanting to integrate the Internet and World Wide Web into their curricula. The revision of this groundbreaking book in the Deitels'How to Program series offers a thorough treatment of programming concepts, with programs that yield visible or audible results in Web pages and Web-based applications. The book discusses effective Web-page design, server- and client-side scripting, ActiveX(R) controls and the essentials of electronic commerce. Internet & World Wide Web How to Program also offers an alternative to traditional introductory programming courses. The fundamentals of programming no longer have to be taught in languages like C, C++ and Java. With Internet/Web markup languages (such as HTML, Dynamic HTML and XML) and scripting languages (such as JavaScript(R), VBScript(R) and Perl/CGI), you can teach the fundamentals of programming wrapped in the Web-page metaphor.

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 Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON serialization, CSV, exceptions Procedural, functional-style and object-oriented programming Collections: Lists, tuples, dictionaries, sets, NumPy arrays, pandas Series & DataFrames Static, dynamic and interactive visualizations Data experiences with real-world datasets and data sources Intro to Data Science sections: AI, basic stats, simulation, animation, random variables, data wrangling, regression AI, big data and cloud data science case studies: NLP, data mining Twitter®, IBM® Watson™, machine learning, deep learning, computer vision, Hadoop®, Spark™, NoSQL, IoT Open-source libraries: NumPy, pandas, Matplotlib, Seaborn, Folium, SciPy, NLTK, TextBlob, spaCy, Textatistic, Tweepy, scikit-learn®, Keras and more Accompanying code examples are available here:

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"I'm an enthusiastic supporter of the CERT Secure Coding Initiative. Programmers have lots of sources of advice on correctness, clarity, maintainability, performance, and even safety. Advice on how specific language features affect security has been missing. The CERT® C Secure Coding Standard fills this need." –Randy Meyers, Chairman of ANSI C "For years we have relied upon the CERT/CC to publish advisories documenting an endless stream of security problems. Now CERT has embodied the advice of leading technical experts to give programmers and managers the practical guidance needed to avoid those problems in new applications and to help secure legacy systems. Well done!" –Dr. Thomas Plum, founder of Plum Hall, Inc. "Connectivity has sharply increased the need for secure, hacker-safe applications. By combining this CERT standard with other safety guidelines, customers gain all-round protection and approach the goal of zero-defect software." –Chris Tapp, Field Applications Engineer, LDRA Ltd. "I've found this standard to be an indispensable collection of expert information on exactly how modern software systems fail in practice. It is the perfect place to start for establishing internal secure coding guidelines. You won't find this information elsewhere, and, when it comes to software security, what you don't know is often exactly what hurts you." –John McDonald, coauthor of The Art of Software Security Assessment Software security has major implications for the operations and assets of organizations, as well as for the welfare of individuals. To create secure software, developers must know where the dangers lie. Secure programming in C can be more difficult than even many experienced programmers believe. This book is an essential desktop reference documenting the first official release of The CERT® C Secure Coding Standard . The standard itemizes those coding errors that are the root causes of software vulnerabilities in C and prioritizes them by severity, likelihood of

exploitation, and remediation costs. Each guideline provides examples of insecure code as well as secure, alternative implementations. If uniformly applied, these guidelines will eliminate the critical coding errors that lead to buffer overflows, format string vulnerabilities, integer overflow, and other common software vulnerabilities.

This new book by the world's leading programming language textbook authors carefully explains how to use Perl as a general-purpose programming language and how to program multi-tier, client/server, database-intensive, Internet-and-Web-based applications. Dr. Harvey M. Deitel and Paul J. Deitel are the principals of Deitel & Associates, Inc., the internationally recognized corporate training and content-creation organization specializing in C++, Java(TM), C#, C, Visual Basic(R), XML(TM), Python, Perl, Internet, World Wide Web and object technologies. The Deitels are also the authors of the world's #1 Java and C++ textbooks, "Java How to Program, 3/e" and "C++ How to Program, 3/e." In "Perl How to Program," the Deitels and their colleagues, Tem R. Nieto and David C. McPhie, discuss topics you need to build complete, Web-based applications including: CGI/HTML forms/XML/CGI.pm Control Structures/Arrays/Hashes Regular Expressions/Strings Objects/Encapsulation OOP/Inheritance/References Database/DBI/SQL/Signals/Contexts Security/Accessibility Typeglobs/File Globbing Networking/Sockets/Internet Protocols Cookies/Session Tracking Filehandles/Data Structures Process Control/Forking/Piping Subroutines/Modules/Packages/Overloading Web Automation/OLE Automation Server-Side Includes/Ties/Closures Graphics/GUI/Perl/TK "Perl How to Program" includes extensive pedagogic features: " Hundreds of LIVE-CODE(TM) programs with screen captures that show exact outputs Extensive World Wide Web and Internet resources to encourage further research Hundreds of tips, recommended practices and cautions--all marked with icons

PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study Standard Template Library (STL): Containers, Iterators and Algorithms I/O, Types, Control Statements, Functions Arrays, Vectors, Pointers, References String Class, C-Style Strings Operator Overloading, Templates Exception Handling, Files Bit and Character Manipulation Boost Libraries and the Future of C++ GNU™ and Visual C++® Debuggers And more... VISIT WWW.DEITEL.COM For information on Deitel® Dive-Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com) Download code examples Check out the growing list of programming, Web 2.0 and software-related Resource Centers 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) Read archived issues of the DEITEL® BUZZ ONLINE The professional programmer's DEITEL® guide to C++ and object-oriented application development 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 C++ language and C++ Standard Libraries in depth. 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 240 C++ applications with over 15,000 lines of proven C++ code, and hundreds of tips that will help you build robust applications. Start with an introduction to C++ using an early classes and objects approach, then rapidly move on to more advanced topics, including templates, exception handling, the Standard Template Library (STL) and selected features from the Boost libraries. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® 2 ATM case study, including a complete C++ implementation. When you're finished, you'll have everything you need to build object-oriented C++ applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including C++, .NET, Java™, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "An excellent 'objects first' coverage of C++. The example-driven presentation is enriched by the optional UML case study that contextualizes the material in an ongoing software engineering project." –Gavin Osborne, Saskatchewan Institute of Applied Science and Technology "Introducing the UML early on is a great idea." –Raymond Stephenson, Microsoft "Good use of diagrams, especially of the activation call stack and recursive functions." –Amar Raheja, California State Polytechnic University, Pomona "Terrific discussion of pointers—probably the best I have seen." –Anne B. Horton, Lockheed Martin "Great coverage of polymorphism and how the compiler implements polymorphism 'under the hood.'" –Ed James-Beckham, Borland "The Boost/C++0x chapter will get you up and running quickly with the memory management and regular expression libraries, plus whet your appetite for new C++ features being standardized." –Ed Brey, Kohler Co. "Excellent introduction to the Standard Template Library (STL). The best book on C++ programming!" –Richard Albright, Goldey-Beacom College "Just when you think you are focused on learning one topic, suddenly you discover you've learned more than you expected." –Chad Willwerth, University of Washington, Tacoma "The most thorough C++ treatment I've seen. Replete with real-world case studies covering the full software development lifecycle. Code examples are extraordinary!" –Terrell Hull, Logicalis Integration Solutions/

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 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 (JDBC™ and JPA) Keep in Touch Contact the authors at: [deitel@deitel.com](mailto:deitel@deitel.com) Join the Deitel social media

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Appropriate for all basic-to-intermediate level courses in Visual Basic 2012 programming. Created by world-renowned programming instructors Paul and Harvey Deitel, the book introduces all facets of the Visual Basic 2012 language through a hands-on approach with hundreds of working programs.

For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

The third edition of Operating Systems has been entirely updated to reflect current core operating system concepts and design considerations. To complement the discussion of operating system concepts, the book features two in-depth case studies on Linux and Windows XP. The case studies follow the outline of the book, so readers working through the chapter material can refer to each case study to see how a particular topic is handled in either Linux or Windows XP. Using Java code to illustrate key points, Operating Systems introduces processes, concurrent programming, deadlock and indefinite postponement, mutual exclusion, physical and virtual memory, file systems, disk performance, distributed systems, security and more. New to this edition are a chapter on multithreading and extensive treatments of distributed computing, multiprocessing, performance, and computer security. An ideal up-to-date book for beginner operating systems readers.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. 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 How to Program, 6e, is ideal for introductory courses in C Programming. Also for courses in Programming for Engineers, Programming for Business, and Programming for Technology. This text provides a valuable reference for programmers and anyone interested in learning the C programming language. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Using the Deitels' signature "Live-Code™ Approach," this complete, authoritative introduction to C programming offers strong treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs. Includes rich, 300-page treatment of object-oriented programming in C++ that helps readers interpret the code more effectively.

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™ signature Live-Code™ Approach with their Application-Driven™ 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 2010 environment. View the Deitel Buzz online to learn more about the newest publications from the Deitels.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The professional programmer's Deitel® guide to C# 6 and object-oriented development for Windows® Written for programmers with a background in high-level language programming, C# 6 for Programmers applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# 6 and .NET in depth. Concepts are presented in the context of 170+ fully coded and tested apps, complete with syntax shading, code highlighting, code walkthroughs, program outputs and hundreds of savvy software-development tips. Start with an introduction to C# using an early classes and objects approach, then rapidly move on to more advanced topics, including LINQ, asynchronous programming with async and await and more. You'll enjoy the treatment of object-oriented programming and an object-oriented design/UML® ATM case study, including a complete C# implementation. When you've mastered the book, you'll be ready to start building industrial-strength, object-oriented C# apps. Paul Deitel and Harvey Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages authoring and corporate training organization. Millions of people worldwide have used Deitel textbooks, professional books, LiveLessons™ video products, e-books, resource centers and REVEL™ interactive multimedia courses with integrated labs and assessment to master major programming languages and platforms, including C#, C++, C, Java™, Android™ app development, iOS app development, Swift™, Visual Basic®, Python™ and Internet and web programming. Features: •Use with Windows® 7, 8 or 10. •Integrated coverage of new C# 6 functionality: string interpolation, expression-bodied methods and properties, auto-implemented property initializers, getter-only properties, nameof, null-conditional operator, exception filters and more. •Entertaining and challenging code examples. •Deep treatment of classes, objects, inheritance, polymorphism and interfaces. •Generics, LINQ and generic collections; PLINQ (Parallel LINQ) for multicore performance. •Asynchronous programming with async and await; functional programming with lambdas, delegates and immutability. •Files; relational database with LINQ to Entities. •Object-oriented design ATM case study with full code implementation. •Emphasis on performance and software engineering principles

The Deitels' 'How to Program' books offer unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This complete, authoritative introduction to C programming offers treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs.

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Late Objects, 11th Edition,

presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you will receive via email the code and instructions on how to access this product. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

For CS1 and other courses covering programming in C. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference to the C language. This comprehensive text is aimed at readers with little or no programming experience. Highly practical in approach, it introduces fundamental notions of structured programming and software engineering and gets up to speed quickly. The book covers not only the full C language, but includes a review of library functions and a solid introduction to C++, Java, and object-oriented programming.

For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives students a chance to run each program as they study it and see how their learning applies to real world programming scenarios. MyProgrammingLab® not included. Students, if MyProgrammingLab is a recommended/mandatory component of the course, please ask your instructor for the correct ISBN and course ID. MyProgrammingLab should only be purchased when required by an instructor. Instructors, contact your Pearson representative for more information. MyProgrammingLab is an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts.

"This lab manual focuses on chapters 1-14 and 17 of 'C++ how to program, 4th ed.' Each chapter in this lab manual corresponds to its equivalent chapter in 'C++ how to program, 4th ed.' and is divided into three major sections : prelab activities, lab exercises and postlab activities." - page [XIV]

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The professional programmer's Deitel® guide to Java™ development and 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 200+ complete Java programs with 18,000+ 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, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build object-oriented Java applications.

Computers and Data Processing provides information pertinent to the advances in the computer field. This book covers a variety of topics, including the computer hardware, computer programs or software, and computer applications systems. Organized into five parts encompassing 19 chapters, this book begins with an overview of some of the fundamental computing concepts. This text then explores the evolution of modern computing systems from the earliest mechanical calculating devices to microchips. Other chapters consider how computers present their results and explain the storage and retrieval of massive amounts of computer-accessible information from secondary storage devices. This book discusses as well the development installation, evaluation, and

control of computer systems. The final chapter discusses the use of computers in the transportation systems and the ways in which they make possible other innovations in transportation. This book is a valuable resource for computer scientists, systems analysts, computer programmers, mathematicians, and computer specialists.

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