

Programming With Java E Balagurusamy 3rd Edition Tmh

Let Us Python (Second Edition) Fundamentals of
Computer Programming with C# OBJECT-ORIENTED
PROGRAMMING WITH C++ AND JAVA Programming
with Java: A Primer Core Java: An Integrated Approach:
Covers Concepts, programs and Interview Questions
w/CD Programming with Java Data
Structures Programming In Basic C++ AND OBJECT-
ORIENTED PROGRAMMING PARADIGM Data Structures
Using C Java: The Complete Reference, Ninth Edition
(INKLING CH) Object Oriented Programming using
Java Obj Oriented Prog With C++, 5e The Java
Language Specification Introduction to Computing &
Problem Solving With PYTHON Object-Oriented
Programming and Java Programming with Java Object
Oriented Programming With C++ Thinking in
Java Programming in ANSI C Java 2 Black
Book Programming in ANSI C, 8/e Think
Java Programming in C Reliability
Engineering C++ OBJECT ORIENTED PROGRAMMING
WITH JAVA Numerical Methods Programming with JAVA
- A Primer OOPS USING C++ AND JAVA Murach's Java
Programming Programming in C#: A
Primer Programming with Java Java for Absolute
Beginners Programming with JAVA - A Primer Data
Structures and Algorithms in Java Programming In Ansi
C Financial Accounting Learn Java for Android
Development Object-Oriented Programming in C++

Let Us Python (Second Edition)

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Authored by most trusted name in the area, this text acts like a "Primer", moving step by step starting from fundamentals to core concepts in much desired logical flow and hence renders conceptual clarity along with simplicity. The book has a comprehensive coverage of foundational concepts of e# Programming, in the light of object orientation, which are explained in simple language and supported with good examples & programming exercises. Salient Features - Latest version of CLRS.0 included - In-depth coverage of topics like Winforms, Operator Overloading, Multithreading and Polymorphism - Uses validated html coding (part of web 2.0) in the examples Three new projects: • Data leakage detection • SMS System ASP. net • SMTP/POP3 mail server Enhanced Pedagogical Features: • Example programs: 122 • Case-studies (solved): 20 • Review Questions: 357 • Programming Exercises: 159 • Debugging exercises: 45

Fundamentals of Computer Programming with C#

Duchac, Reeve, Warren provides an effective new approach to help accounting majors and business students learn and understand financial accounting. The text introduces an integrated financial statements framework that clearly illustrates the inter-relationships between the cash flow statement, income statement and the balance sheet. This integrated framework focuses on providing students with a sound understanding of how the financial statements work together to provide a picture of a

company's financial performance, while at the same time teaching students the impact of transactions on the financial statements. This methodology offers a blend of concepts and procedures, which helps students get to the "ah-ha" moment in accounting education sooner by focusing on how the financial statements come together BEFORE introducing debits and credits.

OBJECT-ORIENTED PROGRAMMING WITH C++ AND JAVA

Programming with Java: A Primer

The Definitive Java Programming Guide Fully updated for Java SE 8, Java: The Complete Reference, Ninth Edition explains how to develop, compile, debug, and run Java programs. Bestselling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles, as well as significant portions of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. New Java SE 8 features such as lambda expressions, the stream library, and the default interface method are discussed in detail. This Oracle Press resource also offers a solid introduction to JavaFX. Coverage includes:

- Data types, variables, arrays, and operators
- Control statements
- Classes, objects, and methods
- Method overloading and overriding
- Inheritance
- Interfaces and packages
- Exception handling
- Multithreaded programming

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Enumerations, autoboxing, and annotations The I/O classes Generics Lambda expressions String handling The Collections Framework Networking Event handling AWT and Swing The Concurrent API The Stream API Regular expressions JavaFX JavaBeans Applets and servlets Much, much more

Core Java: An Integrated Approach: Covers Concepts, programs and Interview Questions w/CD

Authored by the most trusted name in the area, this text acts like a “Primer”, moving step by step—starting from fundamentals to core concepts in much desired logical flow—and hence, renders conceptual clarity along with simplicity. It is well suited for a first-level programming course in Java. The book offers a comprehensive coverage of basic concepts of Java programming, in the light of object orientation, explained in simple language and supported with good examples and programming exercises. Salient Features: • Latest version of Java SE 7 • New solved examples for Multithreading, Event handling, Classes and Strings • Includes model questions from Sun Certified Java Programmer Exam

Programming with Java

This book presents a detailed exposition of C in an extremely simple style. The various features of the language have been systematically discussed. The entire text has been reviewed and revised incorporating the feedback from the readers. Each

chapter has been expanded to include a variety of solved examples and practice problems.

Data Structures

This book is designed to help students in building their concepts in Data Structures. It introduces the subject in a simple and lucid manner. It adopts a student friendly approach to the subject matter with many solved examples and unsolved questions, illustrations and well structured C programs. This book will serve as a stepping stone for students in this course. Salient Features: 1. In-depth coverage on topics such as Graphs, Linked Lists, Arrays etc. 2. Explains run-time complexity of all algorithms 3. Diverse and useful pedagogical features such as illustrations, programs, important commands in programs, key terms etc.

Programming In Basic

Earlier two editions of this practice-oriented book have been well accepted over the past decade by students, teachers and professionals. Inspired by the avid response, the author is enthused to bring out the third edition, improving upon the concepts with glimpses of C++11 features. This book presents a unique blending of C++ as one of the most widely used programming languages of today in the backdrop of object-oriented programming (OOP) paradigm and modelling. Along with an overview of C++ programming and basic object-oriented (OO) concepts, it also provides the standard and advanced

features of C++ for further study. The text establishes the philosophy of OOP by highlighting the core features of C++ and demonstrating the semantic differences between the procedural paradigm of C and the object-oriented paradigm of C++. The present edition updates and elaborates on the following topics: Reference data types Inline functions Parameter passing—passing pointers by value as well as by reference Polymorphism: overloading and overriding Lambda expressions and anonymous functions Rvalue reference, move constructor and assignment operator Phases of software development UML Primarily intended as a text for undergraduate and postgraduate students of engineering, computer applications and management, and also to practicing professionals, the book should also prove to be a stimulating study as a reference for all those who have a keen interest in the subject.

C++ AND OBJECT-ORIENTED PROGRAMMING PARADIGM

This book is designed to introduce object-oriented programming (OOP) in C++ and Java, and is divided into four areas of coverage: Preliminaries: Explains the basic features of C, C++, and Java such as data types, operators, control structures, storage classes, and array structures. Part I : Covers classes, objects, data abstraction, function overloading, information hiding, memory management, inheritance, binding, polymorphism, class template using working illustrations based on simple concepts. Part II : Discusses all the paradigms of Java programming with

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ready-to-use programs. Part III : Contains eight Java packages with their full structures. The book offers straightforward explanations of the concepts of OOP and discusses the use of C++ and Java in OOP through small but effective illustrations. It is ideally suited for undergraduate/postgraduate courses in computer science. The IT professionals should also find the book useful.

Data Structures Using C

Data Structures and Algorithms in Java, Second Edition is designed to be easy to read and understand although the topic itself is complicated. Algorithms are the procedures that software programs use to manipulate data structures. Besides clear and simple example programs, the author includes a workshop as a small demonstration program executable on a Web browser. The programs demonstrate in graphical form what data structures look like and how they operate. In the second edition, the program is rewritten to improve operation and clarify the algorithms, the example programs are revised to work with the latest version of the Java JDK, and questions and exercises will be added at the end of each chapter making the book even more useful. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

Java: The Complete Reference, Ninth

Edition (INKLING CH)

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards The updated second edition of Think Java also features new chapters on polymorphism and data processing, as well as content covering changes through Java 12.

Object Oriented Programming using Java

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For nearly five years, one book has served as the definitive reference to Java for all serious developers: The Java Language Specification, by James Gosling, Bill Joy, and Guy Steele. Now, these world-renowned Java authorities (along with new co-author Gilad Bracha) have delivered a monumental update. This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision, offering the invaluable insights of Java's creators to every developer. There is no better source for learning everything about the Syntax and Semantics of the Java programming language. Developers will turn to this book again and again.

Obj Oriented Prog With C++,5e

Object-Oriented Programming in C++ begins with the basic principles of the C++ programming language and systematically introduces increasingly advanced topics while illustrating the OOP methodology. While the structure of this book is similar to that of the previous edition, each chapter reflects the latest ANSI C++ standard and the examples have been thoroughly revised to reflect current practices and standards. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

The Java Language Specification

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This is the 5th edition of Murach's classic Java book that's trained thousands of developers in the last 15 years. Now fully updated to Java 9, this book helps any programmer learn Java faster and better than ever before: [[It's the one Java book that presents object-oriented features like inheritance, interfaces, and polymorphism in a way that's both understandable and useful in the real world. [[It offers new coverage of JavaFX, the date/time API, lambdas, and working with SQLite databases. [[It uses a self-paced approach that works whether you're a beginner or have years of programming experience. [[It's full of practical coding examples that enhance training and that provide starting code for new applications. [[It lets you practice what you've just learned at the end of every chapter, to solidify your skills. [[And it's all done in the distinctive Murach style that has been training professional programmers for more than 43 years.

Introduction to Computing & Problem Solving With PYTHON

Android development is hot, and many programmers are interested in joining the fun. However, because this technology is based on Java, you should first obtain a solid grasp of the Java language and its foundational APIs to improve your chances of succeeding as an Android app developer. After all, you will be busy learning the architecture of an Android app, the various Android-specific APIs, and Android-specific tools. If you do not already know Java fundamentals, you will probably end up with a

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massive headache from also having to quickly cram those fundamentals into your knowledge base. Learn Java for Android Development, Second Edition teaches programmers of any skill level the essential Java language and foundational Java API skills that must be learned to improve the programmer's chances of succeeding as an Android app developer. Each of the book's 14 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 500 exercises are provided in an appendix. A second appendix provides a significant game-oriented Java application, which you can convert into an Android app. Once you complete this book, you should be ready to dive into beginning Android app development. Maybe, start that journey with Apress' Beginning Android.

Object-Oriented Programming and Java

C++ Made Easy - a Step-by-Step Guide for Beginners Get the Kindle version FREE when purchasing the Paperback! Learning a programming language can seem like a daunting task. You may have looked at coding in the past, and felt it was too complicated and confusing. This comprehensive beginner's guide will take you step by step through learning one of the best programming languages out there. In a matter of no time, you will be writing code like a professional. C++ is an evolution of the C programming language and is a powerful and versatile language. It is a great language to learn whether you have never written a line of code in your life, or are a seasoned developer.

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C++ is a stepping stone to creating a multitude of wonderful and practical programs. What This Book Offers Made for Beginners This guide is written specifically for beginners. We take you step-by-step through writing your very first program, explaining each portion of code as we go along. We guide you through choosing a compiler and editor, as well as common pitfalls beginners should avoid. Reference Manual This book serves as a teaching guide and also a reference manual to accompany you through this wonderful world of programming. For that reason we included a sample C++ library, a glossary of terms, as well as lists of available compilers, IDE's and libraries for future reference. Introduction to C++ For newcomers to C++ we look at what the language has to offer, the basic structure of a program, advantages and disadvantages, as well as numerous examples as demonstration. Key Topics Basics of C++ Writing Your First Program, Step-By-Step Basic Program Structure Compilers Editors Sample Applications Capabilities of C++ Benefits and Limitations of C++ How to Minimize Bugs and Errors How to Avoid Being Hacked Sample C++ Library Glossary of Terms Get Your Copy Today!

Programming with Java

Written by the most well known face of India's IT literacy movement, this book is designed for the first course in C taken by undergraduate students in Computers and Information Technology. The revised edition maintains the lucid flow and continuity which has been the strength of the book.

Object Oriented Programming With C++

Thinking in Java

Programming in ANSI C

Object-Oriented Programming and Java presents two important topics in contemporary software development: object-oriented programming and Java. This book takes a different teaching approach from most available literature, it begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and executed using object-oriented programming paradigm. Principally, Java is an object-oriented programming language. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, the book provides readers with the pre-requisites for writing proper object-oriented programs using Java. Object-Oriented Programming and Java covers the latest in Java technologies and is suitable for undergraduate or postgraduate courses on object-oriented technology, particularly those using Java as a programming language for creating object-oriented programs. The book will also give individual professional developers a head-start in learning the language.

Java 2 Black Book

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Programming with JAVA, 3e, incorporates all the updates and enhancements added to JAVA 2 and J2SE 5.0 releases. The book presents the language concepts in extremely simple and easy-to-understand style with illustrations and examples wherever necessary. Salient Features Fully explains the entire Java language. Discusses Java's unique features such as packages and interfaces. Shows how to create and implement applets. Illustrates the use of advanced concepts like multithread and graphics. Covers exception handling in depth. Debugging exercises and two full-fledged projects. Includes model questions from the Sun Certified JAVA Programmer Exam.

Programming in ANSI C, 8/e

Think Java

Programming in C

This book 'Introduction to Computing and Problem Solving with Python' will help every student, teacher and researcher to understand the computing basics and advanced Python Programming language. The Python programming topics include the reserved keywords, identifiers, variables, operators, data types and their operations, flow control techniques which include decision making and looping, modules, files and exception handling techniques. Advanced topics like Python regular expressions, Database

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Programming and Object Oriented Programming concepts are also covered in detail. All chapters have worked out programs, illustrations, review and frequently asked interview questions. The simple style of presentation makes this a friend for self-learners. More than 300 solved lab exercises available in this book is tested in Python 3.4.3 version for Windows. The book covers syllabus for more than 35 International Universities and 45 Indian universities like Dr. APJ Abdul Kalam Technological University, Christ University, Savitribai Phule Pune University, University of Delhi, University of Calicut, Mahatma Gandhi University, University of Mumbai, AICTE, CBSE, MIT, University of Virginia, University of Chicago, University of Toronto, Technical University of Denmark etc.

Reliability Engineering

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

C++

Programming with Java, 4e, gives an excellent account of the fundamentals of Java Programming. The language concepts are aptly explained in simple and easy-to-understand style, supported with examples, illustrations and programming and debugging exercises.

OBJECT ORIENTED PROGRAMMING WITH JAVA

Programming with JAVA, 3e, incorporates all the updates and enhancements added to JAVA 2 and J2SE 5.0 releases. The book presents the language concepts in extremely simple and easy-to-understand style with illustrations and examples wherever necessary. Salient Features Fully explains the entire Java language. Discusses Java's unique features such as packages and interfaces. Shows how to create and implement applets. Illustrates the use of advanced concepts like multithread and graphics. Covers exception handling in depth. Debugging excercises and two full-fledged projects. Includes model questions from the Sun Certified JAVA Programmer Exam.

Numerical Methods

The sixth edition of this most trusted book on JAVA for beginners is here with some essential updates. Retaining its quintessential style of concept explanation with exhaustive programs, solved examples, and illustrations, this test takes the journey of understanding JAVA to slightly higher level. The book introduces readers to some of the Core JAVA topics like JDBC, Java Servlets, Java Beans, Lambada Expression and much more. Practical real-life projects will give a better understanding of JAVA usage and make students industry-ready.

Programming with JAVA - A Primer

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Learn Python Quickly, A Programmer-Friendly Guide

DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation.

KEY FEATURES Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare for an interview in short duration of time. Exercises are exceptionally useful to complete the reader's understanding of a topic.

WHAT WILL YOU LEARN Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators, Command-line Parsing

WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of

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Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages 16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and Inheritance 20. Iterators and Generators 21. Exception Handling 22. File Input/Output 23. Miscellany 24. Multi-threading 25. Synchronization

OOPS USING C++ AND JAVA

The book is written in such a way that learners without any background in programming are able to follow and understand it entirely. It discusses the concepts of Java in a simple and straightforward language with a clear cut explanation, without beating around the bush. On reading the book, readers are able to write simple programs on their own, as this is the first requirement to become a Java Programmer. The book provides ample solved programs which could be used by the students not only in their examinations but also to remove the fear of programming from their minds. After reading the book, the students gain the confidence to apply for a software development company, face the interview board and come out successful. The book covers sample interview questions which were asked in various interviews. It helps students to prepare for their future careers.

Murach's Java Programming

This self-readable and highly informative text presents the exhaustive coverage of the concepts of Object Oriented Programming with JAVA. A number of good illustrative examples are provided for each concept supported by well-crafted programs, thus making it useful for even those having no previous knowledge of programming. Starting from the preliminaries of the language and the basic principles of OOP, this textbook moves gradually towards advanced concepts like exception handling, multithreaded programming, GUI support by the language through AWT controls, string handling, file handling and basic utility classes. In addition, the well-planned material in the book acts as a precursor to move towards high-end programming in Java, which includes the discussion of Servlets, Java Server Pages, JDBC, Swings, etc. The book is highly suitable for all undergraduate and postgraduate students of computer science, computer applications, computer science and engineering and information technology.

KEY FEATURES Extensive coverage of syllabi of various Indian universities
Comprehensive coverage of the OOP concepts and Core Java
Explanation of the concepts using simple and expressive language
Complete explanation of the working of each program with more emphasis on the core segment of the program
Chapter-end summary, over 230 illustrative programs, around 225 review questions, about 190 true/false questions and over 130 programming exercises

Programming in C#: A Primer

Object Oriented Programming with C++ and JAVA, 1e, has been designed to enable novice programmers to enhance their programming skills. The book provides numerous solved programs and review questions which enables the student to understand and test their programming skills. The illustrative approach and clear and precise presentation making it an ideal book for students.

Programming with Java

Java for Absolute Beginners

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and

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their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-

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Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Programming with JAVA - A Primer

Data Structures and Algorithms in Java

Programming In Ansi C

Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+

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programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Financial Accounting

Learn Java for Android Development

This companion CD-ROM contains elements specially selected to enhance this book.

Object-Oriented Programming in C++

The book 'Programming in ANSI C' has been developed specifically to meet the needs of a first-time learner who is keen to be a programmer. Distinguished as one of the bestsellers in the market, the book is taking forward another step in pursuit of perfection with this new edition. It follows a hierarchical approach by explaining the concepts from elementary to advanced level. The exhaustive coverage of critical concepts, such as Arrays, Strings, Functions, Pointers, Self-referential Structures, Dynamic Memory Allocation, etc. makes this title a complete reference guide for the beginners as well as life-long learners. Rich pedagogy, challenging

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programming problems, and concretely curated appendices enhance the utility of the book and make it a lasting resource for students and instructors.

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THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#)
[YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#)
[HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE
FICTION](#)