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C Programming Guide 1986-08

the book ansi c programming guide attempts to provide simple explanation for beginners about the various ansi c programming concepts this book is the single source you would need to quickly race up to speed and significantly enhance your skill and knowledge in ansi c this has been designed as a self study material for both beginners and experienced programmers this book is organized into five parts along with practical examples that will show you how to develop your program in ansi c this book a perfect fit for all groups of people from beginners with no

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ANSI C Programming Guide 2013-11-23

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web javascript

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discover the easy way to learn java and javascript no matter how much time you spend on other subjects there s no escaping the fact that you have to learn the basics of computer programming it takes time and effort to learn a new programming language however once you know java many doors will open for you the good news is there are short cuts you can take which cut down on the time and effort you must invest to master this skill you ll find out the basics of java including object oriented programming variable declaration and data types control statements and encapsulation also find out the versatile uses of boolean objects string objects andmath objects in java coding purchase programming java javascript coding for beginners learn in a day now to learn java the easy way stop wasting your money on expensive time consuming and ineffective learning methods and start reaping the rewards of this highly marketable skill you ll be so glad you did

Programming JAVA: Java Programming, JavaScript, Coding: Programming Guide: LEARN IN A DAY! 2016-01-07

here is a thorough and authoritative guide to the latest version of the s language and its programming environment programming with data describes a new and greatly extended version of s written by the chief designer of the language itself it is a guide to the complete programming process starting from simple interactive use and continuing through ambitious software projects the focus is on the needs of the programmer user with the aim of turning ideas into software quickly and faithfully the new version of s provides a powerful class method structure new techniques to deal with large objects extended interfaces to other languages and files object based documentation compatible with html and powerful new interactive programming techniques this version of s underlies the s plus system versions 5 0 and higher

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iPhone/Android 2013-12-07

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this book covers the basic aspects of programming readers will get a good understanding of various programming languages discusses programming with windows dos unix and os 2 and the differences between them

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have you learned the basics of python and want to go further not sure what to do where to go or what topics you should be studying you have come to the right place this book python advanced guide to programming code with python will take you through several of the more important advanced concepts in this definitive python advanced level guide you re about to discover comprehensions learn how to use constructs to build a sequence from another sequence iterators and generators learn how to use generator functions and iterator objects to make your code more efficient decorators learn how to simplify the syntax for calling higher order functions context managers learn how to write more effective python code by managing your resources properly descriptors learn how to add managed attributes to objects and much much more other benefits of owning this book metaprogramming learn how to create functions and classes with the main object of manipulating your code python scripting blender an overview of blender and how to script with it django development an overview of what django is and how to use it the goal of this book is to enhance your knowledge and by the end of it you will have gained sufficient knowledge and experience to consider yourself a proper python coder by implementing the lessons in this book not only would you learn one of today s popular computer language but it will serve as your guide in accomplishing all your python goals whether as a fun hobby or as a starting point into a successful and long term programming career

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programming language in this book you will acquire the essentials of each programming languages such as variables data types operators and numerous examples to practice on your own in java programming you will acquire every information you need concerning data types object oriented programming and control structures in java the next chapter challenges you on learning javascript one of the most common scripting languages in the world furthermore php will help you master the art of writing quality code you will discover the basic syntax when writing php programs in the sql chapter you will learn the nitty gritty of creating a database and table easily and you ll learn how to insert select and perform various actions on a table the book covers programming topics such as prerequisites for learning each language features of the language the concepts of different programming languages variables of the different programming language where the language is applicable in our today world the book is well arranged for easy understanding don t forget to brush up your knowledge by going through the exercise page it contains a series of questions to test your knowledge of each programming topic you have covered before you know it you have mastered and the results on the screen will tell your success story so what are you waiting for let the programming begin invest in your future click the buy now button at the top of this page and get your copy of step by step beginners guide to learn programming now

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a simple programming guide to learn coding

Python 2017-02-09

learn a new statically compiled programming language to build maintainable and fast software with the help of this comprehensive guide to v programming key features explore the features of the v programming language step by step with this beginner s guide gain strong foundational knowledge of core programming concepts such as modules functions and structs learn how to write super fast programs and applications that compile in a matter of seconds book description a new language on the block v comes with a promising set of features such as fast compilation and interoperability with other programming languages this is the first book on the v programming language packed with concise information and a walkthrough of all the features you need to know to get started with the language the book begins by covering the fundamentals to help you learn about the basic features of v and the suite of built in libraries available within the v ecosystem you ll become familiar with in particular

data types declaring variables arrays and maps in addition to basic programming you ll develop a solid understanding of the building blocks of programming including functions structs and modules in the v programming language as you advance through the chapters you ll learn how to implement concurrency in v programming and finally learn how to write test cases for functions this book takes you through an end to end project that will guide you to build fast and maintainable restful microservices by leveraging the power of v and its built in libraries by the end of this v programming book you ll be well versed with the v programming language and be able to start writing your own programs and applications what you will learn become familiar with the basic building blocks of programming in the v language install the v language on various operating systems understand how to work with arrays and maps in v programming discover how to implement concurrency in v programming use channels in v programming to learn the best practices of sharing memory by communicating among coroutines write modular code and build on your knowledge of structs and functions in v get acquainted with writing tests in v programming get to grips with building and querying restful microservice in v who this book is for whether you re a beginner interested in learning a programming language or an experienced programmer looking to switch to a new and better statically compiled programming language this v programming book is for you

Step by Step Beginners' Guide to Learn Programming 2019-09-06

this textbook assumes very little knowledge of programming so whether you have dabbled with a little javascript played with a bit of python written java or have virtually no programming experience at all you will find that it is for you the first part of the book introduces kotlin program structures as well as conditional flow of control features such as if and when expressions as well as iteration loops such as for while and do while subsequent chapters explain how functions are implemented in kotlin and introduce concepts from functional programming such as higher order functions and curried functions the second part focusses on object oriented programming techniques these include classes inheritance abstraction and interfaces the third part presents container data types such as arrays and collections including lists sets and maps and the fourth part considers concurrency and parallelism using kotlin coroutines the book concludes with an introduction to android mobile application development using kotlin clear steps are provided explaining how to set up your environment and get started writing your own kotlin programs an important aspect of the book is teaching by example and

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there are many examples presented throughout the chapters these examples are supported by a public github repository that provides complete working code as well as sample solutions to the chapter exercises this helps illustrate how to write well structured clear idiomatic kotlin to build real applications

Beginner's Codebook: A Simple Programming Guide 2021-12-10

written in an informal informative style this authoritative guide goes way beyond the standard reference manual it discusses each of the posix 4 facilities and what they mean why and when you would use each of these facilities and trouble spots you might run into c

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Beginner's Guide to Kotlin Programming 1995

programming the console in unix here s just what you need first you ll get a no nonsense tutorial guide to the ncurses version 5 5 library taking you from basic to advanced functions step by step then you ll find an a to z reference of more than 175 ncurses functions cross
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referenced and illustrated with examples with this all purpose ncurses reference you ll learn techniques that can be used to program linux freebsd mac os x or any other unix based os program control and manipulate text on the terminal screen control interactive i o organize content into windows on the screen and use color to highlight text and organize information use a mouse to further refine input create ncurses programs using your choice of editors find hundreds of quick easy to understand programming examples author dan gookin is known for making technology make sense buy this book and you ll see why

POSIX.4 Programmers Guide 2009-06-29

the definitive reference and programming guide for openc1 the new parallel programming standard for high performance and cloud environments will catch a growing wave of interest in openc1 following its implementations by apple nvidia and ati designed specifically for developers shows how to write parallel openc1 software that takes advantage of all available processors cpus gpus accelerators and more openc1 insiders present its api programming language development best practices and many practical examples the new openc1 open computing language standard and framework will make it possible to write applications that access all the programming resources available to them including cpus gpus accelerators such as ibm s cell and even external processors already implemented by apple in snow leopard ati and nvidia openc1 will be a solution for personal computers servers handheld embedded devices high performance computing applications and even cloud systems however until now developers who want to learn openc1 have been required to read a specification designed for hardware and software implementers not programmers openc1 programming guide is the first comprehensive authoritative guide to openc1 specifically designed for working developers written by leaders in the openc1 community this book thoroughly explains how each element of openc1 1.1 works and offers complete reference material on the openc1 api and programming language the authors review key use cases demonstrate how to write performant openc1 code and introduce essential algorithms for developers they also present many examples performance tips case studies and problems designed to help developers rapidly become effective whatever their application or computing environment

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using webgl you can create sophisticated interactive 3d graphics inside web browsers without plug ins webgl makes it possible to build a new generation of 3d web games user interfaces and information visualization solutions that will run on any standard web browser and on pcs smartphones tablets game consoles or other devices webgl programming guide will help you get started quickly with interactive webgl 3d programming even if you have no prior knowledge of html5 javascript 3d graphics mathematics or opengl you ll learn step by step through realistic examples building your skills as you move from simple to complex solutions for building visually appealing web pages and 3d applications with webgl media 3d graphics and webgl pioneers dr kouichi matsuda and dr rodger lea offer easy to understand tutorials on key aspects of webgl plus 100 downloadable sample programs each demonstrating a specific webgl topic you ll move from basic techniques such as rendering animating and texturing triangles all the way to advanced techniques such as fogging shadowing shader switching and displaying 3d models generated by blender or other authoring tools this book won t just teach you webgl best practices it will give you a library of code to jumpstart your own projects coverage includes webgl s origin core concepts features advantages and integration with other web standards how and basic webgl functions work together to deliver 3d graphics shader development with opengl es shading language glsl es 3d scene drawing representing user views controlling space volume clipping object creation and perspective achieving greater realism through lighting and hierarchical objects advanced techniques object manipulation heads up displays alpha blending shader switching and more valuable reference appendixes covering key issues ranging from coordinate systems to matrices and shader loading to web browser settings this is the newest text in the opengl technical library addison wesley s definitive collection of programming guides an reference manuals for opengl and its related technologies the library enables programmers to gain a practical understanding of opengl and the other khronos application programming libraries including opengl es and openc1 all of the technologies in the opengl technical library evolve under the auspices of the khronos group the industry consortium guiding the evolution of modern open standards media apis

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makes numerical programming more accessible to a wider audience bearing in mind the evolution of modern programming most specifically emergent programming languages that reflect modern practice numerical programming a practical guide for scientists and engineers using python and c c utilizes the author s many years of practical research and teaching experience to offer a systematic approach to relevant programming concepts adopting a practical broad appeal this user friendly book offers guidance to anyone interested in using numerical programming to solve science and engineering problems emphasizing methods generally used in physics and engineering from elementary methods to complex algorithms it gradually incorporates algorithmic elements with increasing complexity develop a combination of theoretical knowledge efficient analysis skills and code design know how the book encourages algorithmic thinking which is essential to numerical analysis establishing the fundamental numerical methods application numerical behavior and graphical output needed to foster algorithmic reasoning coding dexterity and a scientific programming style it enables readers to successfully navigate relevant algorithms understand coding design and develop efficient programming skills the book incorporates real code and includes examples and problem sets to assist in hands on learning begins with an overview on approximate numbers and programming in python and c c followed by discussion of basic sorting and indexing methods as well as portable graphic functionality contains methods for function evaluation solving algebraic and transcendental equations systems of linear algebraic equations ordinary differential equations and eigenvalue problems addresses approximation of tabulated functions regression integration of one and multi dimensional functions by classical and gaussian quadratures monte carlo integration techniques generation of random variables discretization methods for ordinary and partial differential equations and stability analysis this text introduces platform independent numerical programming using python and c c and appeals to advanced undergraduate and graduate students in natural sciences and engineering researchers involved in scientific computing and engineers carrying out applicative calculations

WebGL Programming Guide 2019-04-05

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Mastering JavaScript 2014-09-03

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the next g visual programming language for the next robot is completely new and there are currently no books available on the subject this book is written for kids teachers parents or anyone new to the next g programming language it covers all of the basic intermediate and advanced programming blocks that are standard with the next g language suite the book uses simple non technical terminology with plenty of screenshots and line drawings to demonstrate proper use of all the blocks as well as basic programming techniques such as loops if then statements case statements and use of variables

C++ 2014-07-08

accompanying cd rom contains practical information including all the code examples discussed in the book

Guide to Java 2024-01-31

through the authors carefully constructed explanations and examples you will develop an understanding of swift grammar and the elements of effective swift style written for swift 2 0 the book is also compatible with swift 2 1 you will also learn how to navigate xcode 7 and get the most out of apple s documentation throughout the book the authors share their insights into swift to ensure that you understand the hows and whys of swift and can put that understanding to use in different contexts after working through this book you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using swift

Build Your Own Programming Language 2007-11-10

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LEGO MINDSTORMS NXT-G Programming Guide 1997

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