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Problem Solving and Program Design in C C Program Design for Engineers Data Structures and Program Design in C++ Compiler Design in C Hands-On Design Patterns with C++ Hands-on Design Patterns with C++ Object-Oriented Design and Programming with C++ Design Patterns in Modern C++ □ □ □ □ □ □ □ □ □ □ C++ The Design and Evolution of C++ Algorithm Development and Program Design Using C C Programming Language and Software Design Problem Solving, Abstraction, Design Using C++ Problem Solving, Abstraction, and Design Using C++ Design Patterns in Modern C++20 Design Patterns for Embedded Systems in C Problem Solving, Abstraction and Design Using C++, Visual C++. NET Edition C++ Gotchas Constructivist Instructional Design (C-ID) Principles of Software Engineering and Design Design Patterns in C# C and UNIX □ □ □ □ □ □ □ □ □ □ C++ Modern C++ Design C++□ □ □ □ □ □ □ □ □ □ □ □ □ □ C++□ □ □ □ □ □ □ □ □ □ C PROGRAM DESIGN FOR ENGINEERS A Retargetable C Embedded System Design with ARM Cortex-M Microcontrollers .NET Domain-Driven Design with C# Design for Trustworthy Software Advanced C Structured Programming Advanced Techniques for Embedded Systems Design and Test □ □ □ C□ □ □ □ □ □ □ □ □ □ □ □ □ □

PROBLEM SOLVING AND PROGRAM DESIGN IN C

2007

FOR MORE THAN A DECADE HUNDREDS OF THOUSANDS OF STUDENTS HAVE ACQUIRED EXCELLENT PROGRAMMING SKILLS BY USING PROBLEM SOLVING AND PROGRAM DESIGN IN C TO LEARN PROGRAMMING FUNDAMENTALS AND THE C PROGRAMMING LANGUAGE THIS BOOK REMAINS A BEST SELLING INTRODUCTORY PROGRAMMING TEXT FOR BEGINNERS USING THE C PROGRAMMING LANGUAGE BECAUSE IT PROVIDES A STRUCTURED APPROACH TO SOLVING PROBLEMS TO ENHANCE STUDENTS LEARNING EXPERIENCE THE BOOK OFFERS THE RIGHT NUMBER AND KIND OF PEDAGOGICAL FEATURES INCLUDING END OF SECTION AND END OF CHAPTER EXERCISES EXAMPLES AND CASE STUDIES SYNTAX AND PROGRAM STYLE DISPLAY BOXES ERROR DISCUSSIONS AND END OF CHAPTER PROJECTS BOOK JACKET

C PROGRAM DESIGN FOR ENGINEERS

2001

THIS BOOK PRESENTS INTRODUCTORY PROGRAMMING AND SOFTWARE DEVELOPMENT CONCEPTS TO ENGINEERS USING A DISCIPLINED APPROACH IT PROVIDES NUMEROUS CASE STUDIES AND PROGRAMMING PROJECTS BASED ON REAL WORLD EXAMPLES FROM A WIDE RANGE OF ENGINEERING AREAS MAKING THE MATERIAL RELEVANT TO WHAT ENGINEERS WILL ENCOUNTER IN THEIR CAREERS THE AUTHORS INTRODUCE IMPLEMENTATIONS OF BASIC NUMERICAL AND STATISTICAL METHODS COMMONLY USED BY ENGINEERS ANOTHER FEATURE IS THE ADDITION OF A CHAPTER ENTITLED ON TO C THAT PREPARES READERS FOR A TRANSITION TO OBJECT ORIENTED PROGRAMMING THE BOOK FOCUSES ON MANY ASPECTS OF SOFTWARE ENGINEERING ESTABLISHING EARLY THE CONNECTION BETWEEN GOOD PROBLEM SOLVING SKILLS AND EFFECTIVE SOFTWARE DEVELOPMENT A FIVE PHASE SOFTWARE DEVELOPMENT METHOD IS PRESENTED IN CHAPTER 1 AND APPLIED IN EVERY SUBSEQUENT CASE STUDY THROUGHOUT THE BOOK PRESENTS MATERIAL IN AN ORDER THAT MEETS THE NEEDS OF A BEGINNING PROGRAMMER RATHER THAN BY THE STRUCTURE OF THE C PROGRAMMING LANGUAGE THIS APPROACH MAKES IT POSSIBLE TO PRESENT FUNDAMENTAL CONCEPTS USING TRADITIONAL HIGH LEVEL TERMINOLOGY OUTPUT PARAMETER ARRAY ARRAY SUBSCRIPT STRING AND MAKES IT EASIER FOR READERS WITHOUT A PRIOR ASSEMBLY LANGUAGE BACKGROUND TO MASTER THE MANY FACETS OF POINTER USAGE THIS BOOK IS DESIGNED TO INTRODUCE C PROGRAMMING TO ENGINEERS IN A WAY THAT IS RELEVANT TO THEIR ENGINEERING PRACTICE

DATA STRUCTURES AND PROGRAM DESIGN IN C++

1999

PROGRAMMING PRINCIPLES 2 INTRODUCTION TO STACKS 3 QUEUES 4 LINKED STACKED AND QUEUES 5 RECURSION 6 LISTS AND STRINGS 7 SEARCHING 8 SORTING 9 TABLES AND INFORMATION RETRIEVAL 10 BINARY TREES 11 MULTIWAY TREES 12 GRAPHS 13 CASE STUDY THE POLISH NOTATION APPENDIX A MATHEMATICAL METHODS APPENDIX B RANDOM NUMBERS APPENDIX C PACKAGES AND UTILITY FUNCTIONS APPENDIX D PROGRAMMING PRECEPTS POINTERS AND PITFALLS INDEX

COMPILER DESIGN IN C

1990

SOFTWARE PROGRAMMING LANGUAGES

HANDS-ON DESIGN PATTERNS WITH C++

2019-01-30

A COMPREHENSIVE GUIDE WITH EXTENSIVE COVERAGE ON CONCEPTS SUCH AS OOP FUNCTIONAL PROGRAMMING GENERIC

PROGRAMMING AND STL ALONG WITH THE LATEST FEATURES OF C KEY FEATURESDELVE INTO THE CORE PATTERNS AND COMPONENTS OF C IN ORDER TO MASTER APPLICATION DESIGNLEARN TRICKS TECHNIQUES AND BEST PRACTICES TO SOLVE COMMON DESIGN AND ARCHITECTURAL CHALLENGES UNDERSTAND THE LIMITATION IMPOSED BY C AND HOW TO SOLVE THEM USING DESIGN PATTERNSBOOK DESCRIPTION C IS A GENERAL PURPOSE PROGRAMMING LANGUAGE DESIGNED WITH THE GOALS OF EFFICIENCY PERFORMANCE AND FLEXIBILITY IN MIND DESIGN PATTERNS ARE COMMONLY ACCEPTED SOLUTIONS TO WELL RECOGNIZED DESIGN PROBLEMS IN ESSENCE THEY ARE A LIBRARY OF REUSABLE COMPONENTS ONLY FOR SOFTWARE ARCHITECTURE AND NOT FOR A CONCRETE IMPLEMENTATION THE FOCUS OF THIS BOOK IS ON THE DESIGN PATTERNS THAT NATURALLY LEND THEMSELVES TO THE NEEDS OF A C PROGRAMMER AND ON THE PATTERNS THAT UNIQUELY BENEFIT FROM THE FEATURES OF C IN PARTICULAR THE GENERIC PROGRAMMING ARMED WITH THE KNOWLEDGE OF THESE PATTERNS YOU WILL SPEND LESS TIME SEARCHING FOR A SOLUTION TO A COMMON PROBLEM AND BE FAMILIAR WITH THE SOLUTIONS DEVELOPED FROM EXPERIENCE AS WELL AS THEIR ADVANTAGES AND DRAWBACKS THE OTHER USE OF DESIGN PATTERNS IS AS A CONCISE AND AN EFFICIENT WAY TO COMMUNICATE A PATTERN IS A FAMILIAR AND INSTANTLY RECOGNIZABLE SOLUTION TO SPECIFIC PROBLEM THROUGH ITS USE SOMETIMES WITH A SINGLE LINE OF CODE WE CAN CONVEY A CONSIDERABLE AMOUNT OF INFORMATION THE CODE CONVEYS THIS IS THE PROBLEM WE ARE FACING THESE ARE ADDITIONAL CONSIDERATIONS THAT ARE MOST IMPORTANT IN OUR CASE HENCE THE FOLLOWING WELL KNOWN SOLUTION WAS CHOSEN BY THE END OF THIS BOOK YOU WILL HAVE GAINED A COMPREHENSIVE UNDERSTANDING OF DESIGN PATTERNS TO CREATE ROBUST REUSABLE AND MAINTAINABLE CODE WHAT YOU WILL LEARNRECOGNIZE THE MOST COMMON DESIGN PATTERNS USED IN C UNDERSTAND HOW TO USE C GENERIC PROGRAMMING TO SOLVE COMMON DESIGN PROBLEMSEXPLORE THE MOST POWERFUL C IDIOMS THEIR STRENGTHS AND DRAWBACKSREDISCOVER HOW TO USE POPULAR C IDIOMS WITH GENERIC PROGRAMMINGUNDERSTAND THE IMPACT OF DESIGN PATTERNS ON THE PROGRAM S PERFORMANCEWHO THIS BOOK IS FOR THIS BOOK IS FOR EXPERIENCED C DEVELOPERS AND PROGRAMMERS WHO WISH TO LEARN ABOUT SOFTWARE DESIGN PATTERNS AND PRINCIPLES AND APPLY THEM TO CREATE ROBUST REUSABLE AND EASILY MAINTAINABLE APPS

HANDS-ON DESIGN PATTERNS WITH C++

2023

A COMPREHENSIVE GUIDE WITH EXTENSIVE COVERAGE OF CONCEPTS SUCH AS OOP FUNCTIONAL PROGRAMMING GENERIC PROGRAMMING CONCURRENCY AND STL ALONG WITH THE LATEST FEATURES OF C PURCHASE OF THE PRINT OR KINDLE BOOK INCLUDES A FREE PDF EBOOK KEY FEATURES DELVE INTO THE CORE PATTERNS AND COMPONENTS OF C TO MASTER APPLICATION DESIGN LEARN TRICKS TECHNIQUES AND BEST PRACTICES TO SOLVE COMMON DESIGN AND ARCHITECTURAL CHALLENGES UNDERSTAND THE LIMITATION IMPOSED BY C AND HOW TO SOLVE THEM USING DESIGN PATTERNS BOOK DESCRIPTION C IS A GENERAL PURPOSE PROGRAMMING LANGUAGE DESIGNED FOR EFFICIENCY PERFORMANCE AND FLEXIBILITY DESIGN PATTERNS ARE COMMONLY ACCEPTED SOLUTIONS TO WELL RECOGNIZED DESIGN PROBLEMS IN ESSENCE THEY ARE A LIBRARY OF REUSABLE COMPONENTS ONLY FOR SOFTWARE ARCHITECTURE AND NOT FOR A CONCRETE IMPLEMENTATION THIS BOOK HELPS YOU FOCUS ON THE DESIGN PATTERNS THAT NATURALLY ADAPT TO YOUR NEEDS AND ON THE PATTERNS THAT UNIQUELY BENEFIT FROM THE FEATURES OF C ARMED WITH THE KNOWLEDGE OF THESE PATTERNS YOU LL SPEND LESS TIME SEARCHING FOR SOLUTIONS TO COMMON PROBLEMS AND TACKLE CHALLENGES WITH THE SOLUTIONS DEVELOPED FROM EXPERIENCE YOU LL ALSO EXPLORE THAT DESIGN PATTERNS ARE A CONCISE AND EFFICIENT WAY TO COMMUNICATE AS PATTERNS ARE A FAMILIAR AND RECOGNIZABLE SOLUTION TO A SPECIFIC PROBLEM AND CAN CONVEY A CONSIDERABLE AMOUNT OF INFORMATION WITH A SINGLE LINE OF CODE BY THE END OF THIS BOOK YOU LL HAVE A DEEP UNDERSTANDING OF HOW TO USE DESIGN PATTERNS TO WRITE MAINTAINABLE ROBUST AND REUSABLE SOFTWARE WHAT YOU WILL LEARN RECOGNIZE THE MOST COMMON DESIGN PATTERNS USED IN C UNDERSTAND HOW TO USE C GENERIC PROGRAMMING TO SOLVE COMMON DESIGN PROBLEMS EXPLORE THE MOST POWERFUL C IDIOMS THEIR STRENGTHS AND THEIR DRAWBACKS REDISCOVER HOW TO USE POPULAR C IDIOMS WITH GENERIC PROGRAMMING DISCOVER NEW PATTERNS AND IDIOMS MADE POSSIBLE BY LANGUAGE FEATURES OF C 17 AND C 20 UNDERSTAND THE IMPACT OF DESIGN PATTERNS ON THE PROGRAM S PERFORMANCE WHO THIS BOOK IS FOR THIS BOOK IS FOR EXPERIENCED C DEVELOPERS AND PROGRAMMERS WHO WISH TO LEARN ABOUT SOFTWARE DESIGN PATTERNS AND PRINCIPLES AND APPLY THEM TO CREATE ROBUST REUSABLE AND EASILY MAINTAINABLE PROGRAMS AND SOFTWARE SYSTEMS

OBJECT-ORIENTED DESIGN AND PROGRAMMING WITH C++

2014-05-12

OBJECT ORIENTED DESIGN AND PROGRAMMING WITH C YOUR HANDS ON GUIDE TO C PROGRAMMING WITH SPECIAL EMPHASIS ON DESIGN TESTING AND REUSE PROVIDES A LIST OF SOFTWARE ENGINEERING PRINCIPLES TO GUIDE THE SOFTWARE DEVELOPMENT PROCESS THIS BOOK PRESENTS THE FUNDAMENTALS OF THE C LANGUAGE ORGANIZED INTO TWO PARTS ENCOMPASSING 10 CHAPTERS THIS BOOK BEGINS WITH AN OVERVIEW OF C AND DESCRIBES OBJECT ORIENTED PROGRAMMING AND THE HISTORY OF C THIS TEXT THEN INTRODUCES CLASSES POLYMORPHISM INHERITANCE AND OVERLOADING OTHER CHAPTERS CONSIDER THE C PREPROCESSOR AND ORGANIZATION OF CLASS LIBRARIES THIS BOOK DISCUSSES AS WELL THE SCOPE RULES SEPARATE COMPILATION CLASS LIBRARIES AND THEIR ORGANIZATION EXCEPTIONS BROWSERS AND EXCEPTION HANDLING THE FINAL CHAPTER DEALS WITH THE DESIGN OF A MODERATELY COMPLEX SYSTEM THAT PROVIDES FILE SYSTEM STIMULATION THIS BOOK IS A VALUABLE RESOURCE FOR READERS WHO ARE REASONABLY FAMILIAR WITH THE C PROGRAMMING LANGUAGE AND WANT TO UNDERSTAND THE ISSUES IN OBJECT ORIENTED PROGRAMMING USING C

DESIGN PATTERNS IN MODERN C++

2018-04-18

APPLY MODERN C 17 TO THE IMPLEMENTATIONS OF CLASSIC DESIGN PATTERNS AS WELL AS COVERING TRADITIONAL DESIGN PATTERNS THIS BOOK FLESHES OUT NEW PATTERNS AND APPROACHES THAT WILL BE USEFUL TO C DEVELOPERS THE AUTHOR PRESENTS CONCEPTS AS A FUN INVESTIGATION OF HOW PROBLEMS CAN BE SOLVED IN DIFFERENT WAYS ALONG THE WAY USING VARYING DEGREES OF TECHNICAL SOPHISTICATION AND EXPLAINING DIFFERENT SORTS OF TRADE OFFS DESIGN PATTERNS IN MODERN C ALSO PROVIDES A TECHNOLOGY DEMO FOR MODERN C SHOWCASING HOW SOME OF ITS LATEST FEATURES E G COROUTINES MAKE DIFFICULT PROBLEMS A LOT EASIER TO SOLVE THE EXAMPLES IN THIS BOOK ARE ALL SUITABLE FOR PUTTING INTO PRODUCTION WITH ONLY A FEW SIMPLIFICATIONS MADE IN ORDER TO AID READABILITY WHAT YOU WILL LEARN APPLY DESIGN PATTERNS TO MODERN C PROGRAMMING USE CREATIONAL PATTERNS OF BUILDER FACTORIES PROTOTYPE AND SINGLETON IMPLEMENT STRUCTURAL PATTERNS SUCH AS ADAPTER BRIDGE DECORATOR FACADE AND MORE WORK WITH THE BEHAVIORAL PATTERNS SUCH AS CHAIN OF RESPONSIBILITY COMMAND ITERATOR MEDIATOR AND MORE APPLY FUNCTIONAL DESIGN PATTERNS SUCH AS MONAD AND MORE WHO THIS BOOK IS FOR THOSE WITH AT LEAST SOME PRIOR PROGRAMMING EXPERIENCE ESPECIALLY IN C

□ □ □ □ □ □ □ □ □ □ C++

2018-12-05

□ □ □ □ □ □ □ □ □ □

BENEFIT FROM STROUSTRUP S EXPLANATIONS OF THE WHY S BEHIND C FROM THE EARLIEST FEATURES SUCH AS THE ORIGINAL CLASS CONCEPT TO THE LATEST EXTENSIONS SUCH AS NEW CASTS AND EXPLICIT TEMPLATE INSTANTIATION SOME C DESIGN DECISIONS HAVE BEEN UNIVERSALLY PRAISED WHILE OTHERS REMAIN CONTROVERSIAL AND DEBATED VIGOROUSLY STILL OTHER FEATURES HAVE BEEN REJECTED BASED ON EXPERIMENTATION IN THIS BOOK STROUSTRUP DISSECTS MANY OF THESE DECISIONS TO PRESENT A CASE STUDY IN REAL OBJECT ORIENTED LANGUAGE DEVELOPMENT FOR THE WORKING PROGRAMMER IN DOING SO HE PRESENTS HIS VIEWS ON PROGRAMMING AND DESIGN IN A CONCRETE AND USEFUL WAY THAT MAKES THIS BOOK A MUST BUY FOR EVERY C PROGRAMMER FEATURES WRITTEN BY THE INVENTOR OF C STROUSTRUP PROVIDES INSIGHTS INTO THE DESIGN DECISIONS WHICH SHAPED C GIVES TECHNICAL SUMMARIES OF C DISCUSSES THE LATEST LANGUAGE FEATURES TEMPLATES EXCEPTIONS RUN TIME TYPE INFORMATION AND NAMESPACES PRESENTS STROUSTRUP S UNIQUE PROGRAMMING AND DESIGN VIEWS 0201543303B04062001

Algorithm Development and Program Design Using C

1996

BASED ON THE SUCCESSFUL BOOK A FIRST BOOK OF C BY THE SAME AUTHOR THIS TEXT INCLUDES ALGORITHM DEVELOPMENT PROBLEM SOLVING AND COMPUTER SCIENCE CONCEPTS FOR CS1 COURSES EACH CHAPTER HAS A SECTION WITH TWO APPLICATIONS DEVELOPED USING A TOP DOWN DESIGN APPROACH ILLUSTRATING THE CHAPTER S MATERIAL INCLUDES A BIT OF BACKGROUND BOXES COMMON PROGRAMMING ERROR SECTIONS ENRICHMENT STUDY SECTIONS AND TIPS FROM THE PROS BOXES EXERCISES CAN BE FOUND AT THE END OF EACH SECTION AND AT THE END OF EACH CHAPTER

C Programming Language and Software Design

2015-12-12

C PROGRAMMING LANGUAGE AND SOFTWARE DESIGN

Problem Solving, Abstraction, Design Using C++

2000

THIS REVISION OF THE CLASSIC PROBLEM SOLVING ABSTRACTION AND DESIGN USING C PRESENTS AND THEN REINFORCES THE BASIC PRINCIPLES OF SOFTWARE ENGINEERING AND OBJECT ORIENTED PROGRAMMING WHILE INTRODUCING THE C PROGRAMMING LANGUAGE ONE OF THE HALLMARKS OF THIS BOOK IS THE FOCUS ON PROGRAM DESIGN PROFESSORS FRANK FRIEDMAN AND ELLIOT KOFFMAN PRESENT A SOFTWARE DEVELOPMENT METHOD IN CHAPTER 1 THAT IS REVISITED IN THE CASE STUDIES THROUGHOUT THE BOOK THIS BOOK CAREFULLY PRESENTS OBJECT ORIENTED PROGRAMMING BY BALANCING IT WITH PROCEDURAL PROGRAMMING SO THE READER DOES NOT OVERLOOK THE FUNDAMENTALS OF ALGORITHM ORGANIZATION AND DESIGN OBJECT ORIENTED CONCEPTS ARE PRESENTED VIA AN OVERVIEW IN CHAPTER 1 AND THEN DEMONSTRATED WITH THE USE OF THE STANDARD STRING AND IOSTREAM CLASSES AND A USER DEFINED MONEY CLASS THROUGHOUT THE EARLY CHAPTERS CHAPTER 10 SHOWS HOW TO WRITE YOUR OWN CLASSES AND CHAPTER 11 SHOWS HOW TO WRITE TEMPLATE CLASSES THE PRESENTATION OF CLASSES IS FLEXIBLE AND WRITING CLASSES CAN BE COVERED EARLIER IF DESIRED

Problem Solving, Abstraction, and Design Using C++

2010-03-18

PROBLEM SOLVING ABSTRACTION AND DESIGN USING C PRESENTS AND REINFORCES THE BASIC PRINCIPLES OF SOFTWARE ENGINEERING DESIGN AND OBJECT ORIENTED PROGRAMMING CONCEPTS WHILE INTRODUCING THE C PROGRAMMING LANGUAGE

Design Patterns in Modern C++20

2022

APPLY THE LATEST EDITIONS OF THE C STANDARD TO THE IMPLEMENTATION OF DESIGN PATTERNS AS WELL AS COVERING TRADITIONAL DESIGN PATTERNS THIS BOOK FLESHES OUT NEW DESIGN PATTERNS AND APPROACHES THAT WILL BE USEFUL TO MODERN C DEVELOPERS AUTHOR DMITRI NESTERUK PRESENTS CONCEPTS AS A FUN INVESTIGATION OF HOW PROBLEMS CAN BE SOLVED IN DIFFERENT WAYS ALONG THE WAY USING VARYING DEGREES OF TECHNICAL SOPHISTICATION AND EXPLAINING DIFFERENT SORTS OF TRADE OFFS DESIGN PATTERNS IN MODERN C 20 SECOND EDITION ALSO PROVIDES A TECHNOLOGY DEMO FOR MODERN C SHOWCASING HOW SOME OF ITS LATEST FEATURES E G COROUTINES MODULES AND MORE MAKE DIFFICULT PROBLEMS A LOT EASIER TO SOLVE THE EXAMPLES IN THIS BOOK ARE ALL SUITABLE FOR PUTTING INTO PRODUCTION WITH ONLY A FEW SIMPLIFICATIONS MADE IN ORDER TO AID READABILITY YOU WILL USE CREATIONAL PATTERNS SUCH AS BUILDER FACTORIES PROTOTYPE AND SINGLETON IMPLEMENT STRUCTURAL PATTERNS SUCH AS ADAPTER BRIDGE DECORATOR FACADE AND MORE WORK WITH THE BEHAVIORAL PATTERNS SUCH AS CHAIN OF RESPONSIBILITY COMMAND ITERATOR MEDIATOR AND MORE APPLY FUNCTIONAL DESIGN PATTERNS SUCH AS THE MAYBE MONAD

Design Patterns for Embedded Systems in C

2010-11-03

A RECENT SURVEY STATED THAT 52 OF EMBEDDED PROJECTS ARE LATE BY 4 5 MONTHS THIS BOOK CAN HELP GET THOSE PROJECTS IN ON TIME WITH DESIGN PATTERNS THE AUTHOR CAREFULLY TAKES INTO ACCOUNT THE SPECIAL CONCERNS FOUND IN DESIGNING AND DEVELOPING EMBEDDED APPLICATIONS SPECIFICALLY CONCURRENCY COMMUNICATION SPEED AND MEMORY USAGE PATTERNS ARE GIVEN IN UML UNIFIED MODELING LANGUAGE WITH EXAMPLES INCLUDING ANSI C FOR DIRECT AND PRACTICAL APPLICATION TO C CODE A BASIC C KNOWLEDGE IS A PREREQUISITE FOR THE BOOK WHILE UML NOTATION AND TERMINOLOGY IS INCLUDED GENERAL C PROGRAMMING BOOKS DO NOT INCLUDE DISCUSSION OF THE CONTRAINTS FOUND WITHIN EMBEDDED SYSTEM DESIGN THE PRACTICAL EXAMPLES GIVE THE READER AN UNDERSTANDING OF THE USE OF UML AND OO OBJECT ORIENTED DESIGNS IN A RESOURCE LIMITED ENVIRONMENT ALSO INCLUDED ARE TWO CHAPTERS ON STATE MACHINES THE BEAUTY OF THIS BOOK IS THAT IT CAN HELP YOU TODAY DESIGN PATTERNS WITHIN THESE PAGES ARE IMMEDIATELY APPLICABLE TO YOUR PROJECT ADDRESSES EMBEDDED SYSTEM DESIGN CONCERNS SUCH AS CONCURRENCY COMMUNICATION AND MEMORY USAGE EXAMPLES CONTAIN ANSI C FOR EASE OF USE WITH C PROGRAMMING CODE

Problem Solving, Abstraction and Design Using C++, Visual C++. NET Edition

2003-08

THIS PACKAGE INCLUDES ONE OF THE LEADING TEXTBOOKS FOR CS1 IN C COURSE PROBLEM SOLVING ABSTRACTION AND DESIGN IN C 4E AND A BRAND NEW MANUAL ADDISON WESLEY S BEGINNER S GUIDE TO C NET THIS NEW SUPPLEMENT CONTAINS OVER 40 PAGES DESCRIBING HOW TO INSTALL AND SET UP MICROSOFT S C COMPILER AND ALSO INCLUDES A SEVERAL CD ROMS OF C NET PROBLEM SOLVING ABSTRACTION AND DESIGN USING C PRESENTS AND THEN REINFORCES THE BASIC PRINCIPLES OF SOFTWARE ENGINEERING AND OBJECT ORIENTED PROGRAMMING WHILE INTRODUCING THE C PROGRAMMING LANGUAGE THE HALLMARKS OF THIS BOOK ARE THE FOCUS ON PROBLEM SOLVING AND PROGRAM DESIGN THIS BOOK CAREFULLY PRESENTS OBJECT ORIENTED PROGRAMMING BY BALANCING IT WITH PROCEDURAL PROGRAMMING SO THE READER DOES NOT OVERLOOK THE FUNDAMENTALS OF ALGORITHM ORGANIZATION AND DESIGN

C++ Gotchas

2003

CORPUS LINGUISTICS IS A RESEARCH APPROACH TO INVESTIGATE THE PATTERNS OF LANGUAGE USE EMPIRICALLY BASED ON ANALYSIS OF LARGE COLLECTIONS OF NATURAL TEXTS WHILE CORPUS BASED ANALYSIS HAS HAD RELATIVELY LITTLE INFLUENCE ON THEORETICAL LINGUISTICS IT HAS REVOLUTIONIZED THE STUDY OF LANGUAGE VARIATION AND USE WHAT SPEAKERS AND WRITERS ACTUALLY DO WITH THE LEXICAL AND GRAMMATICAL RESOURCES OF A LANGUAGE CORPUS BASED RESEARCH EMPLOYS THE RESEARCH METHODS OF QUANTITATIVE AND QUALITATIVE SOCIAL SCIENCE TO INVESTIGATE LANGUAGE USE PATTERNS EMPIRICALLY THIS FOUR VOLUME COLLECTION IS ORGANIZED AROUND LINGUISTIC RESEARCH QUESTIONS THAT CAN BE INVESTIGATED FROM A CORPUS PERSPECTIVE AND INCLUDES AMONGST OTHERS STUDIES OF INDIVIDUAL WORDS COMPARISONS OF SUPPOSEDLY SYNONYMOUS WORDS STUDIES OF GRAMMATICAL VARIATION AND SOCIOLINGUISTIC STUDIES OF DIALECTS REGISTERS STYLES AND WORLD VARIETIES CORPUS BASED ANALYSIS HAS ALSO PROVEN TO BE IMPORTANT FOR THE STUDY OF HISTORICAL CHANGE

Constructivist Instructional Design (C-ID)

2009-07-01

THIS BOOK IS ABOUT EMERGING MODELS OF DESIGN THAT ARE JUST BEGINNING TO BE USED BY ID TYPES THEY ARE BASED ON CONSTRUCTIVIST AND CHAOS NON LINEAR SYSTEMS OR SOFT SYSTEMS THEORY THIS BOOK PROVIDES CONSTRUCTIVIST INSTRUCTIONAL DESIGN C ID THEORISTS WITH AN OPPORTUNITY TO PRESENT AN EXTENDED VERSION OF THEIR DESIGN MODEL AFTER AN INTRODUCTORY CHAPTER ON THE HISTORY OF INSTRUCTIONAL DESIGN MODELS AND A CHAPTER ON THE GUIDING PRINCIPLES OF C ID THE CREATORS OF SIX DIFFERENT C ID MODELS INTRODUCE AND EXPLAIN THEIR MODELS A FINAL CHAPTER COMPARES THE MODELS DISCUSSES THE FUTURE OF C ID MODELS AND DISCUSSES THE WAYS CONSTRUCTIVIST DESIGNERS AND SCHOLARS CAN INTERACT WITH AND WORK WITH INSTRUCTIONAL TECHNOLOGISTS WHO USE DIFFERENT PARADIGMS

Principles of Software Engineering and Design

1979

CONCENTRATES ON THE DESIGN ASPECTS OF PROGRAMMING FOR SOFTWARE ENGINEERING WHILE ALSO COVERS THE FULL RANGE OF SOFTWARE DEVELOPMENT CYCLES

Design Patterns in C#

2016-01-17

THIS BOOK WILL FOCUS ON THE DESIGN PATTERNS IN C THE KNOWLEDGE AND EFFICIENCY OF A PROGRAMMER IS OFTEN JUDGED BY THESE CONCEPTS IN MOST OF THE INTERVIEWS THE AUTHOR HAS USED HIS VAST EXPERIENCE TO CHOOSE THE MOST SIMPLE EXAMPLES TO HELP READERS FOR THE EASY UNDERSTANDING OF THE TOPIC HIS FOCUS HERE IS TOTALLY ON DESIGN AND NOT ON THE PROGRAMMING LOGIC THOUGH C IS USED AS THE PROGRAMMING LANGUAGE BUT IF THE READER IS FAMILIAR WITH ANY OTHER POPULAR LANGUAGE LIKE C JAVA ETC HE SHE CAN ALSO GET THE CONCEPTS VERY EASILY EACH OF THE CHAPTER CONSISTS OF THE CORE CONCEPT AT LEAST ONE REAL LIFE EXAMPLE ONE COMPUTER WORLD EXAMPLE ONE COMPLETE IMPLEMENTATION FOR EACH OF THE PATTERNS WITH CORRESPONDING OUTPUTS THE AUTHOR TRIED TO AVOID UNNECESSARY DISCUSSION ON EACH TOPIC AND MADE THEM CONCISE HE HAS DIRECTLY ENTERED EACH OF THE TOPIC WITH AN EASY TO REMEMBER IMPLEMENTATION

C and UNIX

1996

MARTIN L BARRETT AND CLIFFORD WAGNER COMBINE THE EFFICIENCY OF C WITH THE PRODUCTIVITY OF UNIX AND GIVE YOU THE FOUNDATION TO BUILD STRONGER PROGRAMMING SKILLS THIS CLEAR CONCISE BOOK IS WRITTEN FOR EXPERIENCED PROGRAMMERS AS WELL AS THOSE WITH A BACKGROUND IN MATHEMATICS ENGINEERING AND SCIENCE FIVE PRINCIPLES GUIDE YOU THROUGH A COMPLETE COURSE IN PROGRAMMING EMPHASIS ON SOFTWARE DESIGN VIA

PROGRAM AND DATA STRUCTURE DESIGN THE DESIGN OF TABLES DATA ENCAPSULATION AND THE USE OF ABSTRACT DATA TYPES SOLIDIFIES ALL ASPECTS OF THE DESIGN PROCESS THE DEVELOPMENT OF C AND UNIX SIMULTANEOUSLY YET INDEPENDENTLY OF ONE ANOTHER ALLOWS YOU TO DEVELOP SKILLS IN BOTH LANGUAGES OR FOCUS ON THEM INDIVIDUALLY CHAPTER SUMMARIES REVIEW PROBLEMS AND NUMEROUS PRACTICAL PROGRAMMING PROBLEMS ENABLE YOU TO TIE SEVERAL DIFFERENT CONCEPTS TOGETHER IN A COHERENT SCHEME EXTENSIVE EXAMPLES COVERING SCIENTIFIC PROBLEMS APPLIED MATHEMATICS AND FLOATING POINT ARITHMETIC BROADEN THE SPECTRUM OF COMPUTER SCIE

□ □ □ □ □ □ □ □ □ □ C++

2015-03-27

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C PROGRAM DESIGN FOR ENGINEERS

1995

AS THE FIRST TECHNICAL BOOK OF ITS KIND THIS UNIQUE RESOURCE WALKS YOU THROUGH THE PROCESS OF BUILDING A REAL WORLD APPLICATION USING DOMAIN DRIVEN DESIGN IMPLEMENTED IN C BASED ON A REAL APPLICATION FOR AN EXISTING COMPANY EACH CHAPTER IS BROKEN DOWN INTO SPECIFIC MODULES SO THAT YOU CAN IDENTIFY THE PROBLEM DECIDE WHAT SOLUTION WILL PROVIDE THE BEST RESULTS AND THEN EXECUTE THAT DESIGN TO SOLVE THE PROBLEM WITH EACH CHAPTER YOU LL BUILD A COMPLETE PROJECT FROM BEGINNING TO END

A RETARGETABLE C COMPILER

1995

ASQ 2007 CROSBY MEDAL WINNER AN INTEGRATED TECHNOLOGY FOR DELIVERING BETTER SOFTWARE CHEAPER AND FASTER THIS BOOK PRESENTS AN INTEGRATED TECHNOLOGY DESIGN FOR TRUSTWORTHY SOFTWARE DFTS TO ADDRESS SOFTWARE QUALITY ISSUES UPSTREAM SUCH THAT THE GOAL OF SOFTWARE QUALITY BECOMES THAT OF PREVENTING BUGS IN IMPLEMENTATION RATHER THAN FINDING AND ELIMINATING THEM DURING AND AFTER IMPLEMENTATION THE THRUST OF THE TECHNOLOGY IS THAT MAJOR QUALITY DEPLOYMENTS TAKE PLACE BEFORE A SINGLE LINE OF CODE IS WRITTEN THIS CUSTOMER ORIENTED INTEGRATED TECHNOLOGY CAN HELP DELIVER BREAKTHROUGH RESULTS IN COST QUALITY AND DELIVERY SCHEDULE THUS MEETING AND EXCEEDING CUSTOMER EXPECTATIONS THE AUTHORS DESCRIBE THE PRINCIPLES BEHIND THE TECHNOLOGY AS WELL AS THEIR APPLICATIONS TO ACTUAL SOFTWARE DESIGN PROBLEMS THEY PRESENT ILLUSTRATIVE CASE STUDIES COVERING VARIOUS ASPECTS OF DFTS TECHNOLOGY INCLUDING COSQ AHP TRIZ FMEA QFD AND TAGUCHI METHODS AND PROVIDE AMPLE QUESTIONS AND EXERCISES TO TEST THE READERS UNDERSTANDING OF THE MATERIAL IN ADDITION TO DETAILED EXAMPLES OF THE APPLICATIONS OF THE TECHNOLOGY THE BOOK CAN BE USED TO IMPART ORGANIZATION WIDE LEARNING INCLUDING TRAINING FOR DFTS BLACK BELTS AND MASTER BLACK BELTS IT HELPS YOU GAIN RAPID MASTERY SO YOU CAN DEPLOY DFTS TECHNOLOGY QUICKLY AND SUCCESSFULLY LEARN HOW TO PLAN BUILD MAINTAIN AND IMPROVE YOUR TRUSTWORTHY SOFTWARE DEVELOPMENT SYSTEM ADAPT BEST PRACTICES OF QUALITY LEADERSHIP LEARNING AND MANAGEMENT FOR THE UNIQUE SOFTWARE DEVELOPMENT MILIEU LISTEN TO THE CUSTOMER S VOICE THEN GUIDE USER EXPECTATIONS TO REALIZABLE RELIABLE SOFTWARE PRODUCTS REFOCUS ON CUSTOMER CENTERED ISSUES SUCH AS RELIABILITY DEPENDABILITY AVAILABILITY AND UPGRADEABILITY ENCOURAGE GREATER DESIGN CREATIVITY AND INNOVATION VALIDATE VERIFY TEST EVALUATE INTEGRATE AND MAINTAIN SOFTWARE FOR TRUSTWORTHINESS ANALYZE THE FINANCIAL IMPACT OF SOFTWARE QUALITY PREPARE YOUR LEADERSHIP AND INFRASTRUCTURE FOR DFTS DESIGN FOR TRUSTWORTHY SOFTWARE WILL HELP YOU IMPROVE QUALITY WHETHER YOU DEVELOP IN HOUSE OUTSOURCE CONSULT OR PROVIDE SUPPORT IT OFFERS BREAKTHROUGH SOLUTIONS FOR THE ENTIRE SPECTRUM OF SOFTWARE AND QUALITY PROFESSIONALS FROM DEVELOPERS TO PROJECT LEADERS CHIEF SOFTWARE ARCHITECTS TO CUSTOMERS THE AMERICAN SOCIETY FOR QUALITY ASQ IS THE WORLD S LEADING AUTHORITY ON QUALITY WHICH PROVIDES A COMMUNITY THAT ADVANCES LEARNING QUALITY IMPROVEMENT AND KNOWLEDGE EXCHANGE TO IMPROVE BUSINESS RESULTS AND TO CREATE BETTER WORKPLACES AND COMMUNITIES WORLDWIDE THE CROSBY MEDAL IS PRESENTED TO THE INDIVIDUAL WHO HAS AUTHORED A DISTINGUISHED BOOK CONTRIBUTING SIGNIFICANTLY TO THE EXTENSION OF THE PHILOSOPHY AND APPLICATION OF THE PRINCIPLES METHODS OR TECHNIQUES OF QUALITY MANAGEMENT BIJAY K JAYASWAL CEO OF AGILENTY CONSULTING GROUP HAS HELD SENIOR EXECUTIVE POSITIONS AND CONSULTED ON QUALITY AND STRATEGY FOR 25 YEARS HIS EXPERTISE INCLUDES VALUE ENGINEERING PROCESS IMPROVEMENT AND PRODUCT DEVELOPMENT HE HAS DIRECTED MBA AND ADVANCED MANAGEMENT PROGRAMS AND HELPED TO INTRODUCE ENTERPRISE WIDE REENGINEERING AND SIX SIGMA INITIATIVES DR PETER C PATTON CHAIRMAN OF AGILENTY CONSULTING GROUP IS PROFESSOR OF QUANTITATIVE METHODS AND COMPUTER SCIENCE AT THE UNIVERSITY OF ST THOMAS HE SERVED AS CIO OF THE UNIVERSITY OF PENNSYLVANIA AND CTO AT LAWSON SOFTWARE AND HAS BEEN INVOLVED WITH SOFTWARE DEVELOPMENT SINCE 1955

EMBEDDED SYSTEM DESIGN WITH ARM CORTEX-M MICROCONTROLLERS

2022-01-03

AS ELECTRONIC TECHNOLOGY REACHES THE POINT WHERE COMPLEX SYSTEMS CAN BE INTEGRATED ON A SINGLE CHIP AND HIGHER DEGREES OF PERFORMANCE CAN BE ACHIEVED AT LOWER COSTS DESIGNERS MUST DEVISE NEW WAYS TO UNDERTAKE THE LABORIOUS TASK OF COPING WITH THE NUMEROUS AND NON TRIVIAL PROBLEMS THAT ARISE DURING THE CONCEPTION OF SUCH SYSTEMS ON THE OTHER HAND SHORTER DESIGN CYCLES SO THAT ELECTRONIC PRODUCTS CAN FIT INTO SHRINKING MARKET WINDOWS PUT COMPANIES AND CONSEQUENTLY DESIGNERS UNDER PRESSURE IN A RACE TO OBTAIN RELIABLE PRODUCTS IN THE MINIMUM PERIOD OF TIME NEW METHODOLOGIES SUPPORTED BY AUTOMATION AND ABSTRACTION HAVE APPEARED WHICH HAVE BEEN CRUCIAL IN MAKING IT POSSIBLE FOR SYSTEM DESIGNERS TO TAKE OVER THE TRADITIONAL ELECTRONIC DESIGN PROCESS AND EMBEDDED SYSTEMS IS ONE OF THE FIELDS THAT THESE METHODOLOGIES ARE MAINLY TARGETING THE INHERENT COMPLEXITY OF THESE SYSTEMS WITH HARDWARE AND SOFTWARE COMPONENTS THAT USUALLY EXECUTE CONCURRENTLY AND THE VERY TIGHT COST AND PERFORMANCE CONSTRAINTS MAKE THEM SPECIALLY SUITABLE TO INTRODUCE HIGHER LEVELS OF ABSTRACTION AND AUTOMATION SO AS TO ALLOW THE DESIGNER TO BETTER TACKLE THE MANY PROBLEMS THAT APPEAR DURING THEIR DESIGN ADVANCED TECHNIQUES FOR EMBEDDED SYSTEMS DESIGN AND TEST IS A COMPREHENSIVE BOOK PRESENTING RECENT DEVELOPMENTS IN METHODOLOGIES AND TOOLS FOR THE SPECIFICATION SYNTHESIS VERIFICATION AND TEST OF EMBEDDED SYSTEMS CHARACTERIZED BY THE USE OF HIGH LEVEL LANGUAGES AS A ROAD TO PRODUCTIVITY EACH SPECIFIC PART OF THE DESIGN PROCESS FROM SPECIFICATION THROUGH TO TEST IS LOOKED AT WITH A CONSTANT EMPHASIS ON BEHAVIORAL METHODOLOGIES ADVANCED TECHNIQUES FOR EMBEDDED SYSTEMS DESIGN AND TEST IS ESSENTIAL READING FOR ALL RESEARCHERS IN THE DESIGN AND TEST COMMUNITIES AS WELL AS SYSTEM DESIGNERS AND CAD TOOLS DEVELOPERS

.NET Domain-Driven Design with C#

2008-06-02

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LAST FOUR CHAPTERS THESE PROJECTS ARE FULLY EXPLAINED ACCORDING TO THE SOFTWARE DEVELOPMENT LIFE CYCLE THE COMPLETE SET OF DESIGN DOCUMENTS CODE AND TESTING STRATEGIES ARE EXPLAINED THIS BOOK WILL SERVE AS A COMPLETE TEXTBOOK FOR VARIOUS GRADUATE AND POSTGRADUATE COURSES

C

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CORBA Design Pattern

2002

Virtual Machine Design and Implementation in C/C++

1992

Circuit Design and Analysis

2007

Web Technology & Design

1999-01-01

Problem Solving, Abstraction and Design Using C++

1987

Turbo C

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