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Manjunath.R,2020-03-27 Hands On Practice for Learning Linux and Programming Languages from Scratch Are you new to Linux and programming Do you want to learn Linux commands and programming languages like C C Java and Python but don t know where to start Look no further An approachable manual for new and experienced programmers that introduces the programming languages C C Java and Python This book is for all programmers whether you are a novice or an experienced pro It is designed for an introductory course that provides beginning engineering and computer science students with a solid foundation in the fundamental concepts of computer programming In this comprehensive guide you will learn the essential Linux commands that every beginner should know as well as gain practical experience with programming exercises in C C Java and Python It also offers valuable perspectives on important computing concepts through the development of programming and problem solving skills using the languages C C Java and Python The beginner will find its carefully paced exercises especially helpful Of course those who are already familiar with programming are likely to derive more benefits from this book After reading this book you will find yourself at a moderate level of expertise in C C Java and Python from which you can take yourself to the next levels The command line interface is one of the nearly all well built trademarks of Linux There exists an ocean of Linux commands permitting you to do nearly everything you can be under the impression of

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The Art of Getting Computer Science PhD Emdad Ahmed,2013-02-06 The Art of Getting Computer Science PhD is an autobiographical book where Emdad Ahmed highlighted the experiences that he has gone through during the past 25 years 1988 2012 in various capacities both as Computer Science student as well as Computer Science faculty at different higher educational institutions in USA Australia and Bangladesh This book will be a valuable source of reference for computing professional at large In the 150 pages book Emdad Ahmed tells the story in a lively manner balancing computer science hard job and life

Java How to Program Visual J++ with CD Harvey M. Deitel,1998-09 Contains 70 page introduction and VJ 1 1 software

A Student Guide to Object-Oriented Development Carol Britton,Jill Doake,2004-08-21 A Student Guide to Object Oriented Development is an introductory text that follows the software development process from requirements capture to implementation using an object oriented approach The book uses object oriented techniques to present a practical viewpoint on developing software providing the reader with a basic understanding of object oriented concepts by developing the subject in an uncomplicated and easy to follow manner It is based on a main worked case study for teaching purposes plus others with password protected answers on the web for use in coursework or exams Readers can benefit from the authors years of teaching experience The book outlines standard object oriented modelling techniques and illustrates them with a variety of examples and exercises using UML as the modelling language and Java as the language of implementation It adopts a simple step by step approach to object oriented development and includes case studies examples and exercises with solutions to consolidate learning There are 13 chapters covering a variety of topics such as sequence and collaboration diagrams state diagrams activity diagrams and implementation diagrams This book is an ideal reference for students taking undergraduate introductory intermediate computing and information systems courses as well as business studies courses and conversion masters programmes Adopts a simple step by step approach to object oriented development Includes case studies examples and exercises with solutions to consolidate learning Benefit from the authors years of teaching experience

InfoWorld ,2000-07-24 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects

C++ how to Program Harvey M. Deitel,Paul J. Deitel,2005 With over 250 000 sold Harvey and Paul Deitel sC How to Programis the world s best selling introduction to C programming Now this classic has been thoroughly updated The Deitels groundbreaking How to Program series offers unparalleled breadth and depth of programming concepts and intermediate level topics for further study The books in this series feature hundreds of complete working programs with thousands of lines of code Deitels C How to Programis the most comprehensive practical introduction to C ever published with hundreds of hands on exercises roughly 250 complete programs written and documented for easy learning and exceptional insight into good programming practices maximizing performance avoiding errors debugging and testing The updated Fifth Edition now includes a new early classes pedagogy classes and objects are introduced in Chapter 3 and used throughout the book as appropriate The new edition uses string and vector classes to make earlier examples more object oriented Large chapters are broken down into smaller more manageable pieces A new OOD UML ATM case study replaces the elevator case study of previous editions and UML in the OOD UML case study and elsewhere in the book has been upgraded to UML 2 The Fifth Edition features new mini case studies e g GradeBook and Time classes An employee hierarchy replaces Point Circle Cylinder to introduce inheritance and polymorphism Additional enhancements include tuned treatment of exception handling new Using the Debugger material and a new Before You Begin section to help readers get set up properly Also included are separate chapters on recursion and searching sorting The Fifth Edition retains every key concept and technique ANSI C developers need to master control statements functions arrays pointers and strings classes and data abstraction operator overloading inheritance virtual functions polymorphism I O templates exception handling file processing data structures and more It also includes a detailed introduction to Standard Template Library STL containers container adapters algorithms and iterators The accompanying CD ROM includes all the source code from the book A valuable reference for programmers and anyone interested in learning the C programming language and object oriented development in C

Java Report ,1997

Wireless Internet & Mobile Business Harvey M. Deitel,2002 This text is designed for wireless internet web courses and advanced internet web programming courses focusing on the wireless internet found in computer science CIS MIS business and engineering departments While the rapid expansion of wireless technologies such as cell phones and palm pilots offers many new opportunities for businesses and programmers it also presents numerous challenges related to issues such as security and standardization

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Java 9 for Programmers Paul Deitel,Harvey Deitel,2017-05-16 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 JDBCTM 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

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Java SE 8 for Programmers Paul J. Deitel,Harvey M. Deitel,2014 Summary Written for programmers with a background in high level language programming the book applies the Deitel signature live code approach to teaching programming and explores the Java language in depth **Sm Visual C++** Deitel and Associates Staff,1998-08 *Internet & World Wide Web* Harvey M. Deitel,Paul J. Deitel,Andrew B. Goldberg,2004 The goal of Deitel Associates Inc sInternet World Wide Web How to Program 3 eis to introduce readers with little or no programming experience to the exciting world of Web based applications This comprehensive book with accompanying CD ROM teaches the fundamentals needed to program on the Internet Readers will be well prepared to build real world industrial strength Web based applications In depth coverage of introductory programming principles various markup languages XHTML Dynamic HTML and XML several scripting languages JavaScript VBScript Perl Python PHP ColdFusion and FlashActionScript Web servers IIS and Apache and relational databases MySQL provide all the skills and tools needed to create dynamic Web based applications This new edition contains chapters on Macromedia ColdFusion a leading server side scripting software package and Macromedia

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C++ how to Program Paul J. Deitel,Harvey M. Deitel,2008 Introduces the fundamentals of object oriented programming and generic programming in C Topics include classes objects and encapsulation inheritance and polymorphism and object oriented design with the UML

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