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Fundamentals of Computer Programming with C# Concise Guide to Object-Oriented Programming *Beginning Object-Oriented Programming with C# A Primer on Scientific Programming with Python Introduction to Scientific Programming with Python COM Programming with Microsoft .NET Modern Day Programming With Paper and Pen* **Beginning Programming with C++ For Dummies** *Object-oriented Programming with Java* **Conceptual Programming with Python** **Beginning C# 7 Programming with Visual Studio 2017** **Programming with Data** *Beginning C# Object-Oriented Programming The Book of R A Book on C Programming with Turing and Object Oriented Turing Distributed Programming with Ruby* **Programming with Types** *Strategy Game Programming with DirectX 9.0* **Functional JavaScript An Introduction to Object-Oriented Programming with Visual Basic .NET** **Beginning Programming with Java For Dummies** *Python Programming with Design Patterns* **An Introduction to Object-Oriented Programming with Java COM+ Programming with Visual Basic** **MATLAB Programming with Applications for Engineers** *Get Programming with Haskell Get Programming with F#* *Beginning Game Programming with Pygame Zero* *Sudoku Programming with C* *Excel 2013 Power Programming with VBA* *Beginning Visual C# 2012* **Programming Introduction to Programming with Greenfoot** *Learning Object-Oriented Programming Hands-On Programming with R* **Programming with Java** *Beginning C# 6 Programming with Visual Studio 2015* *Beginning Programming with Python For Dummies* *Get Programming with Scala* **Software for Data Analysis**

Introduction to Programming with Greenfoot Jan 28 2020

Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with games and Simulations is ideal for introductory courses in Java Programming or Introduction to Computer Science. The only textbook to teach Java programming using Greenfoot—this is “Serious Fun.” Programming doesn't have to be dry and boring. This book teaches Java programming in an interactive and engaging way that is technically relevant, pedagogically sound, and highly motivational for students. Using the Greenfoot environment, and an extensive collection of compelling example projects, students are given a unique, graphical framework in which to learn programming.

Fundamentals of Computer Programming with C# Oct 29 2022 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 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-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, *Access Free Delphi Programming With Com And Activex Programming Series Charles River Media Programming Pdf File Free*

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 *A Book on C* Aug 15 2021 For students learning C or for programmers working in industry who need a clearly written resource on the language. The authors demonstrate the C language with numerous examples and exercises that guide the readers through each concept. *Modern Day Programming With Paper and Pen* Apr 23 2022 Modern Day Programming With Paper and Pen introduces programmers to the simplicity of problem-solving. Problem-solving is at the core of computer science. This book helps readers translate a solution from their head into something they can use in their favorite programming language. *Beginning Game Programming with Pygame Zero* Jun 01 2020 Make fun games while learning to code. Focused on making games rather than teaching programming theory, in this book you're more likely to see code on how gravity affects a missiles trajectory instead of the most efficient way to search through data. Even then the code is kept simple as games should be about playability rather than complex physics. There are links to the official documentation when you need to lookup information that isn't included in the book. Start with a simple text based game to grasp the basics of programming in Python. Then moves on to creating simple graphical games in Pygame Zero. Not only will you learn object oriented programming to make it easier to make more complex games, you'll also work to create your own graphics and sounds. 3D graphics are a little complex. So we focus on 2D games, including spins on some classic boardgames and arcade games. All the games are designed to run on a Raspberry Pi. They will work on any Raspberry Pi, but will also work on any other computer that supports Python 3 along with Pygame Zero. The games you make will be playable and hopefully fun to play. And by the end of the book, you can step beyond the provided source code to develop your own unique games and programs. What You'll LearnCode in PythonGenerate sounds and graphics for 2D gamesGrasp object oriented programming with Pygame Zero Who This Book Is ForBeginning game developers interested in working with low-cost and easy-to-learn solutions like Pygame Zero and the Raspberry Pi. *Strategy Game Programming with DirectX 9.0* Apr 11 2021 This book gives hobbyists and professional programmers the knowledge necessary to create a real time strategy game of their own. *Object-oriented Programming with Java* Feb 21 2022 Written to appeal to

both novice and veteran programmers, this complete and well-organized guide to the versatile and popular object-oriented programming language Java shows how to use it as a primary tool in many different aspects of one's programming work. It emphasizes the importance of good programming style—particularly the need to maintain an object's integrity from outside interference—and helps users harness the power of Java in object-oriented programming to create their own interesting and practical every-day applications. Discusses the basics of computer systems, and describes the fundamental elements of the Java language, with complete instructions on how to compile and run a simple program. Introduces fundamental object-oriented concepts, and shows how simple classes may be defined from scratch. Explores Java's exception-handling mechanism, and investigates Java's interface facility (i.e., polymorphism). Covers all Java applications, including use of the Abstract Windowing Toolkit, graphical programming, networking, and simulation. Includes numerous exercises, periodic reviews, case studies, and supporting visuals. For those in the computer science industry.

Beginning Programming with Java For Dummies Jan 08 2021

Demonstrates the programming language's basic commands and applications, covering such topics as Java code, creating loops, and working with arrays.

[Python Programming with Design Patterns](#) Dec 07 2020 Learn how to write Python code that's more robust, efficient, maintainable, and elegant—whether you're new to the language or you've been coding for years. Python Programming with Design Patterns combines a clear, modern introduction to modern Python with visual, example-driven explanations of 23 proven patterns for writing outstanding object-oriented code. Through these patterns and examples, best-selling patterns author James W. Cooper introduces modern techniques for creating Python objects that interact effectively to make powerful, flexible programs. Cooper's wide-ranging coverage includes abstract classes, multiple inheritance, GUI programming and widgets, graphical classes, drawing and plotting, math libraries, database programming, Python decorators, images, threads, iterators, creating executable code from Python programs, and much more. He covers the use of six leading Python development environments, and provides complete downloadable code on Github for every example program. Throughout, Cooper's informal, visual presentation makes patterns easier than ever to understand and use—so you can confidently build large, complex programs that benefit from everything Python has to offer.

[Beginning Programming with Python For Dummies](#) Aug 23 2019 The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, Beginning Programming with Python For Dummies is a helpful resource that will set you up for success.

Concise Guide to Object-Oriented Programming Sep 28 2022 This engaging textbook provides an accessible introduction to coding and the world of Object-Oriented (OO) programming, using Java as the illustrative programming language. Emphasis is placed on what is most helpful for the first-time coder, in order to develop and understand their knowledge and skills in a way that is relevant and practical. The examples presented in the text demonstrate how skills in OO programming can be used to create applications and programs that have real-world value in daily life. Topics and features: presents an overview of programming and coding, a brief history of programming languages, and a concise introduction to programming in Java using BlueJ; discusses classes and objects, reviews various Java library objects and packages,

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and introduces the idea of the Application Programming Interface (API); highlights how OO design forms an essential role in producing a useful solution to a problem, and the importance of the concept of class polymorphism; examines what to do when code encounters an error condition, describing the exception handling mechanism and practical measures in defensive coding; investigates the work of arrays and collections, with a particular focus on fixed length arrays, the ArrayList, HashMap and HashSet; describes the basics of building a Graphical User Interface (GUI) using Swing, and the concept of a design pattern; outlines two complete applications, from conceptual design to implementation, illustrating the content covered by the rest of the book; provides code for all examples and projects at an associated website. This concise guide is ideal for the novice approaching OO programming for the first time, whether they are a student of computer science embarking on a one-semester course in this area, or someone learning for the purpose of professional development or self-improvement. The text does not require any prior knowledge of coding, software engineering, OO, or mathematics.

Programming with Data Nov 18 2021 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.

[Hands-On Programming with R](#) Nov 25 2019 "Write Your Own Functions and Simulations."--Cover.

A Primer on Scientific Programming with Python Jul 26 2022 The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen ... does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. ... Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 "This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python..." Joan Horvath, Computing Reviews, March 2015

[Get Programming with Haskell](#) Aug 03 2020 Summary Get Programming with Haskell introduces you to the Haskell language without drowning you in academic jargon and heavy functional programming theory. By working through 43 easy-to-follow lessons, you'll learn Haskell the best possible way--by doing Haskell! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Programming languages often differ only around the edges--a few keywords, libraries, or platform choices. Haskell gives you an entirely new point of view. To the software pioneer Alan Kay, a

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change in perspective can be worth 80 IQ points and Haskellers agree on the dramatic benefits of thinking the Haskell way--thinking functionally, with type safety, mathematical certainty, and more. In this hands-on book, that's exactly what you'll learn to do. About the Book Get Programming with Haskell leads you through short lessons, examples, and exercises designed to make Haskell your own. It has crystal-clear illustrations and guided practice. You will write and test dozens of interesting programs and dive into custom Haskell modules. You will gain a new perspective on programming plus the practical ability to use Haskell in the everyday world. (The 80 IQ points: not guaranteed.)

What's Inside Thinking in Haskell Functional programming basics Programming in types Real-world applications for Haskell About the Reader Written for readers who know one or more programming languages. About The Author Will Kurt currently works as a data scientist. He writes a blog at www.countbayesie.com, explaining data science to normal people. Table of Contents Lesson 1 Getting started with Haskell Unit 1 - FOUNDATIONS OF FUNCTIONAL PROGRAMMING Lesson 2 Functions and functional programming Lesson 3 Lambda functions and lexical scope Lesson 4 First-class functions Lesson 5 Closures and partial application Lesson 6 Lists Lesson 7 Rules for recursion and pattern matching Lesson 8 Writing recursive functions Lesson 9 Higher-order functions Lesson 10 Capstone: Functional object-oriented programming with robots! Unit 2 - INTRODUCING TYPES Lesson 11 Type basics Lesson 12 Creating your own types Lesson 13 Type classes Lesson 14 Using type classes Lesson 15 Capstone: Secret messages! Unit 3 - PROGRAMMING IN TYPES Lesson 16 Creating types with "and" and "or" Lesson 17 Design by composition--Semigroups and Monoids Lesson 18 Parameterized types Lesson 19 The Maybe type: dealing with missing values Lesson 20 Capstone: Time series Unit 4 - IO IN HASKELL Lesson 21 Hello World!--introducing IO types Lesson 22 Interacting with the command line and lazy I/O Lesson 23 Working with text and Unicode Lesson 24 Working with files Lesson 25 Working with binary data Lesson 26 Capstone: Processing binary files and book data Unit 5 - WORKING WITH TYPE IN A CONTEXT Lesson 27 The Functor type class Lesson 28 A peek at the Applicative type class: using functions in a context Lesson 29 Lists as context: a deeper look at the Applicative type class Lesson 30 Introducing the Monad type class Lesson 31 Making Monads easier with donotation Lesson 32 The list monad and list comprehensions Lesson 33 Capstone: SQL-like queries in Haskell Unit 6 - ORGANIZING CODE AND BUILDING PROJECTS Lesson 34 Organizing Haskell code with modules Lesson 35 Building projects with stack Lesson 36 Property testing with QuickCheck Lesson 37 Capstone: Building a prime-number library Unit 7 - PRACTICAL HASKELL Lesson 38 Errors in Haskell and the Either type Lesson 39 Making HTTP requests in Haskell Lesson 40 Working with JSON data by using Aeson Lesson 41 Using databases in Haskell Lesson 42 Efficient, stateful arrays in Haskell Afterword - What's next? Appendix - Sample answers to exercises

The Book of R Sep 16 2021 The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: -The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops -Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R -How to access R's thousands of functions, libraries, and data sets -How to draw valid and useful conclusions from your data -How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make The Book of R your doorway into the growing world of data analysis.

[MATLAB Programming with Applications for Engineers](#) Sep 04 2020 MATLAB PROGRAMMING WITH APPLICATIONS FOR ENGINEERS seeks to simultaneously teach MATLAB as a technical programming language while introducing the student to many of the practical functions that make solving problems in MATLAB so much easier than in other

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languages. The book provides a complete introduction to the fundamentals of good procedural programming. It aids students in developing good design habits that will serve them well in any other language that he or she may pick up later. Programming topics and examples are used as a jumping off point for exploring the rich set of highly optimized application functions that are built directly into MATLAB. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Programming with Types May 12 2021 Type-related failures are common and can be very costly. Famously, in 1999, NASA's Mars Climate Orbiter burned up in the atmosphere because of an error that could have easily been prevented with typing. By taking advantage of the strong type systems available in most modern programming languages, you can eliminate whole classes of errors. Programming with Types teaches you type system techniques for writing software that's safe, correct, easy to test and maintain, and that practically documents itself. Master these techniques, and you may even help prevent an interstellar catastrophe! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Conceptual Programming with Python Jan 20 2022 Thorsten and Isaac have written this book based on a programming course we teach for Master's Students at the School of Computer Science of the University of Nottingham. The book is intended for students with little or no background in programming coming from different backgrounds educationally as well as culturally. It is not mainly a Python course but we use Python as a vehicle to teach basic programming concepts. Hence, the words conceptual programming in the title. We cover basic concepts about data structures, imperative programming, recursion and backtracking, object-oriented programming, functional programming, game development and some basics of data science.

[COM Programming with Microsoft .NET](#) May 24 2022 Explains how COM and COM+ fit into the .NET architecture, covering topics including COM and .NET components, programming, and interoperability.

[Get Programming with Scala](#) Jul 22 2019 "For developers who know an OOP language like Java, Python, or C#. No experience with Scala or functional programming required"--Back cover.

[Get Programming with F#](#) Jul 02 2020 F# leads to quicker development time and a lower total cost of ownership. Its powerful feature set allows developers to more succinctly express their intent, and encourages best practices - leading to higher quality deliverables in less time.

[Programming with F#](#): A guide for .NET developers shows you how to upgrade your .NET development skills by adding a touch of functional programming in F#. In just 43 bite-size chunks, you'll learn to use F# to tackle the most common .NET programming tasks. You'll start with the basics of F# and functional programming, building on your existing skills in the .NET framework. Examples use the familiar Visual Studio environment, so you'll be instantly comfortable. Packed with enlightening examples, real-world use cases, and plenty of easy-to-digest code, this easy-to-follow tutorial will make you wonder why you didn't pick up F# years ago! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

[Excel 2013 Power Programming with VBA](#) Mar 30 2020 Maximize your Excel 2013 experience using VBA application development The new Excel 2013 boasts updated features, enhanced power, and new capabilities. Naturally, that means John Walkenbach returns with a new edition of his bestselling VBA Programming book and covers all the methods and tools you need to know in order to program with Excel. With this comprehensive guide, "Mr. Spreadsheet" shows you how to maximize your Excel experience using professional spreadsheet application development tips from his own personal bookshelf. Featuring a complete introduction to Visual Basic for Applications and fully updated for the latest features of Excel 2013, this essential reference includes an analysis of Excel application development and is packed with procedures, tips, and ideas for expanding Excel's capabilities with VBA. Offers an analysis of Excel application development and a complete introduction to VBA Features invaluable advice from "Mr. Spreadsheet" himself, bestselling author John Walkenbach, who demonstrates all the techniques you need to create Excel applications, both large and small Covers navigating the Excel interface, formatting worksheets, interacting with other Office applications, working with collaboration tools, and using sample workbooks and John Walkenbach's award-winning Power Utility Pak to help enhance your Excel skills Provides tips, tricks, and techniques for expanding Excel's capabilities with VBA that you won't find anywhere else Excel 2013 Power Programming with VBA is packed

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with procedures, tips, and ideas for achieving Excel excellence with VBA. **Distributed Programming with Ruby** Jun 13 2021 Complete, Hands-On Guide to Building Advanced Distributed Applications with Ruby Distributed programming techniques make applications easier to scale, develop, and deploy—especially in emerging cloud computing environments. Now, one of the Ruby community's leading experts has written the first definitive guide to distributed programming with Ruby. Mark Bates begins with a simple distributed application, and then walks through an increasingly complex series of examples, demonstrating solutions to the most common distributed programming problems. Bates presents the industry's most useful coverage of Ruby's standard distributed programming libraries, DRb and Rinda. Next, he introduces powerful third-party tools, frameworks, and libraries designed to simplify Ruby distributed programming, including his own Distribunaut. If you're an experienced Ruby programmer or architect, this hands-on tutorial and practical reference will help you meet any distributed programming challenge, no matter how complex. Coverage includes Writing robust, secure, and interactive applications using DRb—and managing its drawbacks Using Rinda to build applications with improved flexibility, fault tolerance, and service discovery Simplifying DRb service management with RingyDingy Utilizing Starfish to facilitate communication between distributed programs and to write MapReduce functions for processing large data sets Using Politics to customize the processes running on individual server instances in a cloud computing environment Providing reliable distributed queuing with the low-overhead Starling messaging server Implementing comprehensive enterprise messaging with RabbitMQ and Advanced Message Queuing Protocol (AMQP) Offloading heavyweight tasks with BackgroundDRb and DelayedJob

Functional JavaScript Mar 10 2021 How can you overcome JavaScript language oddities and unsafe features? With this book, you'll learn how to create code that's beautiful, safe, and simple to understand and test by using JavaScript's functional programming support. Author Michael Fogus shows you how to apply functional-style concepts with Underscore.js, a JavaScript library that facilitates functional programming techniques. Sample code is available on GitHub at <https://github.com/funjs/book-source>. Fogus helps you think in a functional way to help you minimize complexity in the programs you build. If you're a JavaScript programmer hoping to learn functional programming techniques, or a functional programmer looking to learn JavaScript, this book is the ideal introduction. Use applicative programming techniques with first-class functions Understand how and why you might leverage variable scoping and closures Delve into higher-order functions—and learn how they take other functions as arguments for maximum advantage Explore ways to compose new functions from existing functions Get around JavaScript's limitations for using recursive functions Reduce, hide, or eliminate the footprint of state change in your programs Practice flow-based programming with chains and functional pipelines Discover how to code without using classes

Introduction to Scientific Programming with Python Jun 25 2022 This open access book offers an initial introduction to programming for scientific and computational applications using the Python programming language. The presentation style is compact and example-based, making it suitable for students and researchers with little or no prior experience in programming. The book uses relevant examples from mathematics and the natural sciences to present programming as a practical toolbox that can quickly enable readers to write their own programs for data processing and mathematical modeling. These tools include file reading, plotting, simple text analysis, and using NumPy for numerical computations, which are fundamental building blocks of all programs in data science and computational science. At the same time, readers are introduced to the fundamental concepts of programming, including variables, functions, loops, classes, and object-oriented programming. Accordingly, the book provides a sound basis for further computer science and programming studies.

Beginning Object-Oriented Programming with C# Aug 27 2022 The ideal beginner's guide to C# and object-oriented programming Wrox beginners' guides have the perfect formula for getting programming newcomers up and running. This one introduces beginners to object-oriented programming using C# to demonstrate all of the core constructs of this programming framework. Using real-world situations, you'll discover how to create, test, and deliver your programs and how to work with classes, arrays, collections, and all the elements of object-oriented programming. Covers exactly what beginners, even those with no prior programming experience, need to know to understand object-

oriented programming and start writing programs in C# Explains the advantages and disadvantages of C#, and tips for understanding C# syntax Explores properties, encapsulation, and classes; value data types; operands and operators; errors and debugging; variables; and reference types Shows how to use statement repetition and program loops, understand arrays and collections, and write your own classes Also covers inheritance and polymorphism Beginning Object-Oriented Programming with C# uses the tried-and-true Wrox formula for making this popular programming method easy to learn.

Beginning Programming with C++ For Dummies Mar 22 2022 Learn to program with C++ quickly with this helpful For Dummies guide Beginning Programming with C++ For Dummies, 2nd Edition gives you plain-English explanations of the fundamental principles of C++, arming you with the skills and know-how to expertly use one of the world's most popular programming languages. You'll explore what goes into creating a program, how to put the pieces together, learn how to deal with standard programming challenges, and much more. Written by the bestselling author of C++ For Dummies, this updated guide explores the basic development concepts and techniques of C++ from a beginner's point of view, and helps make sense of the how and why of C++ programming from the ground up. Beginning with an introduction to how programming languages function, the book goes on to explore how to work with integer expressions and character expressions, keep errors out of your code, use loops and functions, divide your code into modules, and become a functional programmer. Grasp C++ programming like a pro, even if you've never written a line of code Master basic development concepts and techniques in C++ Get rid of bugs and write programs that work Find all the code from the book and an updated C++ compiler on the companion website If you're a student or first-time programmer looking to master this object-oriented programming language, Beginning Programming with C++ For Dummies, 2nd Edition has you covered.

Beginning C# 7 Programming with Visual Studio 2017 Dec 19 2021 Easily get started programming using the ultra-versatile C# 7 and Visual Studio 2017 Beginning C# 7 Programming with Visual Studio 2017 is the beginner's ultimate guide to the world's most popular programming language. Whether you're new to programming entirely, or just new to C#, there has never been a better time to get started. The new C# 7 and Visual Studio 2017 updates feature a number of new tools and features that streamline the workflow, simplify the code, and make it easier than ever to build high-quality apps. This book walks you through everything you need to know, starting from the very basics, to have you programming in no time. You'll learn about variables, flow control, and object oriented programming, then move into Web and Windows programming as well as databases and XML. The companion website provides downloadable code examples, and practical Try It Out sections provide explicit, step-by-step instructions for writing your own useful, customizable code. C# 7 can be used to build Windows applications, program Windows 10, and write Web apps when used alongside ASP.NET. With programming skills becoming de rigueur in fields far beyond the tech world, C# 7 is a great place to start building versatile, helpful skills. This book gets you started quickly and easily with instruction from a master-team of C# programmers. Learn how to program using the world's leading programming language Build smarter, faster apps using the latest features in C# 7 and Visual Studio 2017 Find and fix bugs sooner, saving headaches down the line Integrate with all .NET Core, Azure applications, cloud services, Docker containers, and more The world of programming can seem intimidating to a beginner, and the prospect of learning a whole new "language" can seem daunting. Beginning C# 7 Programming with Visual Studio 2017 demystifies the process and shows you how to bring your ideas to life.

Programming with Java Oct 25 2019 This is a single-volume book on 'electrical machines' that teaches the subject precisely and yet with amazing clarity. The extent has been kept in control so that the entire subject can be covered by students within the limited time of the semesters. Thus, they will not have to consult multiple books anymore. The discussions of concepts include the modern trends used in industry, like efficient transformers, efficient induction motors, DC drives, and the problems related to them. A special feature of this book is its presentation. Important statements have been set in bold type. Key equations have been given in separate boxes so that they can be spotted easily at the time of revising. Key Features • Tools like 'Remember!', and 'In a Nutshell' aimed at focusing attention on important related points • 'Key Points to Remember' at the end of each chapter to facilitate recapitulation of text in fast mode • Appendix at the end of the book to provide additional useful information on machines • More than 250

focused solved examples • More than 300 numerical questions • More than 400 descriptive questions

Software for Data Analysis Jun 20 2019 John Chambers turns his attention to R, the enormously successful open-source system based on the S language. His book guides the reader through programming with R, beginning with simple interactive use and progressing by gradual stages, starting with simple functions. More advanced programming techniques can be added as needed, allowing users to grow into software contributors, benefiting their careers and the community. R packages provide a powerful mechanism for contributions to be organized and communicated. This is the only advanced programming book on R, written by the author of the S language from which R evolved.

Sudoku Programming with C Apr 30 2020 Sudoku Programming with C teaches you how to write computer programs to solve and generate Sudoku puzzles. This is a practical book that will provide you with everything you need to write your own books of Sudoku Classic and Samurai puzzles. But be warned: after reading it, you'll discover that the puzzles in your local paper are not so challenging after all! We like Sudokus because they test our capacity to recognize and interpret patterns. But how are the clues generated? Where do those quasi-symmetrical configurations come from? When the author explored the Web to find out, he discovered that there were many sites that explained how to solve Sudokus, but none that told him how create them. He also saw many sites and apps to play Sudoku, but, perhaps not surprising, no indication of how they worked. So, he had to develop his own applications in order to find out. And, from the very start, he decided that he would publish the code for anyone else to use and perhaps tinker with, but the author wrote it in such a way that also lets readers with limited knowledge of programming techniques understand it. In fact, you could decide to start generating thousands of puzzles almost immediately, and go through the explanations of algorithms and techniques later, a bit at a time. The author chose to write the application in 'plain old C' because he wanted to make the code accessible to as many people as possible. In this book, you will find an explanation of all solving strategies, and the code to implement them. Writing the Solver application was more difficult than writing the Generator, because it required designing and implementing each strategy separately. However, the author wanted to include a solving program capable of listing the strategies necessary to solve any particular puzzle. He also wanted to check whether a puzzle was solvable analytically, without any guessing. This book includes the full listings of both the Generator and the Solver, and explanations of all C modules, with walk-throughs and examples.

Programming with Turing and Object Oriented Turing Jul 14 2021 The programming language Thring is Damed for the British mathematician and computer scientist Alan Mathison Turing (1912-1954). Thring's contributions to computer science began in 1936, when he published a landmark paper on the limits of mechanical computation. The mathematical model introduced in the paper is now known as a Turing machine" and forms the basis of the modern theory of computability. During World War II, Turing played an important role in the design of the Colossus, an electronic machine that deciphered coded messages. In 1951, he proposed a test, now called the Turing test, to answer the question: Can a machine think? Today, the most distinguished award given by the world's largest association for computing professionals, the Association for Computing Machinery, is called the Turing Award. The programming language Thring was designed by Richard C. Holt and James R. Cordy at the University of Toronto as a first language for computer science courses. Thring is a practical language suited to general-purpose applications.

An Introduction to Object-Oriented Programming with Visual Basic .NET Feb 09 2021 Dan Clark shows beginning VB.NET programmers how one goes about architecting an object oriented programming solution aimed at solving a business problem.

COM+ Programming with Visual Basic Oct 05 2020 Discusses the diverse features and functions of the Component Object Model (COM) and how to utilize the COM+ capabilities of Visual Basic 6.0 to develop various applications, and explains how to incorporate diverse COM+ services, such as transaction support, security, and asynchronous operations into those applications. Original. (Intermediate/Advanced)

Beginning C# Object-Oriented Programming Oct 17 2021 Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the

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20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

Beginning Visual C# 2012 Programming Feb 27 2020 Step-by-step beginner's guide to Visual C# 2012 Written for novice programmers who want to learn programming with C# and the .NET framework, this book offers programming basics such as variables, flow control, and object oriented programming. It then moves into web and Windows programming and data access (databases and XML). The authors focus on the tool that beginners use most often to program C#, the Visual C# 2012 development environment in Visual Studio 2012. Puts the spotlight on key beginning level topics with easy-to-follow instructions for Microsoft Visual C# 2012 Explores how to program for variables, expressions, flow control, and functions Explains the debugging process and error handling as well as object oriented programming, and much more Beginning Microsoft Visual C# 2012 Programming offers beginners a guide to writing effective programming code following simple step-by-step methods, each followed by the opportunity to try out newly acquired skills.

Beginning C# 6 Programming with Visual Studio 2015 Sep 23 2019 Get started with Visual C# programming with this great beginner's guide Beginning C# 6 Programming with Visual Studio 2015 provides step-by-step directions for programming with C# in the .NET framework. Beginning with programming essentials, such as variables, flow control, and object-oriented programming, this authoritative text moves into more complicated topics, such as web and Windows programming and data access within both database and XML environments. After your introduction to each of the chapters, you are invited to apply your newfound knowledge in Try it Out sections, which reinforce learning and help you understand the practical applications of the new concepts you have explored. Through this approach, you can write useful programming code following each of the steps that you explore in this essential text. Discover the basics of programming with C#, such as variables, expressions, flow control, and functions Discuss how to keep your program running smoothly through debugging and error handling Understand how to navigate your way through key programming elements, such as classes, class members, collections, comparisons, and conversions Explore object-oriented programming, web programming, and Windows programming Beginning C# 6 Programming with Visual Studio 2015 is a fundamental resource for any programmers who are new to the C# language.

An Introduction to Object-Oriented Programming with Java Nov 06 2020 An Introduction to Object-Oriented Programming with Java takes a full-immersion approach to object-oriented programming. Proper object-oriented design practices are emphasized throughout the book. Students learn how to use the standard classes first, then learn to design their own classes. Wu uses a gentler approach to teaching students how to design their own classes, separating the coverage into two chapters. GUI coverage is also located independently in the back of the book and can be covered if desired. Wu also features a robust set of instructors' materials including PowerPoint slides, code samples, and quiz questions. **Learning Object-Oriented Programming** Dec 27 2019 Learning Object-Oriented Programming is an easy-to-follow guide full of hands-on examples of solutions to common problems with object-oriented code in Python, JavaScript, and C#. It starts by helping you to recognize objects from real-life scenarios and demonstrates that working with them makes it simpler to write code that is easy to understand and reuse. You will learn to protect and hide data with the data encapsulation features of Python, JavaScript, and C#. You will explore how to maximize code reuse by writing code capable of working with objects of different types, and discover the advantage of duck typing in both Python and JavaScript, while you work with interfaces and generics in C#. With a fair

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understanding of interfaces, multiple inheritance, and composition, you will move on to refactor existing code and to organize your source for

easy maintenance and extension. Learning Object-Oriented Programming will help you to make better, stronger, and reusable code.