

Inurlfile Murachs Java Servlets And Jsp 2nd Edition

The Definitive Guide to SQLiteIntroduction to JavaScript Object NotationJavaScript and JQuery for Data Analysis and VisualizationTest-Driven Development with PythonIvor Horton's Beginning Visual C++ 2005Pro JavaScript TechniquesMurach's MySQLFoundations of Python Network ProgrammingBeginning Programming with C++ For DummiesLearning Python Design PatternsAdvanced Python ProgrammingAgile Web Development with Rails 6Hands-On Enterprise Application Development with PythonNg-Book - the Complete Book on AngularjsThe Problem with Native JavaScript APIsPython 3 for Absolute BeginnersBeginning Visual C++ 6Ivor Horton's Beginning Visual C++ 2013JavaScript for Absolute BeginnersAdvanced Node.js DevelopmentPython Machine Learning BlueprintsUsing the C++ Standard Template LibrariesIntroduction to Computational Models with PythonMurach's ASP. NET 4. 6 Web Programming with C# 2015Beginning Ethical Hacking with PythonBeginning CProfessional PythonCSS and DocumentsLearn Java for Web DevelopmentSams Teach Yourself C++ in One Hour a DayPython PlaygroundBEGINNING PHP6, APACHE, MYSQL WEB DEVELOPMENTSams Teach Yourself C++ in 24 HoursFull Stack JavaScriptJavaScript Application DesignMurach's Mysql, 3rd EditionCoding with JavaScript For DummiesBootstrap 4 By ExampleGeoprocessing With PythonDoing Math with Python

The Definitive Guide to SQLite

Using the C++ Standard Template Libraries is a contemporary treatment that teaches the generic programming capabilities that the C++ 14 Standard Library provides. In this book, author Ivor Horton explains what the class and function templates available with C++ 14 do, and how to use them in a practical context. You'll learn how to create containers, and how iterators are used with them to access, modify, and extend the data elements they contain. You'll also learn about stream iterators that can transfer data between containers and streams, including file streams. The function templates that define algorithms are explained in detail, and you'll learn how to pass function objects or lambda expressions to them to customize their behavior. Many working examples are included to demonstrate how to apply the algorithms with different types of containers. After reading this book, you will understand the scope and power of the templates that the C++ 14 Standard Library includes and how these can greatly reduce the coding and development time for many applications. You'll be able to combine the class and function templates to great effect in dealing with real-world problems. The templates in the Standard Library provide you as a C++ programmer with a comprehensive set of efficiently implemented generic programming tools that you can use for most types of application. How to use Standard Library templates with

your C++ applications. Understand the different types of containers that are available and what they are used for. How to define your own class types to meet the requirements of use with containers. What iterators are, the characteristics of the various types of iterators, and how they allow algorithms to be applied to the data in different types of container. How you can define your own iterator types. What the templates that define algorithms do, and how you apply them to data stored in containers and arrays. How to access hardware clocks and use them for timing execution. How to use the templates available for compute-intensive numerical data processing. How to create and use pseudo-random number generators with distribution objects.

Introduction to JavaScript Object Notation

Cascading Style Sheets (CSS) is a powerful tool that transforms the presentation of a document or a collection of documents, and it's spread to nearly every corner of the Web—as well as many non-web environments. In this free introduction to Cascade Style Sheets, you'll learn how CSS makes it possible for you to completely change the way document elements are presented by a user agent. You'll discover the origins of this specification and how CSS styles work with HTML. Learn how you can choose style sheets based on the features of a given media type, including desktop screens, web-enabled phones, digital projectors, TVs, Braille devices, print documents, and even various audio renderings of a document. CSS and Documents

is an excerpt from the forthcoming 4th edition of CSS: The Definitive Guide.

JavaScript and JQuery for Data Analysis and Visualization

Outside of the world of enterprise computing, there is one database that enables a huge range of software and hardware to flex relational database capabilities, without the baggage and cost of traditional database management systems. That database is SQLite—an embeddable database with an amazingly small footprint, yet able to handle databases of enormous size. SQLite comes equipped with an array of powerful features available through a host of programming and development environments. It is supported by languages such as C, Java, Perl, PHP, Python, Ruby, TCL, and more. The Definitive Guide to SQLite, Second Edition is devoted to complete coverage of the latest version of this powerful database. It offers a thorough overview of SQLite’s capabilities and APIs. The book also uses SQLite as the basis for helping newcomers make their first foray into database development. In only a short time you can be writing programs as diverse as a server-side browser plug-in or the next great iPhone or Android application! Learn about SQLite extensions for C, Java, Perl, PHP, Python, Ruby, and Tcl. Get solid coverage of SQLite internals. Explore developing iOS (iPhone) and Android applications with SQLite. SQLite is the solution chosen for thousands of products around the world, from mobile phones and GPS devices to set-top boxes and web browsers. You almost certainly use SQLite every day without even realizing it!

Test-Driven Development with Python

Ivor Horton's Beginning Visual C++ 2005

If you know the basics of C#, you're ready to learn to develop server-side web applications with ASP.NET Web Forms; and that's where this book comes in: ¶¶Section 1 is a quick-start course in creating your first ASP.NET Web Forms applications using Visual Studio, with coverage of what HTML5/CSS3 and Bootstrap are doing on the client side; a course that works both for beginners and for experienced web developers who are new to ASP.NET ¶¶Section 2 gives you the skills you need for every web application; like how to use the server controls, validate user entries, manage state, use master pages, make ASP.NET work with Bootstrap for responsive layouts, and use friendly URLs ¶¶Section 3 presents the skills you need for developing database-driven web applications at a professional level; including how to use SQL data sources, object data sources, and model binding and the Entity Framework with ASP.NET data controls like GridView, DetailsView, FormView, and ListView ¶¶Section 4 covers skills that enhance your professionalism; like how to develop secure web pages, authenticate users with ASP.NET Identity, send email, control the use of the Back button, and deploy finished applications ¶¶Section 5 takes you to the next level by showing you how

to use ASP.NET Ajax, how to develop WCF and Web API services, and how ASP.NET MVC programming differs from Web Forms programming To make it easier for you to master ASP.NET, you get complete web applications including the web forms, the aspx code, and the C# code that show you how each feature works in context. (You can download these for free from the Murach website.) You get chapter exercises that let you practice your new skills. And you get Murach's distinctive "paired-pages" format that developers like because it saves both training and reference time.

Pro JavaScript Techniques

This book addresses today's approach to JavaScript in detail: modern browser support, including information on Internet Explorer 7; Object-Oriented JavaScript; testing and debugging; unobtrusive JavaScript techniques using DOM Scripting; Ajax; creating and using blocks of reusable code, and the future of JavaScript. All the concepts expressed in this up-to-the-minute reference are thoroughly backed up with real world examples and full-scale case studies. The book offers reusable functions for readers to use in their own projects, a significant time-saver. Also included are several reference sections that allow developers to look up details quickly and easily.

Murach's MySQL

Learn the basics of ethical hacking and gain insights into the logic, algorithms, and syntax of Python. This book will set you up with a foundation that will help you understand the advanced concepts of hacking in the future. Learn Ethical Hacking with Python 3 touches the core issues of cyber security: in the modern world of interconnected computers and the Internet, security is increasingly becoming one of the most important features of programming. Ethical hacking is closely related to Python. For this reason this book is organized in three parts. The first part deals with the basics of ethical hacking; the second part deals with Python 3; and the third part deals with more advanced features of ethical hacking. What You Will Learn Discover the legal constraints of ethical hacking Work with virtual machines and virtualization Develop skills in Python 3 See the importance of networking in ethical hacking Gain knowledge of the dark web, hidden Wikipedia, proxy chains, virtual private networks, MAC addresses, and more Who This Book Is For Beginners wanting to learn ethical hacking alongside a modular object oriented programming language.

Foundations of Python Network Programming

AngularJS is the leading framework for building dynamic JavaScript applications

that take advantage of the capabilities of modern browsers and devices. AngularJS, which is maintained by Google, brings the power of the Model-View-Controller (MVC) pattern to the client, providing the foundation for complex and rich web apps. It allows you to build applications that are smaller, faster, and with a lighter resource footprint than ever before. Best-selling author Adam Freeman explains how to get the most from AngularJS. He begins by describing the MVC pattern and the many benefits that can be gained

Beginning Programming with C++ For Dummies

There are many more people who want to study programming other than aspiring computer scientists with a passing grade in advanced calculus. This guide appeals to your intelligence and ability to solve practical problems, while gently teaching the most recent revision of the programming language Python. You can learn solid software design skills and accomplish practical programming tasks, like extending applications and automating everyday processes, even if you have no programming experience at all. Authors Tim Hall and J-P Stacey use everyday language to decode programming jargon and teach Python 3 to the absolute beginner.

Learning Python Design Patterns

Many features inspired by popular JavaScript libraries are now available as native JavaScript APIs in today's powerful browsers. While that may seem convenient given all of the JavaScript you need to write, relying on these APIs will only make code maintenance more difficult in the long run. In this report, Nicholas Zakas—consultant and former front-end tech leader at Yahoo!—provides a case study to show how different browsers can develop native APIs for the same specification and still end up with different interpretations. You'll discover how these APIs can tie your code to specific browsers, forcing you to upgrade application logic whenever new browsers and new browser versions are released.

Advanced Python Programming

Leverage the power of Python design patterns to solve real-world problems in software architecture and design About This Book Understand the structural, creational, and behavioral Python design patterns Get to know the context and application of design patterns to solve real-world problems in software architecture, design, and application development Get practical exposure through sample implementations in Python v3.5 for the design patterns featured Who This Book Is For This book is for Software architects and Python application developers who are passionate about software design. It will be very useful to engineers with beginner level proficiency in Python and who love to work with Python 3.5 What You Will Learn Enhance your skills to create better software architecture

Understand proven solutions to commonly occurring design issues Explore the design principles that form the basis of software design, such as loose coupling, the Hollywood principle and the Open Close principle among others Delve into the object-oriented programming concepts and find out how they are used in software applications Develop an understanding of Creational Design Patterns and the different object creation methods that help you solve issues in software development Use Structural Design Patterns and find out how objects and classes interact to build larger applications Focus on the interaction between objects with the command and observer patterns Improve the productivity and code base of your application using Python design patterns In Detail With the increasing focus on optimized software architecture and design it is important that software architects think about optimizations in object creation, code structure, and interaction between objects at the architecture or design level. This makes sure that the cost of software maintenance is low and code can be easily reused or is adaptable to change. The key to this is reusability and low maintenance in design patterns. Building on the success of the previous edition, Learning Python Design Patterns, Second Edition will help you implement real-world scenarios with Python's latest release, Python v3.5. We start by introducing design patterns from the Python perspective. As you progress through the book, you will learn about Singleton patterns, Factory patterns, and Facade patterns in detail. After this, we'll look at how to control object access with proxy patterns. It also covers observer patterns, command patterns, and compound patterns. By the end of the book, you

will have enhanced your professional abilities in software architecture, design, and development. Style and approach This is an easy-to-follow guide to design patterns with hands-on examples of real-world scenarios and their implementation in Python v3.5. Each topic is explained and placed in context, and for the more inquisitive, there are more details on the concepts used.

Agile Web Development with Rails 6

Introduction to Computational Models with Python explains how to implement computational models using the flexible and easy-to-use Python programming language. The book uses the Python programming language interpreter and several packages from the huge Python Library that improve the performance of numerical computing, such as the Numpy and Scipy m

Hands-On Enterprise Application Development with Python

Ready to master AngularJS? What if you could master the entire framework - with solid foundations - in less time without beating your head against a wall? Imagine how quickly you could work if you knew the best practices and the best tools? Stop wasting your time searching and have everything you need to be productive in one, well-organized place, with complete examples to get your project up without

needing to resort to endless hours of research.

Ng-Book - the Complete Book on Angularjs

Visual C++ 6 is the latest incarnation of Microsoft's premier development product for C++ developers. It contains the latest version of the MFC (Microsoft Foundation Classes) which has virtually become the Industry-wide library used to write Windows programs. Visual C++ 6 also contains the Active Template Library 3.0 (ATL), which is a framework and collection of Wizards for writing ActiveX & COM controls. This book is a tutorial in use of all the major functions of Visual C++ 6. Who is This Book For? What sets this book apart is Ivor's relaxed and informal teaching style, which makes even difficult concepts easy to grasp. It's perfect for Visual Basic, Delphi, Cobol & Unix C Programmers who see the new release of the software as an opportunity to learn the language and understand the professional way to develop Windows applications. Adept newcomers to structured programming will be able to progress in C++ and Window using this book, but they will have to apply themselves to the Exercises and model answers supplied with each Chapter. What's Great About this Book? Amazon.com C++ Book of the Year for 1998. Proven teaching methods guarantee success to novice C++ programmers A comp

The Problem with Native JavaScript APIs

C is the programming language of choice when speed and reliability are required. It is used for many low-level tasks, such as device drivers and operating-system programming. For example, much of Windows and Linux is based on C programming. The updated 4th edition of Beginning C builds on the strengths of its predecessors to offer an essential guide for anyone who wants to learn C or desires a 'brush-up' in this compact, fundamental language. This classic from author, lecturer and respected academic Ivor Horton is the essential guide for anyone looking to learn the C language from the ground up.

Python 3 for Absolute Beginners

Learn agile JavaScript web development using the latest cutting-edge front-end and back-end technologies including Node.js, MongoDB, Backbone.js, Parse.com, Heroku, and Microsoft Azure. Using a key project example of a message board app, you will learn the foundations of a typical web application: fetching data, displaying it, and submitting new data. Practical examples of the app build are provided with multiple technologies and all code examples are in full color. This book will save you many hours by providing a hand-picked and tested collection of quick start guides that will enable you to spend less time learning and more time building your

own applications. Completely updated for this second edition, Full Stack JavaScript uses current versions of all technologies, including ES6/ES2015 and the latest versions of Node and npm. Prototype fast and ship code that matters! What You'll Learn Use a collection of quick start guides, tutorials, and suggestions, to enhance several development apps Review virtually all setup and deployment step-by-step. Work with Chat web/mobile applications Put front-end and back-end components together and deploy them to production environment Who This Book Is For Programmers who want to learn more about effective JavaScript coding

Beginning Visual C++ 6

Doing Math with Python shows you how to use Python to delve into high school-level math topics like statistics, geometry, probability, and calculus. You'll start with simple projects, like a factoring program and a quadratic-equation solver, and then create more complex projects once you've gotten the hang of things. Along the way, you'll discover new ways to explore math and gain valuable programming skills that you'll use throughout your study of math and computer science. Learn how to:

- Describe your data with statistics, and visualize it with line graphs, bar charts, and scatter plots
- Explore set theory and probability with programs for coin flips, dicing, and other games of chance
- Solve algebra problems using Python's symbolic math functions
- Draw geometric shapes and explore fractals like the Barnsley fern, the Sierpinski triangle, and the Mandelbrot set

-Write programs to find derivatives and integrate functions Creative coding challenges and applied examples help you see how you can put your new math and coding skills into practice. You'll write an inequality solver, plot gravity's effect on how far a bullet will travel, shuffle a deck of cards, estimate the area of a circle by throwing 100,000 "darts" at a board, explore the relationship between the Fibonacci sequence and the golden ratio, and more. Whether you're interested in math but have yet to dip into programming or you're a teacher looking to bring programming into the classroom, you'll find that Python makes programming easy and practical. Let Python handle the grunt work while you focus on the math.

Ivor Horton's Beginning Visual C++ 2013

Master Bootstrap 4's frontend framework and build your websites faster than ever before About This Book Become an expert in Bootstrap framework, and speed up front-end development and prototyping through real-life examples An applied guide exploring two web applications such as Twitter and Dashboard from scratch Hands on the Bootstrap version 4 even before the official release Who This Book Is For If you are a frontend developer with no knowledge of Bootstrap, then this book is for you. Basic knowledge of HTML, CSS, and JavaScript is expected, as well as a reasonable understanding of web frameworks, such as jQuery. What You Will Learn Discover how to use Bootstrap's components and elements, and to customize them for your own projects Understand the framework's usage in the best way with the

recommended development patterns Create web pages for any kind of device like tablet, mobile, computer, etc. Construct a Twitter app by exploring the advanced bootstrap components like Breadcrumbs, Pagination, Media objects, and so on Combine the power of JavaScript with your Bootstrap app for more functionality Create a Dashboard web app using Bootstrap's JavaScript plugins Learn the difference between Bootstrap's version 3 and 4 of the framework Extend your knowledge on Bootstrap's external plugins, their incorporation and usage In Detail Bootstrap is a free, open source collection of tools that helps developers create websites or web applications. It provides a faster, easier, and less repetitive solution to designing and building applications. Before Bootstrap's release, it was necessary to import a variety of libraries into your project that offered different components and features for web interface development. Plus with the increased popularity of smartphones there were lack of libraries that could handle the responsiveness of a web page. Bootstrap's existence let it quickly become famous as a front-end framework that offered a wide set of tools from page grid up to components that render a web page in the best possible way for any device. This book will be a tutorial covering various examples as well as step-by-step methodology to create interesting web applications using Bootstrap and to understand the front-end framework to its core. We begin with an introduction to the Bootstrap framework and setting up an environment to build a simple web page. We then cover the grid system, basic Bootstrap components, HTML elements, and customization components for responsive and mobile first

development. This is presented by creating a beautiful Landing page sample. You will also learn how to create a web application like Twitter by using the full set of components offered in the framework. Finally, you will learn to create a dashboard web app, using Bootstrap to its finest potential including component customizations, event handling, and external library integration. All these examples are explained step-by-step and in depth, while covering the versions 3 and the most recent version 4 of Bootstrap. So, you will be in the state of the art for front-end development. By the end of this book, you will be familiar with the development of a plugin for the framework and Bootstrap's world which is popular for fast paced front-end web development, used in countless projects all over the world, and now yours. Style and approach This is a step-by-step guide that closely focuses on developing web applications in most objective way solving real-life problems with Bootstrap. It covers two sample web applications, which are explained in detail.

JavaScript for Absolute Beginners

"This concise guide helps busy IT professionals get up and running quickly with this popular data interchange format, and provides a deep understanding of how JSON works begins with an overview of JSON syntax, data types, formatting, and security concerns before exploring the many ways you can apply JSON today. From Web APIs and server-side language libraries to NoSQL databases and client-side

frameworks, JSON has emerged as a viable alternative to XML for exchanging data between different platforms. If you have some programming experience and understand HTML and JavaScript, this is your book"--Publisher's description.

Advanced Node.js Development

Market_Desc: The primary audience includes PHP beginners, although basic HTML knowledge is useful. Experienced programmers whose current website has outgrown traditional static structure will also benefit from this book offering them a cost-effective way to upgrade and make their website more efficient and user-friendly. Special Features: · Major release of PHP and MySQL are expected late 2008 - this book will cover the updated features of PHP 6 and MySQL 6· Written by experts in a informal tone and is easy for beginners to understand· Provides plenty of tips and explanations with useful, real-world examples· A solid, practical guide for a quick understanding of the PHP, Apache and MySQL stack About The Book: PHP, Apache, and MySQL are the three key open source technologies that form the basis for most active Web servers. This book takes the reader step-by-step through understanding each component - using it and combining it with the others on both Linux and Windows servers. Beginning PHP 6, Apache, and MySQL 6 guide the reader through the process of creating dynamic, data-driven sites, using the open source AMP model: Apache Web server, the MySQL database system, and the PHP scripting language. The team of expert authors cover topics including: new

features of PHP 6 and MySQL 6, PHP scripting, database management, security, integration, e-commerce functions, and provide a complete syntax reference.

Python Machine Learning Blueprints

Takes you through creating your own API, building a full real-time web app, securing your Node systems, and practical applications of the latest Async and Await technologies. It maps out everything in a comprehensive, easy-to-follow package designed to get you up and running quickly. Key Features Entirely project-based and practical Explains the "why" of Node.js features, not just the "how", providing with a deep understanding and enabling you to easily apply concepts in your own applications Covers the full range of technologies around Node.js - npm, MongoDB, version control with Git, and many more Book Description Advanced Node.js Development is a practical, project-based book that provides you with all you need to progress as a Node.js developer. Node is a ubiquitous technology on the modern web, and an essential part of any web developer's toolkit. If you're looking to create real-world Node applications, or you want to switch careers or launch a side-project to generate some extra income, then you're in the right place. This book was written around a single goal: turning you into a professional Node developer capable of developing, testing, and deploying real-world production applications. There's no better time to dive in. According to the 2018 Stack Overflow Survey, Node is in the top ten for back-end popularity and back-end

salary. This book is built from the ground up around the latest version of Node.js (version 9.x.x). You'll be learning all the cutting-edge features available only in the latest software versions. This book delivers advanced skills that you need to become a professional Node developer. Along this journey you'll create your own API, you'll build a full real-time web app and create projects that apply the latest Async and Await technologies. Andrew Mead maps everything out for you in this book so that you can learn how to build powerful Node.js projects in a comprehensive, easy-to-follow package designed to get you up and running quickly. What you will learn Develop, test, and deploy real-world Node.js applications Master Node.js by building practical, working examples Use awesome third-party Node modules such as MongoDB, Mongoose, Socket.io, and Express Create real-time web applications Explore async and await in ES7 Who this book is for This book is for anyone looking to launch their own Node applications, switch careers, or freelance as a Node developer. You should have a basic understanding of JavaScript in order to follow this book. This book follows directly on from Learning Node.js Development, but more advanced readers can benefit from this book without having read the first part.

Using the C++ Standard Template Libraries

This is the latest edition of the book that application developers worldwide have used to master MySQL]€]now updated for MySQL 8 and beyond. As you would

expect, this book shows how to code all the essential SQL statements for working with a MySQL database. You'll use these statements every day to have MySQL do more of your work for you. But beyond that, it shows how to work with classic MySQL features that take you to new level, such as summary queries, subqueries, functions, views, transactions, stored procedures, triggers, and security. It shows how to take advantage of newer MySQL features such as window functions, Common Table Expressions (CTE), and roles for database security. It shows how to design a database, including how to use MySQL Workbench to create and implement the design. It even presents a starting set of skills for a database administrator (DBA) if you're interested in that career path or if you need to be your own DBA. In short, it's a must-have guide for anyone who works with MySQL, beginning and experienced developers alike.

Introduction to Computational Models with Python

Create distributed applications with clever design patterns to solve complex problems
Key Features
Set up and run distributed algorithms on a cluster using Dask and PySpark
Master skills to accurately implement concurrency in your code
Gain practical experience of Python design patterns with real-world examples
Book Description
This Learning Path shows you how to leverage the power of both native and third-party Python libraries for building robust and responsive applications. You will learn about profilers and reactive programming, concurrency and parallelism,

as well as tools for making your apps quick and efficient. You will discover how to write code for parallel architectures using TensorFlow and Theano, and use a cluster of computers for large-scale computations using technologies such as Dask and PySpark. With the knowledge of how Python design patterns work, you will be able to clone objects, secure interfaces, dynamically choose algorithms, and accomplish much more in high performance computing. By the end of this Learning Path, you will have the skills and confidence to build engaging models that quickly offer efficient solutions to your problems. This Learning Path includes content from the following Packt products: Python High Performance - Second Edition by Gabriele Lanaro Mastering Concurrency in Python by Quan Nguyen Mastering Python Design Patterns by Sakis Kasampalis What you will learn Use NumPy and pandas to import and manipulate datasets Achieve native performance with Cython and Numba Write asynchronous code using asyncio and RxPy Design highly scalable programs with application scaffolding Explore abstract methods to maintain data consistency Clone objects using the prototype pattern Use the adapter pattern to make incompatible interfaces compatible Employ the strategy pattern to dynamically choose an algorithm Who this book is for This Learning Path is specially designed for Python developers who want to build high-performance applications and learn about single core and multi-core programming, distributed concurrency, and Python design patterns. Some experience with Python programming language will help you get the most out of this Learning Path.

Murach's ASP. NET 4. 6 Web Programming with C# 2015

Provides information about how to present data visually using JavaScript and jQuery, including the core libraries used for data analysis and visualization, charting techniques, customizing maps, and building an interconnected dashboard.

Beginning Ethical Hacking with Python

* Covers low-level networking in Python —essential for writing a new networked application protocol. * Many working examples demonstrate concepts in action -- and can be used as starting points for new projects. * Networked application security is demystified. * Exhibits and explains multitasking network servers using several models, including forking, threading, and non-blocking sockets. * Features extensive coverage of Web and E-mail. Describes Python's database APIs.

Beginning C

Learn C++ with the best tutorial on the market! Horton's unique tutorial approach and step-by-step guidance have helped over 100,000 novice programmers learn C++. In Ivor Horton's Beginning Visual C++ 2013, Horton not only guides you through the fundamentals of the standard C++ language, but also teaches you

how C++ is used in the latest Visual Studio 2013 environment. Visual Studio 2013 includes major changes to the IDE and expanded options for C++ coding. Ivor Horton's *Beginning Visual C++ 2013* will teach you the latest techniques to take your Visual C++ coding to an all-new level. C++ language and library changes supported under Visual Studio 2013 IDE-specific changes for code formatting and debugging Changes to the C++ Standard Language for both C++ 11 and the new C++ 14 And more Horton introduces you to both Standard C++ and Visual C++ so you can build any component your app requires. Ivor Horton's *Beginning Visual C++ 2013* is an indispensable guidebook for any new programmer, and contains plenty of exercises and solutions to help programmers of any level master the important concepts quickly and easily.

Professional Python

Python is a powerful programming language that's easy to learn and fun to play with. But once you've gotten a handle on the basics, what do you do next? Python Playground is a collection of imaginative programming projects that will inspire you to use Python to make art and music, build simulations of real-world phenomena, and interact with hardware like the Arduino and Raspberry Pi. You'll learn to use common Python tools and libraries like `numpy`, `matplotlib`, and `pygame` to do things like:

- Generate Spirograph-like patterns using parametric equations and the `turtle` module
- Create music on your computer by simulating frequency overtones

-Translate graphical images into ASCII art -Write an autostereogram program that produces 3D images hidden beneath random patterns -Make realistic animations with OpenGL shaders by exploring particle systems, transparency, and billboarding techniques -Construct 3D visualizations using data from CT and MRI scans -Build a laser show that responds to music by hooking up your computer to an Arduino

Programming shouldn't be a chore. Have some solid, geeky fun with Python Playground. The projects in this book are compatible with both Python 2 and 3.

CSS and Documents

Go from beginner to builder quickly with this hands-on JavaScript guide Coding with JavaScript For Dummies provides easy, hands-on instruction for anyone looking to learn this popular client-side language. No experience? No problem! This friendly guide starts from the very beginning and walks you through the basics, then shows you how to apply what you've learned to real projects. You'll start building right away, including web page elements and simple applications, so you can immediately see how JavaScript is used in the real world. Online exercises allow you to test your code and expand your skills, and the easy-to-follow instruction provides step-by-step guidance toward understanding the JavaScript syntax, applications, and language. JavaScript enhances static web pages by providing dynamic elements that can adapt and react to user action. It's a need-to-know tool for aspiring web designers, but anyone can benefit from understanding

this core development language. Coding with JavaScript For Dummies takes you from beginner to builder quickly as you: Learn what JavaScript does, how it works, and where to use it Master the core elements of JavaScript and immediately put it to work Build interactive web elements and try out your code online Create basic applications as you apply JavaScript to the app development workflow Anytime a website responds to your movement around the screen, that's JavaScript. It makes websites more functional, more beautiful, and more engaging, and your site visitors will demand nothing less. If you want to build a better website, you need JavaScript. If you need JavaScript, Coding with JavaScript For Dummies gets you started off quickly and painlessly, with plenty of hands-on practice.

Learn Java for Web Development

Summary "Geoprocessing with Python" teaches you how to use the Python programming language, along with free and open source tools, to read, write, and process geospatial data. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology This book is about the science of reading, analyzing, and presenting geospatial data programmatically, using Python. Thanks to dozens of open source Python libraries and tools, you can take on professional geoprocessing tasks without investing in expensive proprietary packages like ArcGIS and MapInfo. The book shows you how. About the Book "Geoprocessing with Python" teaches you how to access available

datasets to make maps or perform your own analyses using free tools like the GDAL, NumPy, and matplotlib Python modules. Through lots of hands-on examples, you'll master core practices like handling multiple vector file formats, editing geometries, applying spatial and attribute filters, working with projections, and performing basic analyses on vector data. The book also covers how to manipulate, resample, and analyze raster data, such as aerial photographs and digital elevation models. What's Inside

Geoprocessing from the ground up
Read, write, process, and analyze raster data
Visualize data with matplotlib
Write custom geoprocessing tools
Three additional appendixes available online

About the Reader
To read this book all you need is a basic knowledge of Python or a similar programming language.

About the Author
Chris Garrard works as a developer for Utah State University and teaches a graduate course on Python programming for GIS.

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Sams Teach Yourself C++ in One Hour a Day

Summary JavaScript Application Design: A Build First Approach introduces

JavaScript developers to techniques that will improve the quality of their software as well as their web development workflow. You'll begin by learning how to establish build processes that are appropriate for JavaScript-driven development. Then, you'll walk through best practices for productive day-to-day development, like running tasks when your code changes, deploying applications with a single command, and monitoring the state of your application once it's in production. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The fate of most applications is often sealed before a single line of code has been written. How is that possible? Simply, bad design assures bad results. Good design and effective processes are the foundation on which maintainable applications are built, scaled, and improved. For JavaScript developers, this means discovering the tooling, modern libraries, and architectural patterns that enable those improvements. JavaScript Application Design: A Build First Approach introduces techniques to improve software quality and development workflow. You'll begin by learning how to establish processes designed to optimize the quality of your work. You'll execute tasks whenever your code changes, run tests on every commit, and deploy in an automated fashion. Then you'll focus on designing modular components and composing them together to build robust applications. This book assumes readers understand the basics of JavaScript. What's Inside Automated development, testing, and deployment processes JavaScript fundamentals and modularity best practices Modular, maintainable, and well-tested applications Master asynchronous flows, embrace

MVC, and design a REST API About the Author Nicolas Bevacqua is a freelance developer with a focus on modular JavaScript, build processes, and sharp design. He maintains a blog at ponyfoo.com. Table of Contents PART 1 BUILD PROCESSES Introduction to Build First Composing build tasks and flows Mastering environments and the development workflow Release, deployment, and monitoring PART 2 MANAGING COMPLEXITY Embracing modularity and dependency management Understanding asynchronous flow control methods in JavaScript Leveraging the Model-View-Controller Testing JavaScript components REST API design and layered service architectures

Python Playground

Architect scalable, reliable, and maintainable applications for enterprises with Python Key Features Explore various Python design patterns used for enterprise software development Apply best practices for testing and performance optimization to build stable applications Learn about different attacking strategies used on enterprise applications and how to avoid them Book Description Dynamically typed languages like Python are continuously improving. With the addition of exciting new features and a wide selection of modern libraries and frameworks, Python has emerged as an ideal language for developing enterprise applications. Hands-On Enterprise Application Development with Python will show you how to build effective applications that are stable, secure, and easily scalable.

The book is a detailed guide to building an end-to-end enterprise-grade application in Python. You will learn how to effectively implement Python features and design patterns that will positively impact your application lifecycle. The book also covers advanced concurrency techniques that will help you build a RESTful application with an optimized frontend. Given that security and stability are the foundation for an enterprise application, you'll be trained on effective testing, performance analysis, and security practices, and understand how to embed them in your codebase during the initial phase. You'll also be guided in how to move on from a monolithic architecture to one that is service oriented, leveraging microservices and serverless deployment techniques. By the end of the book, you will have become proficient at building efficient enterprise applications in Python. What you will learn

- Understand the purpose of design patterns and their impact on application lifecycle
- Build applications that can handle large amounts of data-intensive operations
- Uncover advanced concurrency techniques and discover how to handle a large number of requests in production
- Optimize frontends to improve the client-side experience of your application
- Effective testing and performance profiling techniques to detect issues in applications early in the development cycle
- Build applications with a focus on security
- Implement large applications as microservices to improve scalability

Who this book is for If you're a developer who wants to build enterprise-grade applications, this book is for you. Basic to intermediate-level of programming experience with Python and database systems is required to understand the concepts covered in this book.

BEGINNING PHP6, APACHE, MYSQL WEB DEVELOPMENT

Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++—one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you've created, to what's coming in C++0x, the next version of C++. Each lesson builds on what you've already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself to make sure you're ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform—Windows, Mac or Linux Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and

training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book's official website at <http://cplusplus.cadenhead.org>. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book's examples Register your book at informit.com/register for convenient access to updates and corrections as they become available.

Sams Teach Yourself C++ in 24 Hours

Learn to program with C++ quickly with this helpful ForDummies guide Beginning Programming with C++ For Dummies, 2ndEdition gives you plain-English explanations of the fundamentalprinciples of C++, arming you with the skills and know-how toexpertly use one of the world's most popular programming languages.You'll explore what goes into creating a program, how to put thepieces together, learn how to deal with standard programmingchallenges, and much more. Written by the bestselling author of C++ For Dummies,this updated guide explores the basic development concepts andtechniques of C++ from a beginner's point of view, and helps makesense of the how and why of C++ programming from the ground up.Beginning with an introduction to how programming languagesfunction, the book goes on to explore how to work with integerexpressions and character expressions, keep errors out of yourcode, 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.

Full Stack JavaScript

Master the secret tools every Python programmer needs to know Professional Python goes beyond the basics to teach beginner- and intermediate-level Python programmers the little-known tools and constructs that build concise, maintainable code. Design better architecture and write easy-to-understand code using highly adoptable techniques that result in more robust and efficient applications. Coverage includes Decorators, Context Managers, Magic Methods, Class Factories, Metaclasses, Regular Expressions, and more, including advanced methods for unit testing using asyncio and CLI tools. Each topic includes an explanation of the concept and a discussion on applications, followed by hands-on tutorials based on real-world scenarios. The "Python 3 first" approach covers multiple current versions, while ensuring long-term relevance. Python offers many tools and techniques for writing better code, but often confusing documentation leaves many

programmers in the dark about how to use them. This book shines a light on these incredibly useful methods, giving you clear guidance toward building stronger applications. Learn advanced Python functions, classes, and libraries Utilize better development and testing tools Understand the "what," "when," "why," and "how" More than just theory or a recipe-style walk-through, this guide helps you learn — and understand — these little-known tools and techniques. You'll streamline your workflow while improving the quality of your output, producing more robust applications with cleaner code and stronger architecture. If you're ready to take your Python skills to the next level, Professional Python is the invaluable guide that will get you there.

JavaScript Application Design

Ivor Horton is one of the preeminent authors of tutorials on the Java, C and C++ programming languages. He is widely known for the tutorial style of his books, which provides step-by-step guidance easily understood even by first-time programmers. Horton is also a systems consultant in private practice.

Murach's Mysql, 3rd Edition

A structured tutorial presenting the C++ language in a series of short, easy-to-

understand lessons.

Coding with JavaScript For Dummies

This how-to guide to MySQL is perfect for beginning programmers or experienced developers. It shows how to code all the essential SQL statements for working with a MySQL database. It shows how to design a database, including how to use MySQL Workbench to create an EER model. It shows how to take advantage of relatively new MySQL features such as foreign keys, transactions, stored procedures, stored functions, and triggers. And it presents a starting set of skills for a database administrator (DBA). A must-have for anyone who works with MySQL.

Bootstrap 4 By Example

By taking you through the development of a real web application from beginning to end, the second edition of this hands-on guide demonstrates the practical advantages of test-driven development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and Mock, along with current web development techniques. If you're ready to take your

Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user interactions within the browser Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Run tests automatically by using a Continuous Integration environment Use TDD to build a REST API with a front-end Ajax interface

Geoprocessing With Python

If you are new to both JavaScript and programming, this hands-on book is for you. Rather than staring blankly at gobbledygook, you'll explore JavaScript by entering and running hundreds of code samples in Firebug, a free JavaScript debugger. Then in the last two chapters, you'll leave the safety of Firebug and hand-code an uber cool JavaScript application in your preferred text editor. Written in a friendly, engaging narrative style, this innovative JavaScript tutorial covers the following essentials: Core JavaScript syntax, such as value types, operators, expressions, and statements provided by ECMAScript. Features for manipulating XHTML, CSS, and events provided by DOM. Object-oriented JavaScript, including prototypal and classical inheritance, deep copy, and mixins. Closure, lazy loading, advance

conditional loading, chaining, currying, memoization, modules, callbacks, recursion, and other powerful function techniques. Encoding data with JSON or XML. Remote scripting with JSON-P or XMLHttpRequest Drag-and-drop, animated scrollers, skin swappers, and other cool behaviors. Optimizations to ensure your scripts run snappy. Formatting and naming conventions to prevent you from looking like a greenhorn. New ECMAScript 5, DOM 3, and HTML 5 features such as `Object.create()`, `Function.prototype.bind()`, strict mode, `querySelector()`, `querySelectorAll()`, and `getElementsByClassName()`. As you can see, due to its fresh approach, this book is by no means watered down. Therefore, over the course of your journey, you will go from JavaScript beginner to wizard, acquiring the skills recruiters desire.

Doing Math with Python

Learn Rails the way the Rails core team recommends it, along with the tens of thousands of developers who have used this broad, far-reaching tutorial and reference. If you're new to Rails, you'll get step-by-step guidance. If you're an experienced developer, get the comprehensive, insider information you need for the latest version of Ruby on Rails. The new edition of this award-winning classic is completely updated for Rails 6 and Ruby 2.6, with information on system testing, Webpack, and advanced JavaScript. Ruby on Rails helps you produce high-quality, beautiful-looking web applications quickly - you concentrate on creating the

application, and Rails takes care of the details. Rails 6 brings many improvements, and this edition is updated to cover the new features and changes in best practices. We start with a step-by-step walkthrough of building a real application, and in-depth chapters look at the built-in Rails features. Follow along with an extended tutorial as you write a web-based store application. Eliminate tedious configuration and housekeeping, seamlessly incorporate Ajax and JavaScript, send and receive emails, manage background jobs with ActiveJob, and build real-time features using WebSockets and ActionCable. Test your applications as you write them using the built-in unit, integration, and system testing frameworks, internationalize your applications, and deploy your applications easily and securely. New in this edition is coverage of Action Mailer, which allows you to receive emails in your app as well as ActionText, a zero-configuration rich text editing feature. Rails 1.0 was released in December 2005. This book was there from the start, and didn't just evolve alongside Rails, it evolved with Rails. It has been developed in consultation with the Rails core team. In fact, Rails itself is tested against the code in this book. What You Need: All you need is a Windows, Mac OS X, or Linux machine to do development on. This book will take you through the steps to install Rails and its dependencies. If you aren't familiar with the Ruby programming language, this book contains a chapter that covers the basics necessary to understand the material in the book.

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