Windows Programming Primer Plus

As part of the best-selling Pocket Primer series, this book provides an overview of the major concepts to program Microsoft Excel. The focus of this book is on basic programming instructions for both Excel 2019 and previous versions. Features: Provides an overview of the most important Excel/VBA programming techniques Covers both Excel 2019 and previous versions Includes companion files with source code, projects, and figures. Presents an illustrated A-Z encyclopedia containing approximately 600 entries on computer and technology related topics.

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.

Provides instructions for writing C code to create games and mobile applications using the new C11 standard.

Java 2 Primer Plus

Encyclopedia of Computer Science and Technology

A Step-by-step Guide

Windows 8 Application Development with HTML5 For Dummies

This title teaches Object-Oriented Programming using Visual Basic .NET instead of Java or C++. The chapters are sequenced in a manner that continually builds a solid foundation of understanding for the next topic.

An entry-level book for new Windows programmers, this book assumes only a limited familiarity with the C programming language. Concepts that may bewilder the uninitiated are explained in full. The book starts with an introduction to the Windows environment and what follows is a clear, lucid tutorial in which the reader's knowledge of Windows is expanded through small, understandable

steps.

Simplifying Windows programming for the average user, this introductory programming guide covers the most popular compilers for Windows programming--Borland C++++ for Windows and Turbo C++++ for Windows. Original.

The fast and easy guide for creating Windows 8 apps using popular technologies! This book offers a primer for building HTML5, CSS3 and JavaScript applications for Windows 8. It includes an up-to-date guide for dusting off an aging HTML skill set and adapting to the Windows 8 apps and provides a reference for Windows and .NET programmers not familiar with HTML5. The overall design principles of MetroUI (the new design paradigm for Windows) are discussed. The book also addresses visual design with HTML and CSS, which are the visual design languages to bring MetroUI applications to the screen. Finally, there is a section on using JavaScript for inter- and intra-functional components. Contains the design principles for MetroUI, the new design paradigm for Windows The author is an enterprise architect, seasoned programmer and web developer who specializes in implementing Microsoft solutions at his client sites Shows how to develop HTML5, CSS3, and JavaScript applications for Windows 8 This is the ideal resource for current Microsoft developers who need a primer or refresher

for developing in HTML and JavaScript for Windows.
Visual Basic Primer Plus
The Rust Programming Language (Covers Rust 2018)
Microsoft Excel 2019 Programming Pocket Primer
A Brain-Friendly Guide
Programming Windows Azure

Windows NT can be programmed with the same Win32 tools as Win95 and
Win98 using the MFC. This book programs using the API directly using
C++ and should be understandable to those with system programming
experience from other platforms.
An encyclopedic handbook on audio programming for students and
professionals, with many cross-platform open source examples and a DVD
covering advanced topics. This comprehensive handbook of mathematical
and programming techniques for audio signal processing will be an
essential reference for all computer musicians, computer scientists,
engineers, and anyone interested in audio. Designed to be used by
readers with varying levels of programming expertise, it not only
provides the foundations for music and audio development but also
tackles issues that sometimes remain mysterious even to experienced
software designers. Exercises and copious examples (all cross-platform
and based on free or open source software) make the book ideal for

classroom use. Fifteen chapters and eight appendixes cover such topics as programming basics for C and C++ (with music-oriented examples), audio programming basics and more advanced topics, spectral audio programming; programming Csound opcodes, and algorithmic synthesis and music programming. Appendixes cover topics in compiling, audio and MIDI, computing, and math. An accompanying DVD provides an additional 40 chapters, covering musical and audio programs with micro-controllers, alternate MIDI controllers, video controllers, developing Apple Audio Unit plug-ins from Csound opcodes, and audio programming for the iPhone. The sections and chapters of the book are arranged progressively and topics can be followed from chapter to chapter and from section to section. At the same time, each section can stand alone as a self-contained unit. Readers will find The Audio Programming Book a trustworthy companion on their journey through making music and programming audio on modern computers.
C# Primer Plus teaches the C# programming language and relevant parts of the .NET platform from the ground up, walking you through the basics of object-oriented programming, important programming techniques and problem solving while providing a thorough coverage of C#'s essential elements - such as classes, objects, data types, loops, branching statements, arrays, and namespaces. In early chapters guided tours take you sightseeing to the main attractions of C# and provide a fast learning-

path that enables you to quickly write simple C# programs. Your initial programming skills are then gradually expanded, through the many examples, case studies, illustrations, review questions and programming exercises, to include powerful concepts - like inheritance, polymorphism, interfaces and exception handling, along with C#'s most innovative features - such as properties, indexers, delegates and events. With C# Primer Plus's dual emphasis on C# as well as fundamental programming techniques, this friendly tutorial will soon make you a proficient C# programmer building Windows applications on the .NET platform.
The world's most complete guide to Windows graphics programming! Win32 GDI and DirectDraw: Accurate, under the hood, and in depth Beyond the API: Internals, restrictions, performance, and real-life problems Complete: Pixel, lines, curves, filled area, bitmap, image processing, fonts, text, metafile, printing, and more Up to date: Windows 2000 and Windows 98 graphics enhancements CD-ROM: Exclusive and professional quality generic C++ classes, reusable functions, demonstration programs, kernel mode drivers, GDI exploration tools, and more! Hewlett-Packard Professional Books To deliver high-performance Windows applications, you need an in-depth understanding of the Win32 GDI and DirectDraw--but until now, it's been virtually impossible to discover what's going on "behind" Microsoft's API calls. This book rips away the veil, giving experienced Windows programmers all the

information and techniques they need to maximize performance, efficiency, and reliability! You'll discover how to make the most of Microsoft's Windows graphics APIs--including the important new graphics capabilities built into Windows 2000. Coverage includes: Uncovering the Windows system architecture and graphics system internal data structure Building graphics API "spies" that show what's going on "under the hood" Detecting GDI resource leaks and other powerful troubleshooting techniques Expert techniques for working with the Win32 GDI and DirectDraw APIs Device context, coordinate space and transformation, pixels, lines, curves, and area fills Bitmaps, image processing, fonts, text, enhanced metafiles, printing, and more "Windows Graphics Programming" delivers extensive code, practical techniques, and unprecedented insight--plus an exclusive CD-ROM containing original system-level tools, kernel mode drivers, sample code, and generic C++ classes for Windows graphics programming without MFC. If you want to build Windows graphics applications that deliver breakthrough performance and reliability, you'll find this book indispensable.
JavaScript Primer Plus
Enhancing Web Pages with the JavaScript Programming Language
REALbasic
Windows Programmer's Guide to ObjectWindows Library
Visual Basic .Net Primer Plus

The Purpose Of This Book Is To Provide An Introductory Text For Understanding The Fundamental Principles Of Computer Graphics. Some Salient Features Are Chapters On Data Structures Along With Examples For Manipulating Pictures/Graphical Objects; Interactive Graphics Covering Input/Output Devices And Systems That Facilitate The Man-Machine Graphic Communication With Emphasis On Device-Independent Graphic Programming; 2-D And 3-D Graphics; Applications Of Graphics To Real-Life Problems, Such As Business Graphics, Graph Plotting, Line Drawing, Image Animation, 3-D Solid-Modeling, Fractals And Multi-Media. This Edition Includes Chapters On Multi-Media And Virtual Reality.

REALbasic is a powerful yet easy-to-learn programming environment for the Macintosh, including Mac OS X. Using REALbasic, even novice programmers can create interfaces in minutes, and can generate entire, compiled applications for Mac and Windows without having to learn a complicated language. In REALbasic, you work in an intuitive and easy-to-use IDE (Integrated Development Environment) that accesses a powerful object-oriented version of the BASIC programming language. REALbasic : The Definitive Guide, Second Edition provides complete coverage of REALbasic 3,2,1 and later as well as a thorough introduction to the major concepts of object-oriented programming. This book takes the reader from zero knowledge of programming to the ability to program every

aspect of REALbasic. The book is divided into three main sections : Part 1, Fundamentals, provides a detailed and comprehensive summary of the language. It quickly shows you how to think about programming and how to accomplish your goals in less time. Part 2, User Interface, details the rich classes and predefined tools that make life so much easier for the REALbasic programmer, including such familiar components of the visual arsenal as windows, buttons, and editable text fields. Part 3, Reaching Out, rounds out the book with comprehensive coverage of internet communications, multimedia, animation, and more. A new appendix, Growing an Application, takes readers through the stop-by-stop process of building an example application, which offers a glimpse into the author's own style of programming, complete with example code, expert tips, and practical advice. The first edition of REALbasic : The Definitive Guide was the winner of the 2000 Cubie award, given by REAL Software, in the category REALbasic Advocate of the Year. The book also won the Book Bytes award as best Mac programming book of 2000. REALbasic : The Definitive Guide, Second Edition is the essential reference for the expanding legion of Mac users who are discovering the power and flexibility of this programming environment. This edition has been completely rewritten to cover Mac OS X, to reflect new features of REALbasic Version 3, and to respond to readers'suggestions.
A comprehensive guide to the programming language covers object-

oriented programming basics, the new Standard Template Library, data manipulation, loops and relational expressions, and objects and clases Explains the essentials of the spreadsheet program, and shows how to link worksheets, manage a database, and customize and format charts Excel 3 for Windows Bible

A First Course in Programming and Statistics

C Programming Absolute Beginner's Guide

Lafore's Windows Programming Made Easy

The Definitive Borland C++ Problem Solver for Windows

The new classic! C Primer Plus, now in its 5th edition, has been revised to include over 20 new programming exercises, newly improved examples and the new ANSI/ISO standard, C99. Task-oriented examples will teach you the fundamentals of C programming. From extended integer types and compound literals to Boolean support and variable-length arrays, you will learn to create practical and real-world applications with C programming. Review questions and programming exercises at the end of each chapter will reinforce what you have learned. This friendly and easy-to-use self-study guide will help you understand the fundamentals of this core programming language.

If you're a .NET developer looking to build tablet apps, this practical book takes you step-by-step through the process of developing apps for the Windows Store.

You'll learn how to use Microsoft's Modern UI design language with Windows 8.1 and WinRT 8.1.1 by building a line-of-business mobile app with C# through the course of the book. To develop the app, you'll work with the same system details and design specs that apply to retail apps, such as persistence, backend service, and Windows 8 features for sharing and search. You'll learn how to develop the code, incorporate third-party open source products, and package your app for the Windows Store. Build a UI with XAML and the Model/View/View-Model pattern Understand asynchrony—and rediscover threads and parallelism Store data and system settings locally with SQLite Use app bars for commands and the settings charm for Help options Present notifications as tile updates, badges, or toast popups Help users visualize locations and tag activities to a map Enable apps to share data and run side-by-side in the UI Implement functionality for running tasks in the background

C++ Primer Plus, Sixth Edition New C++11 Coverage C++ Primer Plus is a carefully crafted, complete tutorial on one of the most significant and widely used programming languages today. An accessible and easy-to-use self-study guide, this book is appropriate for both serious students of programming as well as developers already proficient in other languages. The sixth edition of C++ Primer Plus has been updated and expanded to cover the latest developments in C++,

including a detailed look at the new C++11 standard. Author and educator Stephen Prata has created an introduction to C++ that is instructive, clear, and insightful. Fundamental programming concepts are explained along with details of the C++ language. Many short, practical examples illustrate just one or two concepts at a time, encouraging readers to master new topics by immediately putting them to use. Review questions and programming exercises at the end of each chapter help readers zero in on the most critical information and digest the most difficult concepts. In C++ Primer Plus, you'll find depth, breadth, and a variety of teaching techniques and tools to enhance your learning: A new detailed chapter on the changes and additional capabilities introduced in the C++11 standard Complete, integrated discussion of both basic C language and additional C++ features Clear guidance about when and why to use a feature Hands-on learning with concise and simple examples that develop your understanding a concept or two at a time Hundreds of practical sample programs Review questions and programming exercises at the end of each chapter to test your understanding Coverage of generic C++ gives you the greatest possible flexibility Teaches the ISO standard, including discussions of templates, the Standard Template Library, the string class, exceptions, RTTI, and namespaces Table of Contents 1: Getting Started with C++ 2: Setting Out to C++ 3: Dealing

with Data 4: Compound Types 5: Loops and Relational Expressions 6: Branching Statements and Logical Operators 7: Functions: C++'s Programming Modules 8: Adventures in Functions 9: Memory Models and Namespaces 10: Objects and Classes 11: Working with Classes 12: Classes and Dynamic Memory Allocation 13: Class Inheritance 14: Reusing Code in C++ 15: Friends, Exceptions, and More 16: The string Class and the Standard Template Library 17: Input, Output, and Files 18: The New C++11 Standard A Number Bases B C++ Reserved Words C The ASCII Character Set D Operator Precedence E Other Operators F The stringTemplate Class G The Standard Template Library Methods and Functions H Selected Readings and Internet Resources I Converting to ISO Standard C++ J Answers to Chapter Reviews

Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs

without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today's best coding styles and program design techniques Understand the "rationale behind the rules": why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned Access the source code for the extended examples from informit.com/title/0321714113 C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.
Compute

Windows Programming Primer Plus
A Primer on Scientific Programming with Python
Bluetooth Essentials for Programmers
ObjectWindows How-to

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such

as: • Ownership and borrowing, lifetimes, and traits • Using Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Organized in an instructional style with review questions and projects, this book is based upon the new Java 1.4 platform. Haines uses the most recent examples and information from the technology industry to provide students

with sound Java programming skills.
A programmer can create an application using the components
provided by the Visual Basic program itself. Over time the
community of programmers have developed new third party
components, keeping this programming language to modern
standards. Programs written in Visual Basic can also use the
Windows API, which requires external function declarations.
Furthermore, new third party functions (which are open
source) using part VB6 source code and part embedded machine
code, make the Visual Basic 6.0 applications faster than
those designed in C++.
CD-ROM contains: Searchable electronic version of text --
Source code for more than 75 complete sample programs and
components written in C# -- .NET Framework SDK, plus service
pack 1.
Win32 GDI and DirectDraw
Windows Graphics Programming
Programming the Microsoft Cloud
Macintosh C Programming Primer: Inside the toolbox using

Think C

The Audio Programming Book

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, 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 Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

Including valuable new information on THINK C and ResEdit, a primer to mastering the programming functions of Macintosh C shows beginners how to use the Macintosh Toolbox, resources, and Macintosh interface to create stand-alone applications. Original.

A comprehensive tutorial which covers all aspects of Borland's OWL product for C++. The book is split into the following three parts: Windows Programming Basics, Programming Windows Applications, and Advanced Windows Programming Topics.

Creating Games in C++

Programming Windows Store Apps with C#

Only what You Need to Know

BEG WIN NT PRO,

C++ Primer Plus

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 scientist 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 fa sophisticated scientific programming in Python…" Joan Horvath, Computing Reviews, March 2015

C Primer Plus is a carefully tested, well-crafted, and complete tutorial on a subject con to programmers and developers. This computer science classic teaches principles of programming, including structured code and top-down design. Author and educator Stephen Prata has created an introduction to C that is instructive, clear, and insightfu Fundamental programming concepts are explained along with details of the C language. Many short, practical examples illustrate just one or two concepts at a time encouraging readers to master new topics by immediately putting them to use. Review questions and programming exercises at the end of each chapter bring out the most critical pieces of information and help readers understand and digest the most difficult concepts. A friendly and easy-to-use self-study guide, this book is appropriate for serious students of programming, as well as developers proficient in other languages with a desire to better understand the fundamentals of this core language. The sixth

edition of this book has been updated and expanded to cover the latest developments in C as well as to take a detailed look at the new C11 standard. In C Primer Plus you'll find depth, breadth, and a variety of teaching techniques and tools to enhance your learning: Complete, integrated discussion of both C language fundamentals and additional features Clear guidance about when and why to use different parts of the language Hands-on learning with concise and simple examples that develop your understanding of a concept or two at a time Hundreds of practical sample programs Review questions and programming exercises at the end of each chapter to test your understanding Coverage of generic C to give you the greatest flexibility

This complete, step-by-step guide to JavaScript provides an easy-to-use tutorial. After introducing the reader to JavaScript, the book explains in-depth design and usage of JavaScript's built in functions and objects, gradually building toward more complex and sophisticated concepts. The CD contains all source code from the book, examples and more.

Do you love video games? Ever wondered if you could create one of your own, with all the bells and whistles? It's not as complicated as you'd think, and you don't need to be a math whiz or a programming genius to do it. In fact, everything you need to create your first game, "Invasion of the Slugwroths," is included in this book and CD-ROM. Author David Conger starts at square one, introducing the tools of the trade and all the basic concepts for getting started programming with C++, the language that powers

most current commercial games. Plus, he's put a wealth of top-notch (and free) tools
the CD-ROM, including the Dev-C++ compiler, linker, and debugger--and his own
LlamaWorks2D game engine. Step-by-step instructions and ample illustrations take you
through game program structure, integrating sound and music into games, floating-
point math, C++ arrays, and much more. Using the sample programs and the source
code to run them, you can follow along as you learn. Bio: David Conger has been
programming professionally for over 23 years. Along with countless custom business
applications, he has written several PC and online games. Conger also worked on
graphics firmware for military aircraft, and taught computer science at the university
level for four years. Conger has written numerous books on C, C++, and other
computer-related topics. He lives in western Washington State and has also published
a collection of Indian folk tales.
Computer Graphics For Scientists And Engineers
The Definitive Guide
The Waite Group's C++ Primer Plus
The Waite Group's COM/DCOM Primer Plus
Programming Microsoft .NET (core Reference)
Windows Programming Primer Plus
This step-by-step problem-solving guide to programming with OWL answers the
questions asked by everyone from new Windows programmers to experienced

professionals. In Borland's ObjectWindows Library (OWL), packaged with Turbo C++ For Windows, readers will find clear solutions, complete with well-explained code, for problems with dialog boxes, input/output, graphics, customizing windows, streams, memory, clipboard, and dynamic data exchange.

Learn the nuts and bolts of cloud computing with Windows Azure, Microsoft's new Internet services platform. Written by a key member of the product development team, this book shows you how to build, deploy, host, and manage applications using Windows Azure's programming model and essential storage services. Chapters in Programming Windows Azure are organized to reflect the platform's buffet of services. The book's first half focuses on how to write and host application code on Windows Azure, while the second half explains all of the options you have for storing and accessing data on the platform with high scalability and reliability. Lots of code samples and screenshots are available to help you along the way. Learn how to build applications using the Windows Azure toolset Discover how Windows Azure works under the hood, and learn the how and the why behind several features Choose to write application code in .NET or other languages such as C/C++, PHP, or Ruby Understand the various options for managing your service Get up to speed on Azure's storage services, including blobs, queues, and tables Build a secure backup system, and learn about cloud application security, cryptography, and performance

This updated version of a classic bestseller includes 4.3 BSD (Berkeley Standard Distribution). Other significant changes include updated discussions of the vi and ex editors, coverage of the C shell, file management commands, and a discussion of X

Windows, a graphical interface for UNIX.
The Bulgarian C# Book
Head First C
The Book of R
C# Primer Plus
C++ Primer

Hands-on guidance on how to construct real-world business software components using Microsoft's Component Object Model (COM) and Distributed Component Object Model (DCOM), the breakthrough technologies behind Microsoft's Windows DNA. The CD-ROM includes all the code and examples for the readers' convenience.

This book provides an introduction to Bluetooth programming, with a specific focus on developing real code. The authors discuss the major concepts and techniques involved in Bluetooth programming, with special emphasis on how they relate to other networking technologies. They provide specific descriptions and examples for creating applications in a number of programming languages and environments including Python, C, Java, GNU/Linux, Windows XP, Symbian Series 60, and Mac OS X. No previous experience with Bluetooth is assumed, and the material is suitable for anyone with some programming background. The authors place special emphasis on the essential concepts and techniques of Bluetooth

programming, starting simply and allowing the reader to quickly master the basic concepts before addressing advanced features.

If you are new to C++ programming, C++ Primer Plus, Fifth Edition is a friendly and easy-to-use self-study guide. You will cover the latest and most useful language enhancements, the Standard Template Library and ways to streamline object-oriented programming with C++. This guide also illustrates how to handle input and output, make programs perform repetitive tasks, manipulate data, hide information, use functions and build flexible, easily modifiable programs. With the help of this book, you will: Learn C++ programming from the ground up. Learn through real-world, hands-on examples. Experiment with concepts, including classes, inheritance, templates and exceptions. Reinforce knowledge gained through end-of-chapter review questions and practice programming exercises. C++ Primer Plus, Fifth Edition makes learning and using important object-oriented programming concepts understandable. Choose this classic to learn the fundamentals and more of C++ programming.

C Primer Plus

Fundamentals of Computer Programming with C#

UNIX Primer Plus