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THE BOOK OF QT 4 DANIEL MOLKENTIN 2007 PRESENTING HINTS ON DEVELOPING USER-FRIENDLY APPLICATIONS, MOLKENTIN EXPLORES TOOLS NEEDED TO CREATE DIALOG BOXES, STEPS TO FOLLOW WHEN DEVELOPING A GUI-BASED APPLICATION, AND HOW TO VISUALIZE DATA USING QT'S "MODEL-VIEW CONCEPT.

JAVA IN 24 HOURS, SAMS TEACH YOURSELF (COVERING JAVA 8) ROGERS CADENHEAD 2014-05-05 SAMS TEACH YOURSELF JAVA IN 24 HOURS, SEVENTH EDITION COVERS JAVA 8 AND ANDROID DEVELOPMENT IN JUST 24 LESSONS OF ONE HOUR OR LESS, YOU CAN LEARN THE

FUNDAMENTALS OF JAVA PROGRAMMING. IN THIS BOOK'S STRAIGHTFORWARD, STEP-BY-STEP APPROACH, EACH LESSON BUILDS ON EVERYTHING THAT'S COME BEFORE, HELPING READERS LEARN JAVA'S CORE FEATURES AND TECHNIQUES FROM THE GROUND UP. FRIENDLY, ACCESSIBLE, AND CONVERSATIONAL, THIS BOOK OFFERS A PRACTICAL GROUNDING IN THE LANGUAGE, WITHOUT EVER BECOMING OVERWHELMING OR INTIMIDATING. FULL-COLOR FIGURES AND CLEAR INSTRUCTIONS VISUALLY SHOW YOU HOW TO PROGRAM WITH JAVA. POPULAR AUTHOR ROGERS CADENHEAD HELPS YOU MASTER THE SKILLS AND TECHNOLOGY YOU NEED TO CREATE DESKTOP AND WEB PROGRAMS, WEB

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SERVICES, AND EVEN AN ANDROID APP IN JAVA. LEARN HOW TO... SET UP YOUR JAVA PROGRAMMING ENVIRONMENT WRITE YOUR FIRST WORKING PROGRAM IN JUST MINUTES CONTROL PROGRAM DECISIONS AND BEHAVIOR STORE AND WORK WITH INFORMATION BUILD STRAIGHTFORWARD USER INTERFACES CREATE INTERACTIVE WEB PROGRAMS USE THREADING TO BUILD MORE RESPONSIVE PROGRAMS READ AND WRITE FILES AND XML DATA MASTER BEST PRACTICES FOR OBJECT-ORIENTED PROGRAMMING CREATE FLEXIBLE, INTEROPERABLE WEB SERVICES WITH JAX-WS USE JAVA TO CREATE AN ANDROID APP EXPAND YOUR SKILLS WITH CLOSURES, THE POWERFUL NEW CAPABILITY INTRODUCED IN JAVA 8 CONTENTS AT A GLANCE PART I: GETTING STARTED 1 BECOMING A PROGRAMMER 2 WRITING YOUR FIRST PROGRAM 3 VACATIONING IN JAVA 4 UNDERSTANDING HOW JAVA PROGRAMS WORK PART II: LEARNING THE BASICS OF PROGRAMMING 5 STORING AND CHANGING INFORMATION IN A PROGRAM 6 USING STRINGS TO COMMUNICATE 7 USING CONDITIONAL TESTS TO MAKE DECISIONS 8 REPEATING AN ACTION WITH LOOPS PART III: WORKING WITH INFORMATION IN NEW WAYS 9 STORING INFORMATION WITH ARRAYS 10 CREATING YOUR FIRST OBJECT 11 DESCRIBING WHAT YOUR OBJECT IS LIKE 12 MAKING THE MOST OF EXISTING OBJECTS PART IV: PROGRAMMING A GRAPHICAL USER INTERFACE 13 BUILDING A SIMPLE USER INTERFACE 14 LAYING OUT A USER

INTERFACE 15 RESPONDING TO USER INPUT 16 BUILDING A COMPLEX USER INTERFACE PART V: MOVING INTO ADVANCED TOPICS 17 STORING OBJECTS IN DATA STRUCTURES 18 HANDLING ERRORS IN A PROGRAM 19 CREATING A THREADED PROGRAM 20 USING INNER CLASSES AND CLOSURES 21 READING AND WRITING FILES 22 CREATING WEB SERVICES WITH JAX-WS 23 CREATING JAVA 2D GRAPHICS 24 WRITING ANDROID APPS APPENDIXES A USING THE NETBEANS INTEGRATED DEVELOPMENT ENVIRONMENT B WHERE TO GO FROM HERE: JAVA RESOURCES C THIS BOOK'S WEBSITE D SETTING UP AN ANDROID DEVELOPMENT ENVIRONMENT

FOUNDATIONS OF QT DEVELOPMENT
JOHAN THELIN 2007-10-18 QT IS ONE OF THE MOST INFLUENTIAL GRAPHICAL TOOLKITS FOR THE LINUX OPERATING SYSTEM AND IS QUICKLY BEING ADOPTED ON OTHER PLATFORMS (WINDOWS, MAC OS) AS WELL. IT IS NECESSARY TO LEARN FOR ALL LINUX PROGRAMMERS. THIS BOOK TAKES THE READER STEP BY STEP THROUGH THE COMPLEXITIES OF QT, LAYING THE GROUNDWORK THAT ALLOWS THE READER TO MAKE THE STEP FROM NOVICE TO PROFESSIONAL. THIS BOOK IS FULL OF REAL WORLD EXAMPLES THAT CAN BE QUICKLY INTEGRATED INTO A DEVELOPER'S PROJECT. WHILE THE READER IS ASSUMED TO BE A BEGINNER AT QT DEVELOPMENT, THEY ARE REQUIRED TO HAVE A WORKING KNOWLEDGE OF C++ PROGRAMMING.

OBJECTIVE-C PHRASEBOOK DAVID

CHISNALL 2011-01-25 OBJECTIVE-C PHRASEBOOK GIVES YOU THE CODE PHRASES YOU NEED TO QUICKLY AND EFFECTIVELY COMPLETE YOUR PROGRAMMING PROJECTS WITH OBJECTIVE-C, ON SYSTEMS INCLUDING IOS AND MAC OS X. CONCISE AND ACCESSIBLE EASY TO CARRY AND EASY TO USE-LETS YOU DITCH ALL THOSE BULKY BOOKS FOR ONE PORTABLE POCKET GUIDE FLEXIBLE AND FUNCTIONAL PACKED WITH MORE THAN 100 CUSTOMIZABLE CODE SNIPPETS-SO YOU CAN READILY CODE ELEGANT OBJECTIVE-C IN JUST ABOUT ANY SITUATION

LEARNING ANGULARJS BRAD DAYLEY 2014-11-28 LEARNING ANGULARJS GET STARTED WITH ANGULARJS WEB DEVELOPMENT FAST ANGULARJS IS ONE OF THE MOST EXCITING AND INNOVATIVE NEW TECHNOLOGIES EMERGING IN THE WORLD OF WEB DEVELOPMENT. DESIGNED TO SIMPLIFY THE DEVELOPMENT AND TESTING OF WEB APPLICATIONS, IT ALSO PROVIDES STRUCTURE FOR THE ENTIRE DEVELOPMENT PROCESS. WEBSITES ARE NO LONGER SIMPLE STATIC CONTENT-INSTEAD, WEBSITES HAVE BECOME MUCH MORE DYNAMIC, WITH A SINGLE PAGE OFTEN SERVING AS THE ENTIRE SITE OR APPLICATION. AND ANGULARJS ALLOWS WEB DEVELOPERS TO BUILD THE NECESSARY PROGRAMMING LOGIC FOR SUCH APPLICATIONS DIRECTLY INTO A WEB PAGE, BINDING THE DATA MODEL FOR THE CLIENT WEB APPLICATION TO BACKEND SERVICES AND DATABASES. ANGULARJS ALSO

ALLOWS THE EXTENSION OF HTML SO THAT THE UI DESIGN LOGIC CAN BE EXPRESSED EASILY IN AN HTML TEMPLATE FILE. LEARNING ANGULARJS SHOWS YOU HOW TO CREATE POWERFUL, INTERACTIVE WEB APPLICATIONS THAT HAVE A WELL-STRUCTURED, REUSABLE CODE BASE THAT WILL BE EASY TO MAINTAIN. YOU'LL ALSO LEARN HOW TO LEVERAGE ANGULARJS'S INNOVATIVE MVC APPROACH TO IMPLEMENT WELL-DESIGNED AND WELL-STRUCTURED WEB PAGES AND WEB APPLICATIONS. UNDERSTAND HOW ANGULARJS IS ORGANIZED AND LEARN BEST PRACTICES FOR DESIGNING ANGULARJS APPLICATIONS FIND OUT HOW TO DEFINE MODULES AND UTILIZE DEPENDENCY INJECTION QUICKLY BUILD ANGULARJS TEMPLATES WITH BUILT-IN DIRECTIVES THAT ENHANCE THE USER EXPERIENCE BIND UI ELEMENTS TO YOUR DATA MODEL, SO CHANGES TO YOUR MODEL AND UI OCCUR AUTOMATICALLY IN TANDEM DEFINE CUSTOM ANGULARJS DIRECTIVES THAT EXTEND HTML IMPLEMENT ZOOMABLE IMAGES, EXPANDABLE LISTS, AND OTHER RICH UI COMPONENTS IMPLEMENT CLIENT-SIDE SERVICES THAT INTERACT WITH WEB SERVERS BUILD DYNAMIC BROWSER VIEWS TO PROVIDE EVEN RICHER USER INTERACTION CREATE CUSTOM SERVICES YOU CAN EASILY REUSE DESIGN UNIT AND END-TO-END TESTS FOR ANGULARJS APPLICATIONS CONTENTS AT A GLANCE 1 JUMPING INTO JAVASCRIPT SETTING UP A JAVASCRIPT DEVELOPMENT

ENVIRONMENT USING NODEJS DEFINING VARIABLES UNDERSTANDING JAVASCRIPT DATA TYPES USING OPERATORS IMPLEMENTING LOOPING CREATING FUNCTIONS UNDERSTANDING VARIABLE SCOPE USING JAVASCRIPT OBJECTS MANIPULATING STRINGS WORKING WITH ARRAYS ADDING ERROR HANDLING 2 GETTING STARTED WITH ANGULARJS WHY ANGULARJS? UNDERSTANDING ANGULARJS AN OVERVIEW OF THE ANGULARJS LIFE CYCLE SEPARATION OF RESPONSIBILITIES INTEGRATING ANGULARJS WITH EXISTING JAVASCRIPT AND JQUERY ADDING ANGULARJS TO YOUR ENVIRONMENT BOOTSTRAPPING ANGULARJS IN AN HTML DOCUMENT USING THE GLOBAL APIS CREATING A BASIC ANGULARJS APPLICATION USING JQUERY OR JQUERY LITE IN ANGULARJS APPLICATIONS 3 UNDERSTANDING ANGULARJS APPLICATION DYNAMICS LOOKING AT MODULES AND DEPENDENCY INJECTION DEFINING AN ANGULARJS MODULE OBJECT CREATING PROVIDERS IN ANGULARJS MODULES IMPLEMENTING PROVIDERS AND DEPENDENCY INJECTION APPLYING CONFIGURATION AND RUN BLOCKS TO MODULES 4 IMPLEMENTING THE SCOPE AS A DATA MODEL UNDERSTANDING SCOPES IMPLEMENTING SCOPE HIERARCHY 5 USING ANGULARJS TEMPLATES TO CREATE VIEWS UNDERSTANDING TEMPLATES USING EXPRESSIONS USING FILTERS CREATING CUSTOM FILTERS 6 IMPLEMENTING DIRECTIVES IN ANGULARJS VIEWS UNDERSTANDING

DIRECTIVES USING BUILT-IN DIRECTIVES 7 CREATING YOUR OWN CUSTOM DIRECTIVES TO EXTEND HTML UNDERSTANDING CUSTOM DIRECTIVE DEFINITIONS IMPLEMENTING CUSTOM DIRECTIVES 8 USING EVENTS TO INTERACT WITH DATA IN THE MODEL BROWSER EVENTS USER INTERACTION EVENTS ADDING \$WATCHES TO TRACK SCOPE CHANGE EVENTS EMITTING AND BROADCASTING CUSTOM EVENTS 9 IMPLEMENTING ANGULARJS SERVICES IN WEB APPLICATIONS UNDERSTANDING ANGULARJS SERVICES USING THE BUILT-IN SERVICES USING THE \$Q SERVICE TO PROVIDE DEFERRED RESPONSES 10 CREATING YOUR OWN CUSTOM ANGULARJS SERVICES UNDERSTANDING CUSTOM ANGULARJS SERVICES INTEGRATING CUSTOM SERVICES INTO YOUR ANGULARJS APPLICATIONS 11 CREATING RICH WEB APPLICATION COMPONENTS THE ANGULARJS WAY BUILDING A TABBED VIEW IMPLEMENTING DRAGGABLE AND DROPPABLE ELEMENTS 204 ADDING A ZOOM VIEW FIELD TO IMAGES IMPLEMENTING EXPANDABLE AND COLLAPSIBLE ELEMENTS ADDING STAR RATINGS TO ELEMENTS A TESTING ANGULARJS APPLICATIONS DECIDING ON A TESTING PLATFORM UNDERSTANDING ANGULARJS UNIT TESTS UNDERSTANDING ANGULARJS END-TO-END TESTING

THE PYTHON 3 STANDARD LIBRARY BY EXAMPLE DOUG HELLMANN
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CODES, OR PRINT SUPPLEMENTS THAT MAY COME PACKAGED WITH THE BOUND BOOK. MASTER THE POWERFUL PYTHON 3 STANDARD LIBRARY THROUGH REAL CODE EXAMPLES “THE GENIUS OF DOUG’S APPROACH IS THAT WITH 15 MINUTES PER WEEK, ANY MOTIVATED PROGRAMMER CAN LEARN THE PYTHON STANDARD LIBRARY. DOUG’S GUIDED TOUR WILL HELP YOU FLIP THE SWITCH TO FULLY POWER-UP PYTHON’S BATTERIES.” –RAYMOND HETTINGER, DISTINGUISHED PYTHON CORE DEVELOPER THE PYTHON 3 STANDARD LIBRARY CONTAINS HUNDREDS OF MODULES FOR INTERACTING WITH THE OPERATING SYSTEM, INTERPRETER, AND INTERNET—ALL EXTENSIVELY TESTED AND READY TO JUMP-START APPLICATION DEVELOPMENT. NOW, PYTHON EXPERT DOUG HELLMANN INTRODUCES EVERY MAJOR AREA OF THE PYTHON 3.X LIBRARY THROUGH CONCISE SOURCE CODE AND OUTPUT EXAMPLES. HELLMANN’S EXAMPLES FULLY DEMONSTRATE EACH FEATURE AND ARE DESIGNED FOR EASY LEARNING AND REUSE. YOU’LL FIND PRACTICAL CODE FOR WORKING WITH TEXT, DATA STRUCTURES, ALGORITHMS, DATES/TIMES, MATH, THE FILE SYSTEM, PERSISTENCE, DATA EXCHANGE, COMPRESSION, ARCHIVING, CRYPTO, PROCESSES/THREADS, NETWORKING, INTERNET CAPABILITIES, EMAIL, DEVELOPER AND LANGUAGE TOOLS, THE RUNTIME, PACKAGES, AND MORE. EACH SECTION FULLY COVERS ONE MODULE, WITH LINKS TO ADDITIONAL RESOURCES, MAKING THIS BOOK AN

IDEAL TUTORIAL AND REFERENCE. THE PYTHON 3 STANDARD LIBRARY BY EXAMPLE INTRODUCES PYTHON 3.X’S NEW LIBRARIES, SIGNIFICANT FUNCTIONALITY CHANGES, AND NEW LAYOUT AND NAMING CONVENTIONS. HELLMANN ALSO PROVIDES EXPERT PORTING GUIDANCE FOR MOVING CODE FROM 2.X PYTHON STANDARD LIBRARY MODULES TO THEIR PYTHON 3.X EQUIVALENTS. MANIPULATE TEXT WITH STRING, TEXTWRAP, RE (REGULAR EXPRESSIONS), AND DIFFLIB USE DATA STRUCTURES: ENUM, COLLECTIONS, ARRAY, HEAPQ, QUEUE, STRUCT, COPY, AND MORE IMPLEMENT ALGORITHMS ELEGANTLY AND CONCISELY WITH FUNCTOOLS, ITERTOOLS, AND CONTEXTLIB HANDLE DATES/TIMES AND ADVANCED MATHEMATICAL TASKS ARCHIVE AND DATA COMPRESSION UNDERSTAND DATA EXCHANGE AND PERSISTENCE, INCLUDING JSON, DBM, AND SQLITE SIGN AND VERIFY MESSAGES CRYPTOGRAPHICALLY MANAGE CONCURRENT OPERATIONS WITH PROCESSES AND THREADS TEST, DEBUG, COMPILER, PROFILE, LANGUAGE, IMPORT, AND PACKAGE TOOLS CONTROL INTERACTION AT RUNTIME WITH INTERPRETERS OR THE ENVIRONMENT

ELOQUENT RUBY RUSS OLSEN
2011-02-07 IT’S EASY TO WRITE CORRECT RUBY CODE, BUT TO GAIN THE FLUENCY NEEDED TO WRITE GREAT RUBY CODE, YOU MUST GO BEYOND SYNTAX AND ABSORB THE “RUBY WAY” OF THINKING AND PROBLEM SOLVING. IN *ELOQUENT RUBY*, RUSS OLSEN HELPS YOU WRITE RUBY LIKE TRUE RUBYISTS.

DO-SO YOU CAN LEVERAGE ITS IMMENSE, SURPRISING POWER. OLSEN DRAWS ON YEARS OF EXPERIENCE INTERNALIZING THE RUBY CULTURE AND TEACHING RUBY TO OTHER PROGRAMMERS. HE GUIDES YOU TO THE “AH HA!” MOMENTS WHEN IT SUDDENLY BECOMES CLEAR WHY RUBY WORKS THE WAY IT DOES, AND HOW YOU CAN TAKE ADVANTAGE OF THIS LANGUAGE’S ELEGANCE AND EXPRESSIVENESS. ELOQUENT RUBY STARTS SMALL, ANSWERING TACTICAL QUESTIONS FOCUSED ON A SINGLE STATEMENT, METHOD, TEST, OR BUG. YOU’LL LEARN HOW TO WRITE CODE THAT ACTUALLY LOOKS LIKE RUBY (NOT JAVA OR C#); WHY RUBY HAS SO MANY CONTROL STRUCTURES; HOW TO USE STRINGS, EXPRESSIONS, AND SYMBOLS; AND WHAT DYNAMIC TYPING IS REALLY GOOD FOR. NEXT, THE BOOK ADDRESSES BIGGER QUESTIONS RELATED TO BUILDING METHODS AND CLASSES. YOU’LL DISCOVER WHY RUBY CLASSES CONTAIN SO MANY TINY METHODS, WHEN TO USE OPERATOR OVERLOADING, AND WHEN TO AVOID IT. OLSEN EXPLAINS HOW TO WRITE RUBY CODE THAT WRITES ITS OWN CODE-AND WHY YOU’LL WANT TO. HE CONCLUDES WITH POWERFUL PROJECT-LEVEL FEATURES AND TECHNIQUES RANGING FROM GEMS TO DOMAIN SPECIFIC LANGUAGES. A PART OF THE RENOWNED ADDISON-WESLEY PROFESSIONAL RUBY SERIES, ELOQUENT RUBY WILL HELP YOU “PUT ON YOUR RUBY-COLORED GLASSES” AND GET RESULTS THAT MAKE YOU A

TRUE BELIEVER.

CLOUD NATIVE GO KEVIN HOFFMAN 2016-12-05 THE COMPLETE GUIDE TO BUILDING CLOUD-BASED SERVICES CLOUD NATIVE GO SHOWS DEVELOPERS HOW TO BUILD MASSIVE CLOUD APPLICATIONS THAT MEET THE INSATIABLE DEMANDS OF TODAY’S CUSTOMERS, AND WILL DYNAMICALLY SCALE TO HANDLE VIRTUALLY ANY VOLUME OF DATA, TRAFFIC, OR USERS. KEVIN HOFFMAN AND DAN NEMETH DESCRIBE THE MODERN CLOUD-NATIVE APPLICATION IN DETAIL, ILLUMINATING FACTORS, DISCIPLINES, AND HABITS ASSOCIATED WITH RAPID, RELIABLE CLOUD-NATIVE DEVELOPMENT. THEY ALSO INTRODUCE GO, A “SIMPLY ELEGANT” HIGH-PERFORMANCE LANGUAGE THAT IS ESPECIALLY WELL-SUITED FOR CLOUD DEVELOPMENT. YOU’LL WALK THROUGH CREATING MICROSERVICES IN GO, ADDING FRONT-END WEB COMPONENTS USING REACTJS AND FLUX, AND MASTERING ADVANCED GO-BASED CLOUD-NATIVE TECHNIQUES. HOFFMAN AND NEMETH SHOW HOW TO BUILD A CONTINUOUS DELIVERY PIPELINE WITH TOOLS LIKE WERCKER, DOCKER, AND DOCKERHUB; AUTOMATICALLY PUSH APPS TO LEADING PLATFORMS; AND SYSTEMATICALLY MONITOR APP PERFORMANCE IN PRODUCTION. LEARN “THE WAY OF THE CLOUD”: WHY DEVELOPING GOOD CLOUD SOFTWARE IS FUNDAMENTALLY ABOUT MINDSET AND DISCIPLINE DISCOVER WHY GO IS IDEAL FOR CLOUD-NATIVE MICROSERVICES DEVELOPMENT PLAN CLOUD APPS THAT SUPPORT CONTINUOUS DELIVERY AND

DEPLOYMENT DESIGN SERVICE ECOSYSTEMS, AND THEN BUILD THEM IN A TEST-FIRST MANNER PUSH WORK-IN-PROGRESS TO A CLOUD USE EVENT SOURCING AND CQRS PATTERNS TO REACT AND RESPOND TO ENORMOUS VOLUME AND THROUGHPUT SECURE CLOUD-BASED WEB APPLICATIONS: DO'S, DON'TS, AND OPTIONS CREATE REACTIVE APPLICATIONS IN THE CLOUD WITH THIRD-PARTY MESSAGING PROVIDERS BUILD MASSIVE-SCALE, CLOUD-FRIENDLY GUIs WITH REACT AND FLUX MONITOR DYNAMIC SCALING, FAILOVER, AND FAULT TOLERANCE IN THE CLOUD

SAMS TEACH YOURSELF JAVA IN 24 HOURS ROGERS CADENHEAD

2011-10-21 OFFERS AN UPDATED TUTORIAL FOR BEGINNERS EXPLAINING HOW TO USE JAVA TO CREATE DESKTOP AND WEB PROGRAMS, APPLICATIONS, AND WEB SERVICES. C++ PRIMER PLUS STEPHEN PRATA 2004-11-15 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:

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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. PYTHON PHRASEBOOK BRAD DAYLEY 2006 A POCKET GUIDE JAM-PACKED WITH IMMEDIATELY USEFUL AND ESSENTIAL CODE PHRASES FOR THE PYTHON DEVELOPER'S EVERYDAY USE! PYTHON COOKBOOK DAVID BEAZLEY 2013-05-10 IF YOU NEED HELP WRITING PROGRAMS IN PYTHON 3, OR WANT TO UPDATE OLDER PYTHON 2 CODE, THIS BOOK IS JUST THE TICKET. PACKED WITH PRACTICAL RECIPES WRITTEN AND TESTED WITH PYTHON 3.3, THIS UNIQUE COOKBOOK IS FOR EXPERIENCED PYTHON PROGRAMMERS WHO WANT TO FOCUS ON MODERN TOOLS AND IDIOMS. INSIDE, YOU'LL FIND COMPLETE RECIPES FOR MORE THAN A DOZEN TOPICS, COVERING THE CORE PYTHON LANGUAGE AS WELL AS TASKS COMMON TO A WIDE VARIETY OF APPLICATION DOMAINS. EACH RECIPE CONTAINS CODE SAMPLES YOU CAN USE IN YOUR PROJECTS RIGHT AWAY, ALONG WITH A DISCUSSION ABOUT HOW AND WHY THE SOLUTION WORKS. TOPICS

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INCLUDE: DATA STRUCTURES AND ALGORITHMS STRINGS AND TEXT NUMBERS, DATES, AND TIMES ITERATORS AND GENERATORS FILES AND I/O DATA ENCODING AND PROCESSING FUNCTIONS CLASSES AND OBJECTS METAPROGRAMMING MODULES AND PACKAGES NETWORK AND WEB PROGRAMMING CONCURRENCY UTILITY SCRIPTING AND SYSTEM ADMINISTRATION TESTING, DEBUGGING, AND EXCEPTIONS C EXTENSIONS EFFECTIVE OBJECTIVE-C 2.0 MATT GALLOWAY 2013-05-17 WRITE TRULY GREAT IOS AND OS X CODE WITH OBJECTIVE-C 2.0! EFFECTIVE OBJECTIVE-C 2.0 WILL HELP YOU HARNESS ALL OF OBJECTIVE-C'S EXPRESSIVE POWER TO WRITE OS X OR IOS CODE THAT WORKS SUPERBLY WELL IN PRODUCTION ENVIRONMENTS. USING THE CONCISE, SCENARIO-DRIVEN STYLE PIONEERED IN SCOTT MEYERS' BEST-SELLING EFFECTIVE C++, MATT GALLOWAY BRINGS TOGETHER 52 OBJECTIVE-C BEST PRACTICES, TIPS, SHORTCUTS, AND REALISTIC CODE EXAMPLES THAT ARE AVAILABLE NOWHERE ELSE. THROUGH REAL-WORLD EXAMPLES, GALLOWAY UNCOVERS LITTLE-KNOWN OBJECTIVE-C QUIRKS, PITFALLS, AND INTRICACIES THAT POWERFULLY IMPACT CODE BEHAVIOR AND PERFORMANCE. YOU'LL LEARN HOW TO CHOOSE THE MOST EFFICIENT AND EFFECTIVE WAY TO ACCOMPLISH KEY TASKS WHEN MULTIPLE OPTIONS EXIST, AND HOW TO WRITE CODE THAT'S EASIER TO UNDERSTAND, MAINTAIN, AND IMPROVE. GALLOWAY GOES FAR

BEYOND THE CORE LANGUAGE, HELPING YOU INTEGRATE AND LEVERAGE KEY FOUNDATION FRAMEWORK CLASSES AND MODERN SYSTEM LIBRARIES, SUCH AS GRAND CENTRAL DISPATCH. COVERAGE INCLUDES OPTIMIZING INTERACTIONS AND RELATIONSHIPS BETWEEN OBJECTIVE-C OBJECTS MASTERING INTERFACE AND API DESIGN: WRITING CLASSES THAT FEEL "RIGHT AT HOME" USING PROTOCOLS AND CATEGORIES TO WRITE MAINTAINABLE, BUG-RESISTANT CODE AVOIDING MEMORY LEAKS THAT CAN STILL OCCUR EVEN WITH AUTOMATIC REFERENCE COUNTING (ARC) WRITING MODULAR, POWERFUL CODE WITH BLOCKS AND GRAND CENTRAL DISPATCH LEVERAGING DIFFERENCES BETWEEN OBJECTIVE-C PROTOCOLS AND MULTIPLE INHERITANCE IN OTHER LANGUAGES IMPROVING CODE BY MORE EFFECTIVELY USING ARRAYS, DICTIONARIES, AND SETS UNCOVERING SURPRISING POWER IN THE COCOA AND COCOA TOUCH FRAMEWORKS NODEJS, MONGODB, AND ANGULARJS WEB DEVELOPMENT BRAD DAYLEY 2014-06-05 THE DEFINITIVE GUIDE TO BUILDING JAVASCRIPT-BASED WEB APPLICATIONS FROM SERVER TO BROWSER NODEJS, MONGODB, AND ANGULARJS ARE THREE NEW WEB DEVELOPMENT TECHNOLOGIES THAT TOGETHER PROVIDE AN EASY TO IMPLEMENT, FULLY INTEGRATED WEB DEVELOPMENT STACK. NODEJS IS A LEADING SERVER-SIDE PROGRAMMING ENVIRONMENT, MONGODB IS THE MOST POPULAR NOSQL DATABASE, AND ANGULARJS IS QUICKLY BECOMING THE

LEADING FRAMEWORK FOR MVC-BASED FRONT-END DEVELOPMENT. TOGETHER THEY ALLOW WEB PROGRAMMERS TO CREATE HIGH-PERFORMANCE SITES AND APPLICATIONS BUILT COMPLETELY IN JAVASCRIPT, FROM SERVER TO CLIENT. NODE.JS, MONGODB AND ANGULARJS WEB DEVELOPMENT IS A COMPLETE GUIDE FOR WEB PROGRAMMERS WHO WANT TO INTEGRATE THESE THREE TECHNOLOGIES INTO FULL WORKING SOLUTIONS. IT BEGINS WITH CONCISE, CRYSTAL-CLEAR TUTORIALS ON EACH OF THE THREE TECHNOLOGIES AND THEN QUICKLY MOVES ON TO BUILDING SEVERAL COMMON WEB APPLICATIONS. READERS WILL LEARN HOW TO USE NODE.JS AND MONGODB TO BUILD MORE SCALABLE, HIGH-PERFORMANCE SITES, HOW TO LEVERAGE ANGULARJS'S INNOVATIVE MVC APPROACH TO STRUCTURE MORE EFFECTIVE PAGES AND APPLICATIONS, AND HOW TO USE ALL THREE TOGETHER TO DELIVER OUTSTANDING NEXT-GENERATION WEB SOLUTIONS.

RAPID GUI PROGRAMMING WITH PYTHON AND QT MARK SUMMERFIELD 2007-10-18 WHETHER YOU'RE BUILDING GUI PROTOTYPES OR FULL-FLEDGED CROSS-PLATFORM GUI APPLICATIONS WITH NATIVE LOOK-AND-FEEL, PYQT 4 IS YOUR FASTEST, EASIEST, MOST POWERFUL SOLUTION. QT EXPERT MARK SUMMERFIELD HAS WRITTEN THE DEFINITIVE BEST-PRACTICE GUIDE TO PYQT 4 DEVELOPMENT. WITH RAPID GUI PROGRAMMING WITH PYTHON AND QT YOU'LL LEARN HOW TO BUILD EFFICIENT GUI APPLICATIONS

THAT RUN ON ALL MAJOR OPERATING SYSTEMS, INCLUDING WINDOWS, MAC OS X, LINUX, AND MANY VERSIONS OF UNIX, USING THE SAME SOURCE CODE FOR ALL OF THEM. SUMMERFIELD SYSTEMATICALLY INTRODUCES EVERY CORE GUI DEVELOPMENT TECHNIQUE: FROM DIALOGS AND WINDOWS TO DATA HANDLING; FROM EVENTS TO PRINTING; AND MORE. THROUGH THE BOOK'S REALISTIC EXAMPLES YOU'LL DISCOVER A COMPLETELY NEW PYQT 4-BASED PROGRAMMING APPROACH, AS WELL AS COVERAGE OF MANY NEW TOPICS, FROM PYQT 4'S RICH TEXT ENGINE TO ADVANCED MODEL/VIEW AND GRAPHICS/VIEW PROGRAMMING. EVERY KEY CONCEPT IS ILLUMINATED WITH REALISTIC, DOWNLOADABLE EXAMPLES—ALL TESTED ON WINDOWS, MAC OS X, AND LINUX WITH PYTHON 2.5, QT 4.2, AND PYQT 4.2, AND ON WINDOWS AND LINUX WITH QT 4.3 AND PYQT 4.3.

MASTERING GO MIHALIS TSOUKALOS 2019-08-29 PUBLISHER'S NOTE: THIS EDITION FROM 2019 IS OUTDATED AND IS NOT COMPATIBLE WITH THE LATEST VERSION OF GO. A NEW THIRD EDITION, UPDATED FOR 2021 AND FEATURING THE LATEST IN GO PROGRAMMING, HAS NOW BEEN PUBLISHED. KEY FEATURES • SECOND EDITION OF THE BESTSELLING GUIDE TO ADVANCED GO PROGRAMMING, EXPANDED TO COVER MACHINE LEARNING, MORE GO PACKAGES AND A RANGE OF MODERN DEVELOPMENT TECHNIQUES • COMPLETES THE GO DEVELOPER'S EDUCATION WITH REAL-

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WORLD GUIDES TO BUILDING HIGH-PERFORMANCE PRODUCTION SYSTEMS • PACKED WITH PRACTICAL EXAMPLES AND PATTERNS TO APPLY TO YOUR OWN DEVELOPMENT WORK • CLEARLY EXPLAINS GO NUANCES AND FEATURES TO REMOVE THE FRUSTRATION FROM GO DEVELOPMENT BOOK DESCRIPTION OFTEN REFERRED TO (INCORRECTLY) AS GOLANG, GO IS THE HIGH-PERFORMANCE SYSTEMS LANGUAGE OF THE FUTURE. MASTERING Go, SECOND EDITION HELPS YOU BECOME A PRODUCTIVE EXPERT GO PROGRAMMER, BUILDING AND IMPROVING ON THE GROUNDBREAKING FIRST EDITION. MASTERING Go, SECOND EDITION SHOWS HOW TO PUT Go TO WORK ON REAL PRODUCTION SYSTEMS. FOR PROGRAMMERS WHO ALREADY KNOW THE Go LANGUAGE BASICS, THIS BOOK PROVIDES EXAMPLES, PATTERNS, AND CLEAR EXPLANATIONS TO HELP YOU DEEPLY UNDERSTAND Go'S CAPABILITIES AND APPLY THEM IN YOUR PROGRAMMING WORK. THE BOOK COVERS THE NUANCES OF Go, WITH IN-DEPTH GUIDES ON TYPES AND STRUCTURES, PACKAGES, CONCURRENCY, NETWORK PROGRAMMING, COMPILER DESIGN, OPTIMIZATION, AND MORE. EACH CHAPTER ENDS WITH EXERCISES AND RESOURCES TO FULLY EMBED YOUR NEW KNOWLEDGE. THIS SECOND EDITION INCLUDES A COMPLETELY NEW CHAPTER ON MACHINE LEARNING IN Go, GUIDING YOU FROM THE FOUNDATION STATISTICS TECHNIQUES THROUGH SIMPLE REGRESSION AND CLUSTERING TO CLASSIFICATION, NEURAL NETWORKS, AND ANOMALY DETECTION. OTHER

CHAPTERS ARE EXPANDED TO COVER USING Go WITH DOCKER AND KUBERNETES, GIT, WEBASSEMBLY, JSON, AND MORE. IF YOU TAKE THE Go PROGRAMMING LANGUAGE SERIOUSLY, THE SECOND EDITION OF THIS BOOK IS AN ESSENTIAL GUIDE ON EXPERT TECHNIQUES. WHAT YOU WILL LEARN • CLEAR GUIDANCE ON USING Go FOR PRODUCTION SYSTEMS • DETAILED EXPLANATIONS OF HOW Go INTERNALS WORK, THE DESIGN CHOICES BEHIND THE LANGUAGE, AND HOW TO OPTIMIZE YOUR Go CODE • A FULL GUIDE TO ALL Go DATA TYPES, COMPOSITE TYPES, AND DATA STRUCTURES • MASTER PACKAGES, REFLECTION, AND INTERFACES FOR EFFECTIVE Go PROGRAMMING • BUILD HIGH-PERFORMANCE SYSTEMS NETWORKING CODE, INCLUDING SERVER AND CLIENT-SIDE APPLICATIONS • INTERFACE WITH OTHER SYSTEMS USING WEBASSEMBLY, JSON, AND GRPC • WRITE RELIABLE, HIGH-PERFORMANCE CONCURRENT CODE • BUILD MACHINE LEARNING SYSTEMS IN Go, FROM SIMPLE STATISTICAL REGRESSION TO COMPLEX NEURAL NETWORKS WHO THIS BOOK IS FOR MASTERING Go, SECOND EDITION IS FOR Go PROGRAMMERS WHO ALREADY KNOW THE LANGUAGE BASICS, AND WANT TO BECOME EXPERT Go PRACTITIONERS. TABLE OF CONTENTS • Go AND THE OPERATING SYSTEM • UNDERSTANDING Go INTERNALS • WORKING WITH BASIC Go DATA TYPES • THE USES OF COMPOSITE TYPES • HOW TO ENHANCE Go CODE WITH DATA STRUCTURES • WHAT

YOU MIGHT NOT KNOW ABOUT GO PACKAGES AND FUNCTIONS • REFLECTION AND INTERFACES FOR ALL SEASONS • TELLING A UNIX SYSTEM WHAT TO DO • CONCURRENCY IN GO: GOROUTINES, CHANNELS, AND PIPELINES • CONCURRENCY IN GO: ADVANCED TOPICS • CODE TESTING, OPTIMIZATION, AND PROFILING • THE FOUNDATIONS OF NETWORK PROGRAMMING IN GO • NETWORK PROGRAMMING: BUILDING YOUR OWN SERVERS AND CLIENTS • MACHINE LEARNING IN GO REVIEW "MASTERING GO - SECOND EDITION IS A MUST-READ FOR DEVELOPERS WANTING TO EXPAND THEIR KNOWLEDGE OF THE LANGUAGE OR WANTING TO PICK IT UP FROM SCRATCH" -- ALEX ELLIS - FOUNDER OF OPENFAAS LTD, CNCF AMBASSADOR

PHP AND MYSQL WEB DEVELOPMENT
LUKE WELLING 2003 EXPLAINS HOW TO ACCESS AND CREATE MYSQL DATABASES THROUGH PHP SCRIPTING, INCLUDING AUTHENTICATION, NETWORK CONNECTIVITY, SESSION MANAGEMENT, AND CONTENT CUSTOMIZATION.

APPLIED JAVA PATTERNS STEPHEN STELTING 2002 SUN MICROSYSTEMS EXPERTS STELTING AND MAASSEN DESCRIBE HOW DESIGN PATTERNS CAN BE APPLIED EFFECTIVELY TO THE JAVA PLATFORM AND PRESENT PROVEN TECHNIQUES FOR ALL TYPES OF PATTERNS, FROM SYSTEM ARCHITECTURE TO SINGLE CLASSES.

APPLIED JAVA PATTERNS FEATURES A PATTERN CATALOG ORGANIZED INTO FOUR MAJOR CATEGORIES - THE CREATIONAL, STRUCTURAL,

BEHAVIORAL, AND SYSTEM PATTERNS. IN ADDITION, THE AUTHORS IDENTIFY PATTERNS IN THE CORE JAVA APIS AND PRESENT TECHNIQUES FOR PATTERN USE IN DISTRIBUTED DEVELOPMENT.

EXPERT DELPHI PAWEŁ GŁOWACKI 2017-06-30 BECOME A DEVELOPER SUPERHERO AND BUILD STUNNING CROSS-PLATFORM APPS WITH DELPHI ABOUT THIS BOOK A ONE-STOP GUIDE ON DELPHI TO HELP YOU BUILD CROSS-PLATFORM APPS THIS BOOK COVERS IMPORTANT CONCEPTS SUCH AS THE FIREMONKEY LIBRARY, SHOWS YOU HOW TO INTERACT WITH THE INTERNET OF THINGS, AND ENABLES YOU TO INTEGRATE WITH CLOUD SERVICES THE CODE IS EXPLAINED IN DETAIL WITH OBSERVATIONS ON HOW TO CREATE NATIVE APPS FOR IOS AND ANDROID WITH A SINGLE CODE BASE WHO THIS BOOK IS FOR IF YOU WANT TO CREATE STUNNING APPLICATIONS FOR MOBILE, DESKTOP, THE CLOUD, AND THE INTERNET OF THINGS, THEN THIS BOOK IS FOR YOU. THIS BOOK IS FOR DEVELOPERS WHO WOULD LIKE TO BUILD NATIVE CROSS-PLATFORM APPS WITH A SINGLE CODEBASE FOR IOS AND ANDROID. A BASIC KNOWLEDGE OF DELPHI IS ASSUMED, ALTHOUGH WE DO COVER A PRIMER ON THE LANGUAGE. WHAT YOU WILL LEARN UNDERSTAND THE BASICS OF DELPHI AND THE FIREMONKEY APPLICATION PLATFORM AS WELL AS THE SPECIFICS OF ANDROID AND IOS PLATFORMS COMPLETE COMPLEX APPS QUICKLY WITH ACCESS TO PLATFORM FEATURES AND APIS USING A SINGLE, EASY-TO-MAINTAIN

CODE BASE WORK WITH LOCAL DATA SOURCES, INCLUDING EMBEDDED SQL DATABASES, REST SERVERS, AND BACKEND-AS-A-SERVICE PROVIDERS TAKE FULL ADVANTAGE OF MOBILE HARDWARE CAPABILITIES BY WORKING WITH SENSORS AND INTERNET OF THINGS GADGETS AND DEVICES INTEGRATE WITH CLOUD SERVICES AND DATA USING REST APIS AND SCALABLE MULTI-TIER FRAMEWORKS FOR OUTSTANDING MULTI-USER AND SOCIAL EXPERIENCE ARCHITECT AND DEPLOY POWERFUL MOBILE BACK-END SERVICES AND GET SUPER-PRODUCTIVE BY LEVERAGING DELPHI IDE AGILE FUNCTIONALITY GET TO KNOW THE BEST PRACTICES FOR WRITING A HIGH-QUALITY, RELIABLE, AND MAINTAINABLE CODEBASE IN THE DELPHI OBJECT PASCAL LANGUAGE IN DETAIL DELPHI IS THE MOST POWERFUL OBJECT PASCAL IDE AND COMPONENT LIBRARY FOR CROSS-PLATFORM NATIVE APP DEVELOPMENT. IT ENABLES BUILDING NATIVELY COMPILED, BLAZINGLY FAST APPS FOR ALL MAJOR PLATFORMS INCLUDING ANDROID, IOS, WINDOWS, MAC, AND LINUX. IF YOU WANT TO BUILD SERVER-SIDE APPLICATIONS, CREATE WEB SERVICES, AND HAVE CLEAR GUIs FOR YOUR PROJECT, THEN THIS BOOK IS FOR YOU. THE BOOK BEGINS WITH A BASIC PRIMER ON DELPHI HELPING YOU GET ACCUSTOMED TO THE IDE AND THE OBJECT PASCAL LANGUAGE AND WILL THEN QUICKLY MOVE ON TO ADVANCED-LEVEL CONCEPTS. THROUGH THIS BOOK, WE'LL HELP YOU UNDERSTAND THE

ARCHITECTURE OF APPLICATIONS AND WILL TEACH YOU THE IMPORTANT CONCEPTS OF THE FIREMONKEY LIBRARY, SHOW YOU HOW TO BUILD SERVER-SIDE SERVICES, AND ENABLE YOU TO INTERACT WITH THE INTERNET OF THINGS. TOWARDS THE END, YOU WILL LEARN TO INTEGRATE YOUR APP WITH VARIOUS WEB SERVICES AND DEPLOY THEM. BY THE END OF THE BOOK, YOU WILL BE ABLE TO BUILD POWERFUL, CROSS-PLATFORM, NATIVE APPS FOR IOS AND ANDROID WITH A SINGLE CODE BASE. STYLE AND APPROACH THIS BOOK WILL HELP YOU BUILD CROSS-PLATFORM MOBILE APPS WITH DELPHI USING A STEP-BY-STEP APPROACH.

Rust in Action TIM McNAMARA
2021-09-07 RUST IN ACTION IS A HANDS-ON GUIDE TO SYSTEMS PROGRAMMING WITH RUST. WRITTEN FOR INQUISITIVE PROGRAMMERS, IT PRESENTS REAL-WORLD USE CASES THAT GO FAR BEYOND SYNTAX AND STRUCTURE. SUMMARY RUST IN ACTION INTRODUCES THE RUST PROGRAMMING LANGUAGE BY EXPLORING NUMEROUS SYSTEMS PROGRAMMING CONCEPTS AND TECHNIQUES. YOU'LL BE LEARNING RUST BY DELVING INTO HOW COMPUTERS WORK UNDER THE HOOD. YOU'LL FIND YOURSELF PLAYING WITH PERSISTENT STORAGE, MEMORY, NETWORKING AND EVEN TINKERING WITH CPU INSTRUCTIONS. THE BOOK TAKES YOU THROUGH USING RUST TO EXTEND OTHER APPLICATIONS AND TEACHES YOU TRICKS TO WRITE BLINDINGLY FAST CODE. YOU'LL ALSO DISCOVER

PARALLEL AND CONCURRENT PROGRAMMING. FILLED TO THE BRIM WITH REAL-LIFE USE CASES AND SCENARIOS, YOU'LL GO BEYOND THE RUST SYNTAX AND SEE WHAT RUST HAS TO OFFER IN REAL-WORLD USE CASES. PURCHASE OF THE PRINT BOOK INCLUDES A FREE eBook IN PDF, KINDLE, AND EPUB FORMATS FROM MANNING PUBLICATIONS. ABOUT THE TECHNOLOGY RUST IS THE PERFECT LANGUAGE FOR SYSTEMS PROGRAMMING. IT DELIVERS THE LOW-LEVEL POWER OF C ALONG WITH ROCK-SOLID SAFETY FEATURES THAT LET YOU CODE FEARLESSLY. IDEAL FOR APPLICATIONS REQUIRING CONCURRENCY, RUST PROGRAMS ARE COMPACT, READABLE, AND BLAZINGLY FAST. BEST OF ALL, RUST'S FAMOUSLY SMART COMPILER HELPS YOU AVOID EVEN SUBTLE CODING ERRORS. ABOUT THE BOOK RUST IN ACTION IS A HANDS-ON GUIDE TO SYSTEMS PROGRAMMING WITH RUST. WRITTEN FOR INQUISITIVE PROGRAMMERS, IT PRESENTS REAL-WORLD USE CASES THAT GO FAR BEYOND SYNTAX AND STRUCTURE. YOU'LL EXPLORE RUST IMPLEMENTATIONS FOR FILE MANIPULATION, NETWORKING, AND KERNEL-LEVEL PROGRAMMING AND DISCOVER AWESOME TECHNIQUES FOR PARALLELISM AND CONCURRENCY. ALONG THE WAY, YOU'LL MASTER RUST'S UNIQUE BORROW CHECKER MODEL FOR MEMORY MANAGEMENT WITHOUT A GARBAGE COLLECTOR. WHAT'S INSIDE ELEMENTARY TO ADVANCED RUST PROGRAMMING

PRACTICAL EXAMPLES FROM SYSTEMS PROGRAMMING COMMAND-LINE, GRAPHICAL AND NETWORKED APPLICATIONS ABOUT THE READER FOR INTERMEDIATE PROGRAMMERS. NO PREVIOUS EXPERIENCE WITH RUST REQUIRED. ABOUT THE AUTHOR TIM McNAMARA USES RUST TO BUILD DATA PROCESSING PIPELINES AND GENERATIVE ART. HE IS AN EXPERT IN NATURAL LANGUAGE PROCESSING AND DATA ENGINEERING. TABLE OF CONTENTS 1 INTRODUCING RUST PART 1 RUST LANGUAGE DISTINCTIVES 2 LANGUAGE FOUNDATIONS 3 COMPOUND DATA TYPES 4 LIFETIMES, OWNERSHIP, AND BORROWING PART 2 DEMYSTIFYING SYSTEMS PROGRAMMING 5 DATA IN DEPTH 6 MEMORY 7 FILES AND STORAGE 8 NETWORKING 9 TIME AND TIMEKEEPING 10 PROCESSES, THREADS, AND CONTAINERS 11 KERNEL 12 SIGNALS, INTERRUPTS, AND EXCEPTIONS **ESSENTIAL APP ENGINE** ADRIAAN DE JONGE 2011-10-19 IN ESSENTIAL APP ENGINE, ADRIAAN DE JONGE SHOWS JAVA DEVELOPERS HOW TO RAPIDLY BUILD COMPLEX, PRODUCTIONQUALITY, PERFORMANCE-DRIVEN CLOUD APPLICATIONS WITH GOOGLE APP ENGINE. USING A START-TO-FINISH CASE STUDY AND EXTENSIVE JAVA EXAMPLE CODE, DE JONGE COVERS THE ENTIRE LIFECYCLE, FROM APPLICATION DESIGN AND DATA MODELING THROUGH SECURITY, TESTING, AND DEPLOYMENT. DE JONGE INTRODUCES BREAKTHROUGH TECHNIQUES FOR CREATING APPLICATIONS THAT RESPOND WITHIN

TWO SECONDS, EVEN ON COLD STARTUP, AND ALLOW SERVER RESPONSES IN HUNDREDS OF MILLISECONDS OR LESS THROUGHOUT THE REST OF THE SESSION. HE ALSO DEMONSTRATES HOW TO AVOID COMMON MISTAKES THAT CAN DRAMATICALLY REDUCE CLOUD APPLICATION PERFORMANCE AND SCALABILITY. HE THOROUGHLY COVERS STATE-OF-THE-ART USER INTERFACE DEVELOPMENT AND SHOWS HOW TO MAKE THE MOST OF GOOGLE APP ENGINE'S EXTENSIVE SET OF APIS. COVERAGE INCLUDES SETTING UP A DEVELOPMENT ENVIRONMENT THAT MAKES IT EASY TO CONTINUALLY ADDRESS PERFORMANCE UNDERSTANDING THE ANATOMY OF A GOOGLE APP ENGINE APPLICATION MAKING THE RIGHT TECHNICAL SETUP AND DESIGN CHOICES FOR EACH NEW APPLICATION EFFICIENTLY MODELING DATA FOR APP ENGINE'S NOSQL DATA STORAGE RECOGNIZING WHEN TO AVOID OR-MAPPING AND PASS DATASTORE ENTITIES DIRECTLY TO HTML TEMPLATES FINDING ALTERNATIVES TO FRAMEWORKS AND LIBRARIES THAT IMPAIR APP ENGINE PERFORMANCE USING JAVASCRIPT AND AJAX ON THE CLIENT SIDE OF YOUR CLOUD APPLICATIONS IMPROVING BROWSER PERFORMANCE AND REDUCING RESOURCE CONSUMPTION VIA BETTER USE OF HTML5 AND CSS3 TAKING ADVANTAGE OF KEY APP ENGINE APIS: DATASTORE, BLOBSTORE, MAIL, TASK SCHEDULING, MEMORY CACHING, URL RETRIEVAL, AND MESSAGING SECURING CLOUD-BASED

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WEB APPLICATIONS WITH GOOGLE ACCOUNTS, OPENID, AND OAUTH IMPROVING YOUR CLOUD DEVELOPMENT, QUALITY ASSURANCE, AND DEPLOYMENT PROCESSES TARGETING, MARKETING, AND SELLING CLOUD SOLUTIONS, FROM PLANNING TO PAYMENT HANDLING

THE BRITISH NATIONAL BIBLIOGRAPHY

ARTHUR JAMES WELLS 2009

GRAMMATICAL FRAMEWORK AARNE

RANTA 2011 GRAMMATICAL

FRAMEWORK IS A PROGRAMMING

LANGUAGE DESIGNED FOR WRITING

GRAMMARS, WHICH HAS THE CAPABILITY

OF ADDRESSING SEVERAL LANGUAGES IN

PARALLEL. THIS THOROUGH

INTRODUCTION DEMONSTRATES HOW

TO WRITE GRAMMARS IN GRAMMATICAL

FRAMEWORK AND USE THEM IN

APPLICATIONS SUCH AS TOURIST

PHRASEBOOKS, SPOKEN DIALOGUE

SYSTEMS, AND NATURAL LANGUAGE

INTERFACES. THE EXAMPLES AND

EXERCISES PRESENTED HERE ADDRESS

SEVERAL LANGUAGES, AND THE READERS

ARE SHOWN HOW TO LOOK AT THEIR

OWN LANGUAGES FROM THE

COMPUTATIONAL PERSPECTIVE.

SAMS TEACH YOURSELF JAVA 2 IN 24

HOURS ROGERS CADENHEAD 1999

DEMONSTRATES THE POWER OF THE

PROGRAMMING LANGUAGE WHILE

EXPLAINING HOW TO USE JAVA TO

SPICE UP A WEB PAGE WITH GAMES,

ANIMATION, AND SPECIAL EFFECTS

MAKING THINGS HAPPEN SCOTT BERKUN

2008-05 OFFERS A COLLECTION OF

ESSAYS ON PHILOSOPHIES AND

STRATEGIES FOR DEFINING, LEADING, AND

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MANAGING PROJECTS. THIS BOOK EXPLAINS TO TECHNICAL AND NON-TECHNICAL READERS ALIKE WHAT IT TAKES TO GET THROUGH A LARGE SOFTWARE OR WEB DEVELOPMENT PROJECT. IT DOES NOT CITE SPECIFIC METHODS, BUT FOCUSES ON PHILOSOPHY AND STRATEGY.

COMPUTER MATHEMATICS KIYOSHI SHIRAYANAGI 2001 THIS VOLUME COVERS SOME OF THE MOST RECENT AND SIGNIFICANT ADVANCES IN COMPUTER MATHEMATICS, INCLUDING ALGEBRAIC, SYMBOLIC, NUMERIC AND GEOMETRIC COMPUTATION, AUTOMATED MATHEMATICAL REASONING, MATHEMATICAL SOFTWARE AND COMPUTER-AIDED GEOMETRIC DESIGN. RESEARCHERS, ENGINEERS, ACADEMICS AND GRADUATE STUDENTS INTERESTED IN DOING MATHEMATICS USING COMPUTERS WILL FIND THIS VOLUME GOOD READING AND A VALUABLE REFERENCE. CONTENTS: SOLUTION OF A LINEAR DIFFERENTIAL EQUATIONS IN THE FORM OF POWER SERIES AND ITS APPLICATION (T KITAMOTO); ON THE SPECIFICATION FOR SOLVERS OF POLYNOMIAL SYSTEMS (D LAZARD); OMEI: AN OPEN MATHEMATICAL ENGINE INTERFACE (W LIAO ET AL.); POLYNOMIAL SOLUTIONS OF ALGEBRAIC DIFFERENTIAL EQUATIONS (Y MA & X-S GAO); FIGUE: MATHEMATICAL FORMULA LAYOUT WITH INTERACTION AND MATHML SUPPORT (H NACIRI & L RIDEAU); AN INDUCTIVE APPROACH TO FORMALIZING NOTIONS OF NUMBER THEORY PROOFS (T M RASMUSSEN); A GENERALIZED

ALGORITHM FOR COMPUTING CHARACTERISTIC SETS (D WANG); ACTION REFINEMENT FOR TIMED LOTOS (J WU); EXACT ANALYTICAL SOLUTIONS TO A SET OF COUPLED NONLINEAR DIFFERENTIAL EQUATIONS USING SYMBOLIC COMPUTATION (R-X YAO & Z-B LI); AND OTHER PAPERS. READERSHIP: RESEARCHERS, ENGINEERS, ACADEMICS AND GRADUATE STUDENTS IN NUMERICAL & COMPUTATIONAL MATHEMATICS, THEORETICAL COMPUTER SCIENCE, MATHEMATICAL MODELING, ANALYSIS & DIFFERENTIAL EQUATIONS, SOFTWARE ENGINEERING/PROGRAMMING, ALGEBRA & NUMBER THEORY, AND LOGIC.

JAVA PHRASEBOOK TIMOTHY R. FISHER 2006-11-06 ESSENTIAL CODE AND COMMANDS JAVA PHRASEBOOK GIVES YOU THE CODE PHRASES YOU NEED TO QUICKLY AND EFFECTIVELY COMPLETE YOUR PROGRAMMING PROJECTS IN JAVA. CONCISE AND ACCESSIBLE EASY TO CARRY AND EASY TO USE—LETS YOU DITCH ALL THOSE BULKY BOOKS FOR ONE PORTABLE GUIDE FLEXIBLE AND FUNCTIONAL PACKED WITH MORE THAN 100 CUSTOMIZABLE CODE SNIPPETS—SO YOU CAN READILY CODE FUNCTIONAL JAVA IN JUST ABOUT ANY SITUATION TIMOTHY FISHER HAS BEEN WORKING PROFESSIONALLY IN THE JAVA SOFTWARE DEVELOPMENT FIELD SINCE 1997 AND IS CURRENTLY A CONSULTANT FOR THE COMPUWARE CORPORATION IN DETROIT, MICHIGAN. HE ENJOYS WRITING ABOUT TECHNOLOGY AND HAS BEEN A CONTRIBUTOR TO JAVA DEVELOPER'S

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JOURNAL AND XML JOURNAL. TIM IS ALSO PASSIONATE ABOUT EDUCATION AND THE USE OF ADVANCED INTERNET TECHNOLOGIES FOR EDUCATION.

PROGRAMMING / JAVA

A PRACTICAL GUIDE TO TESTING WIRELESS SMARTPHONE APPLICATIONS

JULIAN HARTY 2009-10-26 TESTING

APPLICATIONS FOR MOBILE PHONES IS DIFFICULT, TIME-CONSUMING, AND HARD TO DO EFFECTIVELY. MANY PEOPLE HAVE LIMITED THEIR TESTING EFFORTS TO HANDS-ON TESTING OF AN APPLICATION ON A FEW PHYSICAL HANDSETS, AND THEY HAVE TO REPEAT THE PROCESS EVERY TIME A NEW VERSION OF THE SOFTWARE IS READY TO TEST. THEY MAY MISS MANY OF THE PERMUTATIONS OF REAL-WORLD USE, AND AS A CONSEQUENCE THEIR USERS ARE LEFT WITH THE UNPLEASANT MESS OF A FAILING APPLICATION ON THEIR PHONE. TEST AUTOMATION CAN HELP TO INCREASE THE RANGE AND SCOPE OF TESTING, WHILE REDUCING THE OVERHEAD OF MANUAL TESTING OF EACH VERSION OF THE SOFTWARE. HOWEVER AUTOMATION IS NOT A PANACEA, PARTICULARLY FOR MOBILE APPLICATIONS, SO WE NEED TO PICK OUR TEST AUTOMATION CHALLENGES WISELY. THIS BOOK IS INTENDED TO HELP SOFTWARE AND TEST ENGINEERS PICK APPROPRIATELY TO ACHIEVE MORE; AND AS A CONSEQUENCE DELIVER BETTER QUALITY, WORKING SOFTWARE TO USERS. THIS SYNTHESIS LECTURE PROVIDES PRACTICAL ADVICE BASED ON DIRECT EXPERIENCE OF USING SOFTWARE TEST AUTOMATION TO HELP IMPROVE

THE TESTING OF A WIDE RANGE OF MOBILE PHONE APPLICATIONS, INCLUDING THE LATEST AJAX APPLICATIONS. THE FOCUS IS ON APPLICATIONS THAT RELY ON A WIRELESS NETWORK CONNECTION TO A REMOTE SERVER, HOWEVER THE PRINCIPLES MAY APPLY TO OTHER RELATED FIELDS AND APPLICATIONS. WE START BY EXPLAINING TERMS AND SOME OF THE KEY CHALLENGES INVOLVED IN TESTING SMARTPHONE APPLICATIONS. SUBSEQUENT CHAPTERS DESCRIBE A TYPE OF APPLICATION E.G. MARKUP, AJAX, CLIENT, FOLLOWED BY A RELATED CHAPTER ON HOW TO TEST EACH OF THESE APPLICATIONS. COMMON TEST AUTOMATION TECHNIQUES ARE COVERED IN A SEPARATE CHAPTER, AND FINALLY THERE IS A BRIEF CHAPTER ON WHEN TO TEST MANUALLY. THE BOOK ALSO CONTAINS NUMEROUS POINTERS AND LINKS TO FURTHER MATERIAL TO HELP YOU TO IMPROVE YOUR TESTING USING AUTOMATION APPROPRIATELY. TABLE OF CONTENTS: INTRODUCTION / MARKUP LANGUAGES / TESTING TECHNIQUES FOR MARKUP APPLICATIONS / AJAX MOBILE APPLICATIONS / TESTING MOBILE AJAX APPLICATIONS / CLIENT APPLICATIONS / TESTING TECHNIQUES FOR CLIENT APPLICATIONS / COMMON TECHNIQUES / WHEN TO TEST MANUALLY / FUTURE WORK / APPENDIX A: LINKS AND REFERENCES / APPENDIX B: DATA CONNECTIVITY / APPENDIX C: CONFIGURING YOUR MACHINE

PROGRAMMING IN GO MARK
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SUMMERFIELD 2012-05-01 YOUR HANDS-ON GUIDE TO GO, THE REVOLUTIONARY NEW LANGUAGE DESIGNED FOR CONCURRENCY, MULTICORE HARDWARE, AND PROGRAMMER CONVENIENCE TODAY'S MOST EXCITING NEW PROGRAMMING LANGUAGE, GO, IS DESIGNED FROM THE GROUND UP TO HELP YOU EASILY LEVERAGE ALL THE POWER OF TODAY'S MULTICORE HARDWARE. WITH THIS GUIDE, PIONEERING GO PROGRAMMER MARK SUMMERFIELD SHOWS HOW TO WRITE CODE THAT TAKES FULL ADVANTAGE OF GO'S BREAKTHROUGH FEATURES AND IDIOMS. BOTH A TUTORIAL AND A LANGUAGE REFERENCE, PROGRAMMING IN GO BRINGS TOGETHER ALL THE KNOWLEDGE YOU NEED TO EVALUATE GO, THINK IN GO, AND WRITE HIGH-PERFORMANCE SOFTWARE WITH GO. SUMMERFIELD PRESENTS MULTIPLE IDIOM COMPARISONS SHOWING EXACTLY HOW GO IMPROVES UPON OLDER LANGUAGES, CALLING SPECIAL ATTENTION TO GO'S KEY INNOVATIONS. ALONG THE WAY, HE EXPLAINS EVERYTHING FROM THE ABSOLUTE BASICS THROUGH GO'S LOCK-FREE CHANNEL-BASED CONCURRENCY AND ITS FLEXIBLE AND UNUSUAL DUCK-TYPING TYPE-SAFE APPROACH TO OBJECT-ORIENTATION. THROUGHOUT, SUMMERFIELD'S APPROACH IS THOROUGHLY PRACTICAL. EACH CHAPTER OFFERS MULTIPLE LIVE CODE EXAMPLES DESIGNED TO ENCOURAGE EXPERIMENTATION AND HELP YOU QUICKLY DEVELOP MASTERY. WHEREVER POSSIBLE, COMPLETE

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PROGRAMS AND PACKAGES ARE PRESENTED TO PROVIDE REALISTIC USE CASES, AS WELL AS EXERCISES. COVERAGE INCLUDES QUICKLY GETTING AND INSTALLING GO, AND BUILDING AND RUNNING GO PROGRAMS EXPLORING GO'S SYNTAX, FEATURES, AND EXTENSIVE STANDARD LIBRARY PROGRAMMING BOOLEAN VALUES, EXPRESSIONS, AND NUMERIC TYPES CREATING, COMPARING, INDEXING, SLICING, AND FORMATTING STRINGS UNDERSTANDING GO'S HIGHLY EFFICIENT BUILT-IN COLLECTION TYPES: SLICES AND MAPS USING GO AS A PROCEDURAL PROGRAMMING LANGUAGE DISCOVERING GO'S UNUSUAL AND FLEXIBLE APPROACH TO OBJECT ORIENTATION MASTERING GO'S UNIQUE, SIMPLE, AND NATURAL APPROACH TO FINE-GRAINED CONCURRENCY READING AND WRITING BINARY, TEXT, JSON, AND XML FILES IMPORTING AND USING STANDARD LIBRARY PACKAGES, CUSTOM PACKAGES, AND THIRD-PARTY PACKAGES CREATING, DOCUMENTING, UNIT TESTING, AND BENCHMARKING CUSTOM PACKAGES

LEARNING IOS DEVELOPMENT MAURICE SHARP 2013 FEATURES HANDS-ON SAMPLE PROJECTS AND EXERCISES DESIGNED TO HELP PROGRAMMERS CREATE IOS APPLICATIONS. **OBJECTIVE-C PHRASEBOOK DAVID CHISNALL 2012** OFFERS MORE THAN ONE HUNDRED CUSTOMIZABLE CODE PHRASES FOR OBJECTIVE-C PROGRAMMING PROJECTS.

CLOJURE FOR THE BRAVE AND TRUE DANIEL HIGGINBOTHAM 2015-10-15

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FOR WEEKS, MONTHS—NAY!—FROM THE VERY MOMENT YOU WERE BORN, YOU’VE FELT IT CALLING TO YOU. AT LONG LAST YOU’LL BE UNITED WITH THE PROGRAMMING LANGUAGE YOU’VE BEEN LONGING FOR: CLOJURE! AS A LISP-STYLE FUNCTIONAL PROGRAMMING LANGUAGE, CLOJURE LETS YOU WRITE ROBUST AND ELEGANT CODE, AND BECAUSE IT RUNS ON THE JAVA VIRTUAL MACHINE, YOU CAN TAKE ADVANTAGE OF THE VAST JAVA ECOSYSTEM. CLOJURE FOR THE BRAVE AND TRUE OFFERS A “DESSERT-FIRST” APPROACH: YOU’LL START PLAYING WITH REAL PROGRAMS IMMEDIATELY, AS YOU STEADILY ACCLIMATE TO THE ABSTRACT BUT POWERFUL FEATURES OF LISP AND FUNCTIONAL PROGRAMMING. INSIDE YOU’LL FIND AN OFFBEAT, PRACTICAL GUIDE TO CLOJURE, FILLED WITH QUIRKY SAMPLE PROGRAMS THAT CATCH CHEESE THIEVES AND TRACK GLITTERY VAMPIRES. LEARN HOW TO: -WIELD CLOJURE’S CORE FUNCTIONS -USE EMACS FOR CLOJURE DEVELOPMENT -WRITE MACROS TO MODIFY CLOJURE ITSELF -USE CLOJURE’S TOOLS TO SIMPLIFY CONCURRENCY AND PARALLEL PROGRAMMING CLOJURE FOR THE BRAVE AND TRUE ASSUMES NO PRIOR EXPERIENCE WITH CLOJURE, THE JAVA VIRTUAL MACHINE, OR FUNCTIONAL PROGRAMMING. ARE YOU READY, BRAVE READER, TO MEET YOUR TRUE DESTINY? GRAB YOUR BEST PAIR OF PARENTHESES—YOU’RE ABOUT TO EMBARK ON AN EPIC JOURNEY INTO THE WORLD OF CLOJURE!

FORTHCOMING BOOKS ROSE ARNY
2002

AJAX PROGRAMMING FOR THE ABSOLUTE BEGINNER JERRY LEE FORD
2009 USING GAMES AS AN EXAMPLE, DESCRIBES HOW TO WRITE COMPUTER PROGRAMS USING AJAX.

GET PROGRAMMING WITH GO ROGER PEPPE 2018-08-27 SUMMARY GET PROGRAMMING WITH GO INTRODUCES YOU TO THE POWERFUL GO LANGUAGE WITHOUT CONFUSING JARGON OR HIGH-LEVEL THEORY. BY WORKING THROUGH 32 QUICK-FIRE LESSONS, YOU’LL QUICKLY PICK UP THE BASICS OF THE INNOVATIVE GO PROGRAMMING LANGUAGE! PURCHASE OF THE PRINT BOOK INCLUDES A FREE eBook IN PDF, KINDLE, AND EPUB FORMATS FROM MANNING PUBLICATIONS. ABOUT THE TECHNOLOGY GO IS A SMALL PROGRAMMING LANGUAGE DESIGNED BY GOOGLE TO TACKLE BIG PROBLEMS. LARGE PROJECTS MEAN LARGE TEAMS WITH PEOPLE OF VARYING LEVELS OF EXPERIENCE. GO OFFERS A SMALL, YET CAPABLE, LANGUAGE THAT CAN BE UNDERSTOOD AND USED BY ANYONE, NO MATTER THEIR EXPERIENCE. ABOUT THE BOOK HOBBYISTS, NEWCOMERS, AND PROFESSIONALS ALIKE CAN BENEFIT FROM A FAST, MODERN LANGUAGE; ALL YOU NEED IS THE RIGHT RESOURCE! GET PROGRAMMING WITH GO PROVIDES A HANDS-ON INTRODUCTION TO GO LANGUAGE FUNDAMENTALS, SERVING AS A SOLID FOUNDATION FOR YOUR FUTURE PROGRAMMING PROJECTS. YOU’LL MASTER GO SYNTAX, WORK WITH TYPES AND FUNCTIONS, AND

EXPLORE BIGGER IDEAS LIKE STATE AND CONCURRENCY, WITH PLENTY OF EXERCISES TO LOCK IN WHAT YOU LEARN. WHAT'S INSIDE LANGUAGE CONCEPTS LIKE SLICES, INTERFACES, POINTERS, AND CONCURRENCY SEVEN CAPSTONE PROJECTS FEATURING SPACEFARING GOPHERS, MARS ROVERS, CIPHERS, AND SIMULATIONS ALL EXAMPLES RUN IN THE GO PLAYGROUND - NO INSTALLATION REQUIRED! ABOUT THE READER THIS BOOK IS FOR ANYONE FAMILIAR WITH COMPUTER PROGRAMMING, AS WELL AS ANYONE WITH THE DESIRE TO LEARN. ABOUT THE AUTHOR NATHAN YOUNGMAN ORGANIZES THE EDMONTON GO MEETUP AND IS A MENTOR WITH CANADA LEARNING CODE. ROGER PEPP^[2] CONTRIBUTES TO GO AND RUNS THE NEWCASTLE UPON TYNE GO MEETUP. TABLE OF CONTENTS UNIT 0 - GETTING STARTED GET READY, GET SET, GO UNIT 1 - IMPERATIVE PROGRAMMING A GLORIFIED CALCULATOR LOOPS AND BRANCHES VARIABLE SCOPE CAPSTONE: TICKET TO MARS UNIT 2 - TYPES REAL NUMBERS WHOLE NUMBERS BIG NUMBERS MULTILINGUAL TEXT CONVERTING BETWEEN TYPES CAPSTONE: THE VIGEN^[2] RE CIPHER UNIT 3 - BUILDING BLOCKS FUNCTIONS METHODS FIRST-CLASS FUNCTIONS CAPSTONE: TEMPERATURE TABLES UNIT 4 - COLLECTIONS ARRAYED IN SPLENDOR SLICES: WINDOWS INTO ARRAYS A BIGGER SLICE THE EVER-VERSATILE MAP CAPSTONE: A SLICE OF LIFE UNIT 5 - STATE AND

BEHAVIOR A LITTLE STRUCTURE GO'S GOT NO CLASS COMPOSITION AND FORWARDING INTERFACES CAPSTONE: MARTIAN ANIMAL SANCTUARY UNIT 6 - DOWN THE GOPHER HOLE A FEW POINTERS MUCH ADO ABOUT NIL TO ERR IS HUMAN CAPSTONE: SUDOKU RULES UNIT 7 - CONCURRENT PROGRAMMING GOROUTINES AND CONCURRENCY CONCURRENT STATE CAPSTONE: LIFE ON MARS *LINUX FOR DEVELOPERS* WILLIAM ROTHWELL 2017-04-17 *LINUX FOR DEVELOPERS* SHOWS YOU HOW TO START WRITING GREAT CODE FOR LINUX, WHETHER YOU'RE A LINUX USER WITH LITTLE OR NO CODING EXPERIENCE, OR AN EXPERIENCED WINDOWS PROGRAMMER. LEADING IT TRAINER/AUTHOR WILLIAM "BO" ROTHWELL BEGINS WITH A CLEAR AND UP-TO-DATE REVIEW OF MODERN OPEN SOURCE SOFTWARE, INCLUDING THE LICENSING ARRANGEMENTS AND TRADEOFFS ALL DEVELOPERS NEED TO UNDERSTAND. HE PRESENTS ESSENTIAL SKILLS FOR BOTH LINUX COMMAND LINE AND GUI ENVIRONMENTS, INTRODUCING TEXT EDITORS AND OTHER TOOLS FOR EFFICIENT CODING. BUILDING ON THIS KNOWLEDGE, ROTHWELL INTRODUCES SCRIPTING TOOLS SUCH AS BASH, PYTHON, AND PERL, AS WELL AS TRADITIONAL OBJECT-ORIENTED PROGRAMMING LANGUAGES SUCH AS JAVA, C++, AND C. FINALLY, HE PRESENTS A FULL SECTION ON THE POWERFUL GIT VERSION CONTROL SYSTEM, TEACHING SKILLS YOU CAN

USE IN LINUX AND MANY OTHER ENVIRONMENTS. ACCESS LINUX SYSTEMS, USE GUIs, AND WORK AT THE COMMAND LINE LEARN HOW LINUX ORGANIZES FILES AND NAVIGATE ITS FILESYSTEM USE BASIC DEVELOPER COMMANDS SUCH AS GZIP AND GREP EDIT PROGRAMS WITH VI AND VIM, AND EXPLORE ALTERNATIVE EDITORS PERFORM BASIC SYSADMIN TASKS THAT DEVELOPERS OFTEN NEED TO HANDLE COMPARE LINUX LANGUAGES TO CHOOSE THE BEST ONE FOR EACH TASK WRITE BASH SCRIPTS THAT INTERACT WITH USERS OR OTHER SHELL FEATURES PROGRAM WITH PYTHON AND PERL: FLOW CONTROL, VARIABLES, AND MORE UNDERSTAND LINUX FEATURES RELATED TO BUILDING C, C++, AND JAVA PROGRAMS STAY ON TOP OF COMPLEX PROJECTS WITH GIT REVISION CONTROL WORK IN GIT: STAGING, COMMITTING, BRANCHES, DIFFS, MERGES, AND PATCHES MANAGE LOCAL AND REMOTE GIT REPOSITORIES THIS GUIDE'S MODULAR COVERAGE HELPS YOU QUICKLY ACCESS WHATEVER INFORMATION YOU NEED RIGHT NOW.

JAVASCRIPT PHRASEBOOK CHRISTIAN WENZ 2007 A POCKET REFERENCE THAT HELPS WEB DEVELOPERS GET UP TO SPEED ON THE LATEST JAVASCRIPT TECHNIQUES WITH AJAX.

THE GO PROGRAMMING LANGUAGE PHRASEBOOK DAVID CHISNALL 2012-05-01 THE GO PROGRAMMING LANGUAGE PHRASEBOOK ESSENTIAL GO CODE AND IDIOMS FOR ALL FACETS OF THE DEVELOPMENT PROCESS THIS GUIDE GIVES YOU THE CODE "PHRASES" YOU

java-phrasebook-developers-library

NEED TO QUICKLY AND EFFECTIVELY COMPLETE A WIDE VARIETY OF PROJECTS WITH GO, TODAY'S MOST EXCITING NEW PROGRAMMING LANGUAGE. TESTED, EASY-TO-ADAPT CODE EXAMPLES ILLUMINATE EVERY STEP OF GO DEVELOPMENT, HELPING YOU WRITE HIGHLY SCALABLE, CONCURRENT SOFTWARE. YOU'LL MASTER GO-SPECIFIC IDIOMS FOR WORKING WITH STRINGS, COLLECTIONS, ARRAYS, ERROR HANDLING, GOROUTINES, SLICES, MAPS, CHANNELS, NUMBERS, DATES, TIMES, FILES, NETWORKING, WEB APPS, THE RUNTIME, AND MORE. CONCISE AND ACCESSIBLE EASY TO CARRY AND EASY TO USE: DITCH ALL THOSE BULKY BOOKS FOR ONE PORTABLE POCKET GUIDE FLEXIBLE AND FUNCTIONAL PACKED WITH MORE THAN 100 CUSTOMIZABLE CODE SNIPPETS: QUICKLY CREATE SOLID GO CODE TO SOLVE JUST ABOUT ANY PROBLEM REGISTER YOUR BOOK AT INFORMIT.COM/REGISTER FOR CONVENIENT ACCESS TO DOWNLOADS, UPDATES, AND CORRECTIONS AS THEY BECOME AVAILABLE.

THE DAILY SHOW (THE BOOK) CHRIS SMITH 2016-11-22 THE COMPLETE, UNCENSORED HISTORY OF THE AWARD-WINNING THE DAILY SHOW WITH JON STEWART, AS TOLD BY ITS CORRESPONDENTS, WRITERS, AND HOST. FOR ALMOST SEVENTEEN YEARS, THE DAILY SHOW WITH JON STEWART BRILLIANTLY REDEFINED THE BORDERS BETWEEN TELEVISION COMEDY, POLITICAL SATIRE, AND OPINIONATED NEWS COVERAGE. IT LAUNCHED THE

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CAREERS OF SOME OF TODAY'S MOST SIGNIFICANT COMEDIANS, HIGHLIGHTED THE HYPOCRISIES OF THE POWERFUL, AND GARNERED 23 EMMYS. NOW THE SHOW'S BEHIND-THE-SCENES GAGS, CONTROVERSIES, AND CAMARADERIE WILL BE CHRONICLED BY THE PLAYERS THEMSELVES, FROM LEGENDARY HOST JON STEWART TO THE STAR CAST MEMBERS AND WRITERS-INCLUDING SAMANTHA BEE, STEPHEN COLBERT, JOHN OLIVER, STEVE CARELL, LEWIS BLACK, JESSICA WILLIAMS, JOHN HODGMAN, AND LARRY WILMORE-PLUS SOME OF THE DAILY SHOW'S MOST PROMINENT GUESTS AND ADVERSARIES: JOHN AND CINDY MCCAIN, GLENN BECK, TUCKER CARLSON, AND MANY MORE. THIS ORAL HISTORY TAKES THE READER BEHIND THE CURTAIN FOR ALL THE SHOW'S HIGHLIGHTS, FROM ITS ORIGINS AS COMEDY CENTRAL'S UNDERDOG LATE-NIGHT PROGRAM HOSTED BY CRAIG KILBORN TO JON STEWART'S LONG REIGN TO TREVOR NOAH'S SUCCESSION, RISING FROM A SCRAPPY JESTER IN THE 24-HOUR POLITICAL NEWS CYCLE TO BECOME PART OF THE BEATING HEART OF POLITICS-A TRUSTED SOURCE FOR NOT ONLY COMEDY BUT ALSO COMMENTARY, WITH A REPUTATION FOR CALLING BULLSHIT AND AN ABILITY TO EFFECT REAL CHANGE IN THE WORLD. THROUGH YEARS OF INCISIVE ELECTION COVERAGE, JON STEWART'S EMOTIONAL MONOLOGUE IN THE WAKE OF 9/11, HIS INFAMOUS

CONFRONTATION ON CROSSFIRE, PASSIONATE DEBATES WITH PRESIDENT OBAMA AND HILLARY CLINTON, FEUDS WITH BILL O'REILLY AND FOX, THE INDECISIONS, MESS O' POTAMIA, AND PROVOCATIVE TAKES ON WALL STREET AND RACISM, THE DAILY SHOW HAS BEEN A CULTURAL TOUCHSTONE. NOW, FOR THE FIRST TIME, THE PEOPLE BEHIND THE SHOW'S SEMINAL MOMENTS COME TOGETHER TO SHARE THEIR MEMORIES OF THE LAST-MINUTE REWRITES, IMPROVISATIONS, PRANKS, ROMANCES, BLOW-UPS, AND MOMENTS OF ZEN BOTH ON AND OFF THE SET OF ONE OF AMERICA'S MOST GROUNDBREAKING SHOWS.

PROFESSIONAL WEB APIS WITH PHP

PAUL REINHEIMER 2006-07-06

OFFERS HANDS-ON TIPS AND NUMEROUS CODE EXAMPLES THAT SHOW WEB DEVELOPERS HOW TO LEVERAGE CONTENT AND FEEDS FROM TODAY'S TOP WEB SITES-INCLUDING GOOGLE, EBAY, PAYPAL, AMAZON, YAHOO!, AND FEDEX INTRODUCES APIS (APPLICATION PROGRAM INTERFACES) IN GENERAL AND USES REAL-WORLD EXAMPLES THAT SHOW HOW TO PRODUCE AND DOCUMENT THEM EXPLAINS HOW TO USE THE POPULAR SCRIPTING LANGUAGE PHP TO CREATE APIS THAT INTERACT WITH UNRELATED APPLICATIONS OVER THE WEB EXAMPLES TAKE READERS THROUGH EACH STAGE OF THE API PROCESS, FROM BASIC TEST IMPLEMENTATIONS TO INTEGRATION WITH EXISTING SITES