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Advances in Software Maintenance Management: Technologies and Solutions Piattini, Mario 2002-07-01 *Advances in Software Maintenance Management: Technologies and Solutions* is a compilation of chapters from some of the best researchers and practitioners in the area of software maintenance. The chapters in this book are intended to be useful to a wide audience where software maintenance is a mandatory matter for study.

Simply Visual Basic 2008 Paul J. Deitel 2009 For introductory courses in Visual Basic Programming, offered in departments of Information Technology, Computer Science or Business. Merging the concept of a lab manual with that of a conventional textbook, the Deitels have crafted an innovative approach that enables students to learn programming while having a mentor-like book by their side. This best-seller blends the Deitel(tm) signature Live-Code(tm) Approach with their Application-Driven(tm) methodology. Students learn programming and Visual Basic by working through a set of applications. Each tutorial builds upon previously learned concepts while learning new ones, An abundance of self assessment exercises are available at the end of most chapters to reinforce key ideas. This approach makes it possible to cover a wealth of programming constructs within the Visual Basic 2008 environment. Key topics include Language Integrated Query (LINQ), Visual Programming,

Framework Class Library (FCL), Controls (Buttons, TextBoxes, ListBoxes, Timers, ComboBoxes, RadioButtons, Menus, Dialogs), Event Handling, Debugger, Algorithms, Control Structures, Methods, Random-Number Generation, Arrays, Classes, Objects, Collections, Mouse & Keyboard Event Handling, Strings, Files, Database, Graphics, Multimedia, GUI Design and Web applications. Deitel accomplishes this by making highly technical topics as simple as possible. The Third Edition is fully updated for Visual Studio 2008, Visual Basic 2008 and .NET 3.5.

Java Web Services for Experienced Programmers Harvey M. Deitel 2002 The expert Web Services introduction specifically for working Java developers!-- Example-rich coverage of J2EE and XML Web Services development -- including Sun's latest Java XML APIs!-- Introduces the Sun ONE platform, and previews emerging technologies that will transform Web Services development. Now, there's a complete introduction to Web Services specifically for working Java developers. Harvey and Paul Deitel combine expert insights into the Web Services paradigm with powerful programming techniques for building robust, high-value services. Using their unique Live-Code "TM" TM approach, the Deitels present every new programming concept in the context of a complete, working example. The Deitels begin by clearly explaining what Web Services are, and how they've evolved to solve problems that can't easily be addressed with traditional distributed technologies, and

introduce the key technologies a standards that make Web Services viable. They show how Web Services fit into the J2EE platform, introducing tools from Sun, Oracle, IBM, and HP, and demonstrating how J2EE infrastructure can support Web Services publishing, consumption, and security. They cover the fundamentals of XML programming for Web Services, including XML schemas, DOM, and XSLT; then show how to create and deploy Web Services with SOAP, WSDL, and UDDI. The book contains a full chapter on ebXML, another on Web Services security, and complete introductions to Sun's powerful new APIs for

e-Business & e-Commerce for Managers Harvey M. Deitel 2011

C++ Student Solutions Manual to Accompany C++ How to

Program Harvey M. Deitel 2003

Valuepack:Concurrent Programming in Java Douglas Lea 2006-11-23 For one- and two-semester Operating Systems courses (in the most recent ACM/IEEE curriculum) that universities offer to juniors, seniors and graduate Computer Science students. The text goes beyond the standard coverage in operating systems courses with key chapters on multiprocessing, networking, distributed systems, performance, and security. The text features extensive, up-to-the-minute case studies on the latest versions of Linux (2.6) and Microsoft Windows XP. An abundance of charts, diagrams, illustrations and exercises (both with and without solutions) is included.

Study Guide to Accompany Computers Data and Processing Harvey M.

Deitel 2014-05-10 Study Guide to Accompany Computer and Data

Processing provides information pertinent to the fundamental aspects of computers and computer technology. This book presents the key benefits of using computers. Organized into five parts encompassing 19 chapters, this book begins with an overview of the evolution of modern computing systems from the earliest mechanical calculating devices to microchips. This text then introduces computer hardware and describes the processor. Other chapters describe how microprocessors are made and describe the physical operation of computers. This book discusses as well how computers present their outputs and explains the storage and retrieval of massive amounts of computer-accessible information from

secondary storage devices. The final chapter discusses the use of computers in the transportation systems and the ways in which they make possible other innovations in transportation. This book is a valuable resource for computer scientists, systems analysts, computer programmers, mathematicians, historians, computer specialists, and students.

Simply Visual Basic 2010 (Subscription) Paul J. Deitel 2012-03-19

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. For introductory courses in Visual Basic Programming, offered in departments of Information Technology, Computer Science or Business. Merging the concept of a lab manual with that of a conventional textbook, the Deitels have crafted an innovative approach that enables students to learn programming while having a mentor-like book by their side. This best-seller blends the Deitel™ signature Live-Code™ Approach with their Application-Driven™ methodology. Students learn programming and Visual Basic by working through a set of applications. Each tutorial builds upon previously learned concepts while learning new ones. An abundance of self assessment exercises are available at the end of most chapters to reinforce key ideas. This approach makes it possible to cover a wealth of programming constructs within the Visual Basic 2010 environment.

Visual Basic 2012 Paul J. Deitel 2014 Appropriate for all basic-to-intermediate level courses in Visual Basic 2012 programming. Visual Basic 2012 How to Program, Sixth Edition is also appropriate for anyone interested in learning programming with Visual Basic 2012. Created by world-renowned programming instructors Paul and Harvey Deitel, Visual Basic 2012 How to Program, Sixth Edition introduces all facets of the Visual Basic 2012 language through a hands-on approach with hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual Basic 2012; all discussions and sample code have been carefully audited against the newest Visual Basic language specification. The Sixth Edition is updated to Visual Studio 2012 and includes new chapters on Windows 8 UI app

development, Windows 8 graphics/multimedia, Windows Phone 8 app development and Windows Azure. Readers begin by getting comfortable with the free Visual Basic Express 2012 IDE and basic VB syntax. Next, they build their skills one step at a time, mastering control structures, classes, objects, methods, variables, arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the Deitels introduce more sophisticated techniques, including inheritance, polymorphism, exception handling, strings, GUI's, data structures, generics, and collections. Throughout, the authors show developers how to make the most of Microsoft's Visual Studio tools. A series of appendices provide essential programming reference material on various topics.

JavaScript for Programmers Paul J. Deitel 2010 PRACTICAL, EXAMPLE-RICH COVERAGE OF: XHTML CSS JavaScript": Control Statements, Functions, Arrays, Objects JSON (JavaScript Object Notation) XHTML DOM : Objects and Collections JavaScript Event-Driven Programming XML and RSS XML DOM Rich Internet Applications Asynchronous JavaScript and XML (Ajax) XMLHttpRequest Dojo Toolkit Consuming Web Services And more& VISIT WWW.DEITEL.COM Download code examples Check out the growing list of programming, Web 2.0 and software-related Resource Centers To receive updates for this book, subscribe to the free Deitel Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived issues of the Deitel Buzz Online Contact deitel@deitel.com for information on corporate training courses delivered on-site worldwide The practicing programmer's Deitel guide to XHTML , CSS , JavaScript", XML and Ajax RIA development. This book applies the Deitel signature live-code approach to teaching the client side of Rich Internet Applications (RIA) development. The book presents concepts in the context of 100+ fully tested programs (6,000+ lines of code), complete with syntax shading, detailed descriptions and sample outputs. The book features over 150 tips that will help you build robust client-side web applications. Start with an introduction to Extensible HyperText Markup Language (XHTML) and Cascading Style Sheets (CSS), then rapidly move on to the details

of JavaScript" programming. Finish with more advanced client-side development technologies including XHTML's Document Object Model (DOM), Extensible Markup Language (XML), XML's DOM, JavaScript Object Notation (JSON) and Asynchronous JavaScript and XML (Ajax). When you're finished, you'll have everything you need to build the client side of Web 2.0 Rich Internet Applications (RIAs). The book culminates with several substantial Ajax-enabled RIAs, including a book cover viewer (JavaScript/DOM), an address book (Ajax/consuming web services) and a calendar application (Ajax/Dojo/consuming web services). The Deitel Developer Series is designed for professional programmers. The series presents focused treatments of emerging technologies, including .NET, Java", web services, Internet and web development and more. Pre-Publication Reviewer Testimonials "One of the best introductions to JavaScript." -Raymond Wisman, Indiana University Southeast "Cements the browser as a first-class development platform." -Johnvev Hwang, Splunk, Inc. "Excellent for learning to develop standards-compliant web applications." -Paul Vencill, MITRE, Inc. "The CSS chapter is compact, concise and full of useful info!" - Billy B. L. Lim, Illinois State University "A good introduction to the DOM; doesn't trip over cross-browser incompatibilities." -Eric Lawrence, Microsoft "Exceptionally clear Ajax tutorial; best I've reviewed! Great solutions for the very cool type-ahead and edit-in-place Ajax features. "Libraries to Help Eliminate Cross-Browser Compatibility Issues" is fantastic. This book and your websites will be often-visited resources (if not best practices in themselves)." -John Peterson, Insync and V.I.O. Inc. "I wish I'd had this when I was learning to program." -Joe Kromer, New Perspective *E-Business and E-Commerce* Harvey M. Deitel 2001-03-01 *C++ how to Program* Paul J. Deitel 2011 Late Objects Version: C++ How to Program, 7/e is ideal for Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming

experience. It teaches programming by presenting the concepts in the context of full working programs and takes a late objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. The Seventh Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers. The Late Objects Version delays coverage of class development until Chapter 9, presenting control statements, functions, arrays and pointers in a non-object-oriented, procedural programming context.

Java Student Solutions Manual to Accompany Java how to Program, Fifth Edition Harvey M. Deitel 2003

Java Harvey M. Deitel 2002 Accompanying CD-ROM contains Java 2 SDK standard edition, 1.3.1, Java Media Framework API 2.1.1, Forte for Java, release 2.0, Community ed., Java Plug-in HTML converter 1.3.

Swift for Programmers Paul Deitel 2015-01-16 The professional programmer's Deitel® guide to Apple's new Swift programming language for the iOS® and OS X® platforms ∴ Written for programmers with a background in object-oriented programming in a C-based language like Objective-C, Java, C# or C++, this book applies the Deitel signature live-code approach with scores of complete, working, real-world programs to explore the new Swift language in depth. The code examples feature syntax shading, code highlighting, rich commenting, line-by-line code walkthroughs and live program outputs. The book features thousands of lines of proven Swift code, and tips that will help you build robust applications. ∴ Start with an introduction to Swift using an early classes and objects approach, then rapidly move on to more advanced topics. When you master the material, you'll be ready to build industrial-strength object-oriented Swift applications. About This Book ∴ The Swift™ programming language was arguably the most significant announcement at Apple's 2014 Worldwide Developers Conference. Although apps can still be developed in Objective-C®, Apple says that

Swift is its applications programming and systems programming language of the future. ∴ Swift is a contemporary language with simpler syntax than Objective-C. Because Swift is new, its designers were able to include popular programming language features from languages such as Objective-C, Java™, C#, Ruby, Python® and many others. These features include automatic reference counting (ARC), type inference, optionals, String interpolation, tuples, closures (lambdas), extensions, generics, operator overloading, functions with multiple return values, switch statement enhancements and more. We've been able to develop apps more quickly in Swift than with Objective-C and the code is shorter, clearer and runs faster on today's multi-core architectures. ∴ Swift also eliminates the possibility of many errors common in other languages, making your code more robust and secure. Some of these error-prevention features include no implicit conversions, ARC, no pointers, required braces around every control statement's body, assignment operators that do not return values, requiring initialization of all variables and constants before they're used, array bounds checking, automatic checking for overflow of integer calculations, and more. You can combine Swift and Objective-C in the same app to enhance existing Objective-C apps without having to rewrite all the code. Your apps will easily be able to interact with the Cocoa®/Cocoa Touch® frameworks, which are largely written in Objective-C. ∴ You can also use the new Xcode playgrounds with Swift. A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it. This allows you to see and hear your code's results as you write it, quickly find and fix errors, and conveniently experiment with features of Swift and the Cocoa/Cocoa Touch frameworks. ∴ Practical, Example-Rich Coverage of: Classes, Objects, Methods, Properties Initializers, Deinitializers, Bridging Tuples, Array and Dictionary Collections Structures, Enumerations, Closures, ARC Inheritance, Polymorphism, Protocols Type Methods, Type Properties Generics; Strings and Characters Operator Overloading, Operator Functions, Custom Operators, Subscripts Access Control; Type Casting and Checking Nested Types, Nested Methods Optionals, Optional Chaining, Extensions

Xcode, Playgrounds, Intro to Cocoa Touch® with a Fully Coded iOS® 8 Tip Calculator App Overflow Operators, Attributes, Patterns More topics online [¿ IMPORTANT NOTE ABOUT XCODE AND SWIFT: With Xcode 6.3 and Swift 1.2, Apple introduced several changes in Swift that affect the book's source code. Please visit \[www.deitel.com/books/iOS8FP1\]\(http://www.deitel.com/books/iOS8FP1\) for updated source code. The changes do not affect Xcode 6.2 users. You can download Xcode 6.2 from \[developer.apple.com/downloads/index.action\]\(http://developer.apple.com/downloads/index.action\) \(you'll have to log in with your Apple developer account to see the list of downloads\). \[¿ Visit \\[www.deitel.com\\]\\(http://www.deitel.com\\) Download code examples For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit \\[www.deitel.com/training\\]\\(http://www.deitel.com/training\\) or to \\[deitel@deitel.com\\]\\(mailto:deitel@deitel.com\\) Join the Deitel social networking communities on Facebook® at \\[facebook.com/DeitelFan\\]\\(https://facebook.com/DeitelFan\\), Twitter® at \\[@deitel\\]\\(https://twitter.com/@deitel\\), Google+™ at \\[google.com/+DeitelFan\\]\\(https://google.com/+DeitelFan\\), LinkedIn® at \\[bit.ly/DeitelLinkedIn\\]\\(https://bit.ly/DeitelLinkedIn\\), YouTube™ at \\[youtube.com/user/DeitelTV\\]\\(https://youtube.com/user/DeitelTV\\) and subscribe to the Deitel® Buzz Online e-mail newsletter at \\[www.deitel.com/newsletter/subscribe.html\\]\\(http://www.deitel.com/newsletter/subscribe.html\\) \\[¿\\]\\(#\\)\]\(#\)](#)

Frontiers in General Surgery D.W. Jirsch 2012-12-06 Recent developments have favourably and extensively altered general surgical practice. As editor I have happily been able to select certain topics of new and major interest for detailed discussion and have thus had the opportunity to collect these authoritative submissions within the covers of one text. The range of topics is broad. Endoscopy has changed the nature of both investigation and treatment of much gastrointestinal disease and the therapeutic uses of endoscopy continue to grow. That sophisticated new tool of the radiologist, computerized axial tomography, has revolutionized the diagnosis of intra-abdominal disease, very often permitting precise localization of hitherto occult disease, and, as might be expected, it has become helpful in determining both the nature and extent of surgical and other therapy. Although an invasive procedure, intra abdominal angiography has similarly come of age as a means of localizing gastrointestinal haemorrhage and controlling such bleeding. Unfortunately, intra-abdominal malignancy continues to be a major source of concern to the general surgeon and the discovery that such

tumours are associated with unusual markers, termed oncofetal antigens, suggests that early diagnosis and early detection of recurrence may yet be feasible. Adjuvant or post-surgical therapy is an exciting development in terms of prolonging the disease-free interval in women with breast cancer limited to regional lymph nodes. Equally efficacious therapy is not yet available for patients with gastrointestinal cancer, highlighting the need for more specific drugs and drug combinations. [Advances in Nutritional Research](#) H. Draper 2013-06-29 The third volume of *Advances in Nutritional Research* continues the precedent set in previous volumes of providing authoritative reviews on the current state of knowledge with respect to major topics of ongoing nutritional research. This series is designed to be of value to investigators engaged in fundamental research as well as to those involved in its application to problems in human and animal nutrition. This volume contains three chapters on recent developments in research on inorganic elements, including a review, by F. H. Nielsen, of the evidence for a requirement for additional trace elements; a conspectus, by C. E. Casey and K. M. Hambidge, on the occurrence of trace element deficiencies in man; and a description, by M. Janghorbani and V. R. Young, of new methods of assessing the bioavailability of minerals in the diet. There are also three chapters on current topics of lipid research. One (by F. D. Sauer) is devoted to the cardiopathic effects of certain dietary monoenoic fatty acids, another (by C. Galli) to the influence of diet on prostaglandin synthesis, and the third (by H. O. Bang and J. Dyerberg) to an analysis of the role of the unusual polyunsaturated fatty acids found in marine oils in the prevention of ischemic heart disease.

[C](#) Paul J. Deitel 2016

C Student Solutions Manual to Accompany C how to Program, Fourth Edition Harvey M. Deitel 2004

[C++ How to program](#) Harvey Deitel 2013-03-06 For Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with

little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. The Eighth Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers.

C How to Program: With Case Studies in Applications and Systems

Programming, Global Edition Paul Deitel 2022-05-30 This print textbook is available for you to rent for your classes. The Pearson print rental program provides you with affordable access to learning materials, so you go to class ready to succeed. C How to Program is a user-friendly, code-intensive introduction to C programming with case studies introducing applications and system programming. Like other texts of the Deitels' How to Program series, the book's modular presentation serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The signature Deitel live-code approach presents concepts in the context of 142 full-working programs rather than incomplete snips of code. This gives you a chance to run each program as you study it and see how your learning applies to real-world programming scenarios. Current standards, contemporary practice, and hands-on learning opportunities are integrated throughout the 9th Edition. Over 340 new integrated Self-Check exercises with answers allow you to test your understanding of important concepts — and check your code — as you read. New and enhanced case studies and exercises use real-world data and focus on the latest ACM/IEEE computing curricula recommendations, highlighting security, data science, ethics, privacy, and performance concepts.

C# for Programmers Harvey M. Deitel 2005-11-21 The practicing programmer's DEITEL® guide to C# and the powerful Microsoft .NET Framework Written for programmers with a background in C++, Java, or

other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UML™ ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical, Example-Rich Coverage Of: C# 2.0, .NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and ADO.NET 2.0 Networking and .NET Remoting XML, Web Services Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UML™ ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at

www.deitel.com/newsletter/subscribe.html Read archived Issues of the DEITEL® BUZZ ONLINE Get corporate training information

Java How To Program, Late Objects, Global Edition Paul Deitel 2019-08-05 The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Late Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you will receive via email the code and instructions on how to access this product. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Internet & World Wide Web Harvey M. Deitel 2004 The goal of Deitel & Associates, Inc.'s Internet & World Wide Web How to Program, 3/e is to introduce readers with little or no programming experience to the exciting world of Web-based applications. This comprehensive book with accompanying CD-ROM teaches the fundamentals needed to program on the Internet. Readers will be well-prepared to build real-world, industrial-strength, Web-based applications. In-depth coverage of introductory programming principles, various markup languages (XHTML, Dynamic HTML and XML), several scripting languages (JavaScript, VBScript, Perl, Python, PHP, ColdFusion, and FlashActionScript), Web servers (IIS and Apache), and relational databases (MySQL) provide all the skills and tools needed to create dynamic Web-based applications. This new edition contains chapters on

Macromedia ColdFusion, a leading server-side scripting software package, and Macromedia Dreamweaver, a powerful WYSIWYG editor and Web application creation tool. Hundreds of LIVE-CODE examples (i.e., complete, working programs) of real applications throughout the book and on the accompanying CD allow readers to run the applications and see and hear the outputs. Readers learn to incorporate multimedia into Web pages and Web-based applications to enhance their presentations. Chapters on e-Business and Accessibility for people with disabilities expose readers to a wide range of other topics. For Internet and Web-based computer programmers, and others in organizations and businesses who need to develop their own Websites and pages.

C++ how to Program Harvey M. Deitel 2003 This book "explains c++'s extraordinary capabilities by presenting an optional object-orientated design and implementation case study with the Unified Modeling Language (UML) from the Object Management Group 8.5." - back cover.
Advanced Java 2 Platform Harvey M. Deitel 2002 This book looks at the exciting world of advanced programming concepts with the three major Java platforms - Java 2 Enterprise Edition (J2EE), Java 2 Standard Edition (J2SE) and Java 2 Micro Edition (J2ME).

The Complete E-Commerce and E-Business Training Course Harvey M. Deitel 2001-05-01 This book and multimedia package teaches about the programming technologies for developing Web-based e-business and e-commerce solutions as well as covering e-business and e-commerce models and business issues.

C++ for Programmers Paul Deitel 2009-01-23 PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study Standard Template Library (STL): Containers, Iterators and Algorithms I/O, Types, Control Statements, Functions Arrays, Vectors, Pointers, References String Class, C-Style Strings Operator Overloading, Templates Exception Handling, Files Bit and Character Manipulation Boost Libraries and the Future of C++ GNU™ and Visual C++® Debuggers And more... VISIT WWW.DEITEL.COM For information on

Deitel® Dive-Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com) Download code examples Check out the growing list of programming, Web 2.0 and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived issues of the DEITEL® BUZZ ONLINE The professional programmer's DEITEL® guide to C++ and object-oriented application development Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the C++ language and C++ Standard Libraries in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features 240 C++ applications with over 15,000 lines of proven C++ code, and hundreds of tips that will help you build robust applications. Start with an introduction to C++ using an early classes and objects approach, then rapidly move on to more advanced topics, including templates, exception handling, the Standard Template Library (STL) and selected features from the Boost libraries. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® 2 ATM case study, including a complete C++ implementation. When you're finished, you'll have everything you need to build object-oriented C++ applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including C++, .NET, Java™, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "An excellent 'objects first' coverage of C++. The example-driven presentation is enriched by the optional UML case study that contextualizes the material in an ongoing software engineering project." -Gavin Osborne, Saskatchewan Institute of Applied Science and Technology "Introducing the UML early on is a great idea." -Raymond Stephenson, Microsoft "Good use of diagrams, especially of the activation call stack and recursive functions." -Amar Raheja, California State Polytechnic

University, Pomona "Terrific discussion of pointers-probably the best I have seen." -Anne B. Horton, Lockheed Martin "Great coverage of polymorphism and how the compiler implements polymorphism 'under the hood.'" -Ed James-Beckham, Borland "The Boost/C++0x chapter will get you up and running quickly with the memory management and regular expression libraries, plus whet your appetite for new C++ features being standardized." -Ed Brey, Kohler Co. "Excellent introduction to the Standard Template Library (STL). The best book on C++ programming!" -Richard Albright, Goldey-Beacom College "Just when you think you are focused on learning one topic, suddenly you discover you've learned more than you expected." -Chad Willwerth, University of Washington, Tacoma "The most thorough C++ treatment I've seen. Replete with real-world case studies covering the full software development lifecycle. Code examples are extraordinary!" -Terrell Hull, Logicalis Integration Solutions/

The Complete Java 2 Training Course Harvey M. Deitel 2001 Harvey and Paul Deitel are famous for their bestselling books on programming and their signature "live code" approach. They now teach a "learn-by-doing" course on Java 2 with thousands of lines of fully tested live code in 250 working programs on the CD-ROM. This multimedia package gives users a fast, cost effective way of learning to program Java--taught by the experts.

C for Programmers with an Introduction to C11 Paul J. Deitel 2013 The professional programmer's Deitel® guide to procedural programming in C through 130 working code examples Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching the C language and the C Standard Library. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features approximately 5,000 lines of proven C code and hundreds of savvy tips that will help you build robust applications. Start with an introduction to C, then rapidly move on to more advanced topics, including building custom data structures, the Standard Library, select

features of the new C11 standard such as multithreading to help you write high-performance applications for today's multicore systems, and secure C programming sections that show you how to write software that is more robust and less vulnerable. You'll enjoy the Deitels' classic treatment of procedural programming. When you're finished, you'll have everything you need to start building industrial-strength C applications. Practical, example-rich coverage of: C programming fundamentals Compiling and debugging with GNU gcc and gdb, and Visual C++® Key new C11 standard features: Type generic expressions, anonymous structures and unions, memory alignment, enhanced Unicode® support, `_Static_assert`, `quick_exit` and `at_quick_exit`, `_Noreturn` function specifier, C11 headers C11 multithreading for enhanced performance on today's multicore systems Secure C Programming sections Data structures, searching and sorting Order of evaluation issues, preprocessor Designated initializers, compound literals, bool type, complex numbers, variable-length arrays, restricted pointers, type generic math, inline functions, and more. Visit www.deitel.com For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or write to deitel@deitel.com Download code examples To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Join the Deitel social networking communities on Facebook® at facebook.com/DeitelFan, Twitter® @deitel, LinkedIn® at bit.ly/DeitelLinkedIn and Google+ at gplus.to/Deitel.

Problem Solving and Programming Concepts Maureen Sprankle 2009 A core or supplementary text for one-semester, freshman/sophomore-level introductory courses taken by programming majors in Problem Solving for Programmers, Problem Solving for Applications, any Computer Language Course, or Introduction to Programming. Revised to reflect the most current issues in the programming industry, this widely adopted text emphasizes that problem solving is the same in all computer languages, regardless of syntax. Sprankle and Hubbard use a generic, non-language-specific approach to

present the tools and concepts required when using any programming language to develop computer applications. Designed for students with little or no computer experience but useful to programmers at any level the text provides step-by-step progression and consistent in-depth coverage of topics, with detailed explanations and many illustrations. Instructor Supplements (see resources tab): Instructor Manual with Solutions and Test Bank Lecture Power Point Slides Go to: www.prenhall.com/sprankle
Visual Basic 6 how to Program Harvey M. Deitel 1999 Covering Microsoft's Visual Basic 6, this work includes complete worked examples, more than 10,000 lines of code, programming tips and exercises.
Internet and World Wide Web How To Program (Harvey & Paul) Deitel & Associates 2012-02-28 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. *Internet & World Wide Web How to Program*, 5/e is appropriate for both introductory and intermediate-level client-side and server-side programming courses. The book is also suitable for professionals who want to update their skills with the latest Internet and web programming technologies. *Internet and World Wide Web How to Program*, 5e introduces students with little or no programming experience to the exciting world of Web-Based applications. This new edition focuses on HTML5 and the related technologies in its ecosystem, diving into the exciting new features of HTML5, CSS3, the latest edition of JavaScript (ECMAScript 5) and HTML5 canvas. At the heart of the book is the Deitel signature “live-code approach”—concepts are presented in the context of complete working HTML5 documents, CSS3 stylesheets, JavaScript scripts, XML documents, programs and database files, rather than in code snippets. Each complete code example is accompanied by live sample executions. The Deitels focus on popular key technologies that will help readers build Internet- and web-based applications that interact with other applications and with databases. These form the basis of the kinds of enterprise-level, networked applications that are popular in industry today. After mastering the material in this book, readers will be well

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C Paul J. Deitel 2016 For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

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

C# Harvey M. Deitel 2002 Accompanying CD-ROM contains ... "hyperlinks, solutions to half the book's exercises and audio walkthroughs of the book's examples."--Page 4 of cover.

Information Technology and Constructivism in Higher Education: Progressive Learning Frameworks Payne, Carla R. 2009-05-31 "This volume is grounded in the thesis that information technology may offer the only viable avenue to the implementation of constructivist and progressive educational principles in higher education, and that the numerous efforts now under way to realize these principles deserve examination and evaluation"--Provided by publisher.

Python for Programmers Paul Deitel 2019-03-15 The professional programmer's Deitel® guide to Python® with introductory artificial intelligence case studies Written for programmers with a background in another high-level language, Python for Programmers uses hands-on instruction to teach today's most compelling, leading-edge computing technologies and programming in Python--one of the world's most popular and fastest-growing languages. Please read the Table of

Contents diagram inside the front cover and the Preface for more details. In the context of 500+, real-world examples ranging from individual snippets to 40 large scripts and full implementation case studies, you'll use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms. After covering Python Chapters 1-5 and a few key parts of Chapters 6-7, you'll be able to handle significant portions of the hands-on introductory AI case studies in Chapters 11-16, which are loaded with cool, powerful, contemporary examples. These include natural language processing, data mining Twitter® for sentiment analysis, cognitive computing with IBM® Watson™, supervised machine learning with classification and regression, unsupervised machine learning with clustering, computer vision through deep learning and convolutional neural networks, deep learning with recurrent neural networks, big data with Hadoop®, Spark™ and NoSQL databases, the Internet of Things and more. You'll also work directly or indirectly with cloud-based services, including Twitter, Google Translate™, IBM Watson, Microsoft® Azure®, OpenMapQuest, PubNub and more. Features 500+ hands-on, real-world, live-code examples from snippets to case studies IPython + code in Jupyter® Notebooks Library-focused: Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON serialization, CSV, exceptions Procedural, functional-style and object-oriented programming Collections: Lists, tuples, dictionaries, sets, NumPy arrays, pandas Series & DataFrames Static, dynamic and interactive visualizations Data experiences with real-world datasets and data sources Intro to Data Science sections: AI, basic stats, simulation, animation, random variables, data wrangling, regression AI, big data and cloud data science case studies: NLP, data mining Twitter®, IBM® Watson™, machine learning, deep learning, computer vision, Hadoop®, Spark™, NoSQL, IoT Open-source libraries: NumPy, pandas, Matplotlib, Seaborn, Folium, SciPy, NLTK, TextBlob, spaCy, Textatistic, Tweepy, scikit-learn®, Keras and more Accompanying code examples are available here:

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Internet & World Wide Web Harvey M. Deitel 2002 The authoritative DEITEL(TM) LIVE-CODE(TM) introduction to Internet & World Wide Web programming The Internet and World Wide Web have revolutionized software development with multimediaintensive, platform-independent code for conventional Internet-, Intranet- and Extranet-based applications. This college-level textbook carefully explains how to program multitiered, client/server, database-intensive, Web-based applications. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized corporate training and content-creation organization specializing in Java(TM), C++, C, Visual C#(TM), Visual Basic(R), Visual C++(R), .NET, XML, Python, Perl, Internet, Web and object technologies. The Deitels are also the authors of the world's #1 Java and C++ textbooks--"Java How to Program, 4/e" and "C++ How to Program, 3/e"--and many other best sellers. In "Internet & World Wide Web How to Program, 2/e," the Deitels and their colleague, Tem R. Nieto, discuss key topics, including: XHTML(TM) /CSS(TM) /Dynamic HTML Multitier Client/Server Applications Internet Explorer(R) 5.5/Netscape(R) 6 Apache/IIS/PWS JavaScript(TM) /VB Script(R) DOM(TM) /DHTML Objects & Events Filters/Transitions/ActiveX(R) Flash(TM) /Animation/ActionScript e-Commerce/Security Wireless Web/WML/WMLScript ASP/JSP/Servlets/Perl/CGI/Python/PHP Web-Page Authoring/Photoshop(R) Elements Data Binding/SQL/MySQL/DBI/ADO XML/XSL(TM) /SVG/SMIL(TM) /Voice XML(TM) Multimedia/Audio/Video/Accessibility Speech Synthesis/Recognition/MS Agent "Internet & World Wide Web How to Program, 2/e" includes extensive pedagogic features: Hundreds of LIVE-CODE(TM)programs with screen captures that show exact outputs Extensive World Wide Web and Internet resources to encourage further research Hundreds of tips, recommended practices and cautions--all marked with icons "Internet &

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C# 2008 for Programmers Paul Deitel 2008-09-26 The professional programmer's Deitel® guide to C# and the powerful Microsoft® .NET Framework Written for programmers with a background in C++, Java or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and .NET Framework 3.5 in depth. The book is updated for Visual Studio® 2008 and C# 3.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions, and program outputs. The book features 200+ C# applications with about 20,000 lines of proven C# code, and hundreds of tips that will help you build robust applications. Start with a concise introduction to C# using an early classes and objects approach, then rapidly move on to more advanced topics, including the .NET Framework 3.5, LINQ, WPF, ASP.NET AJAX, WCF web services and Silverlight™. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML™ ATM case study, including a complete C# implementation. When you're finished, you'll have everything you need to build next-generation Windows applications, web applications and web services. TheDeitel®

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Table of Contents Deitel And Solution

1. Understanding the eBook Deitel And Solution

- The Rise of Digital Reading Deitel And Solution

- Advantages of eBooks Over Traditional Books

2. Identifying Deitel And Solution

- Exploring Different Genres
- Considering Fiction vs. Non-Fiction
- Determining Your Reading Goals

3. Choosing the Right eBook Platform

- Popular eBook Platforms
- Features to Look for in an Deitel And Solution
- User-Friendly Interface

4. Exploring eBook Recommendations from Deitel And Solution

- Personalized Recommendations
- Deitel And Solution User Reviews and Ratings
- Deitel And Solution and Bestseller Lists

5. Accessing Deitel And Solution Free and Paid eBooks

- Deitel And Solution Public Domain eBooks
- Deitel And Solution eBook Subscription Services
- Deitel And Solution Budget-Friendly Options

6. Navigating Deitel And Solution eBook Formats

- ePub, PDF, MOBI, and More
- Deitel And Solution Compatibility with Devices
- Deitel And Solution Enhanced eBook Features

7. Enhancing Your Reading Experience

- Adjustable Fonts and Text Sizes of Deitel And Solution
- Highlighting and Note-Taking Deitel And Solution
- Interactive Elements Deitel And Solution

8. Staying Engaged with Deitel And Solution

- Joining Online Reading Communities
- Participating in Virtual Book Clubs
- Following Authors and Publishers Deitel And Solution

9. Balancing eBooks and Physical Books Deitel And Solution

- Benefits of a Digital Library
- Creating a Diverse Reading Collection Deitel And Solution

10. Overcoming Reading Challenges

- Dealing with Digital Eye Strain
- Minimizing Distractions
- Managing Screen Time

11. Cultivating a Reading Routine Deitel And Solution

- Setting Reading Goals Deitel And Solution
- Carving Out Dedicated Reading Time

12. Sourcing Reliable Information of Deitel And Solution

- Fact-Checking eBook Content of Deitel And Solution
- Distinguishing Credible Sources

13. Promoting Lifelong Learning

- Utilizing eBooks for Skill Development
- Exploring Educational eBooks

14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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