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# Teach Yourself Computers And Their Use An Introduction Teach Yourself

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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 Java2D 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     **Sams Teach Yourself Java in 24 Hours** Rogers Cadenhead,2009-10-25 In just 24 lessons of one hour or less you can learn how to create Java applications with the free NetBeans visual editing tools Using a straightforward step by step approach popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs web services and even a browser game in Java Each lesson builds on what you've already learned giving you a solid understanding of the basic concepts and terminology Full color figures and clear step by step instructions visually show you how to program with Java Quizzes and Exercises at the end of each chapter help you test your knowledge Notes Tips and Cautions provide related information advice and warnings 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 Build a browser based game from start to finish Read and write files and XML data Master best practices for object oriented programming Create flexible interoperable web services with JAX WS Integrate graphics into your applications     [Sams Teach Yourself Python in 24 Hours](#) Katie Cunningham,2014 Provides lessons and case study applications that cover such topics as using loops making objects using modules expanding classes and fixing problem code     *Teach Yourself VISUALLY Macs* Paul McFedries,2008-10-22 Are you a visual learner Than Teach Yourself VISUALLY Macs is the book for you This resource Offers a perfect introduction for visual learners looking to gain a general understanding of Macs and some of the common peripherals associated with them Demonstrates everything you need to know about transitioning from Windows to a Mac using iPhoto creating home movies with iMovie and connecting all those cool devices like the iPhone or iPod so you can maximize iTunes Shows you how to browse the Web with Safari and use iCal to track appointments and what to do if something should ever go wrong Includes full color rich screen shots and illustrations as well as step by step instructions clearly explain how to get the most from your Mac     **Sams Teach Yourself Java in 24 Hours (Covering Java 7 and Android)** Rogers Cadenhead,2011-10-21 Sams Teach Yourself Java in 24 Hours Sixth Edition Covering Java 7 and Android Development In just 24 lessons of one hour or less you can learn how to create Java applications Using a straightforward step

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*Sams Teach Yourself Microsoft Office PowerPoint 2003 in 24 Hours* Tom Bunzel,2004 A guide to the business presentation software explains how to combine text animation video photographs sound effects and narration into a professional looking presentation

*PC Mag* ,1984-10-30 PCMag com is a leading authority on technology delivering Labs based independent reviews of the latest products and services Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology

**Teach Yourself VISUALLY MacBook** Brad Miser,2008-03-31 If you prefer instructions that show you how to do something and skip the long winded explanations then this book is for you You ll find clear step by step screen shots that show you how to tackle more than 160 MacBook tasks Each task based spread includes easy visual directions for performing necessary operations including using the Dock and Dashboard managing Expos and Spaces video chatting with iChat and creating albums and photos in iPhoto Full color screen shots demonstrate each task so that you can get started using your MacBook today

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