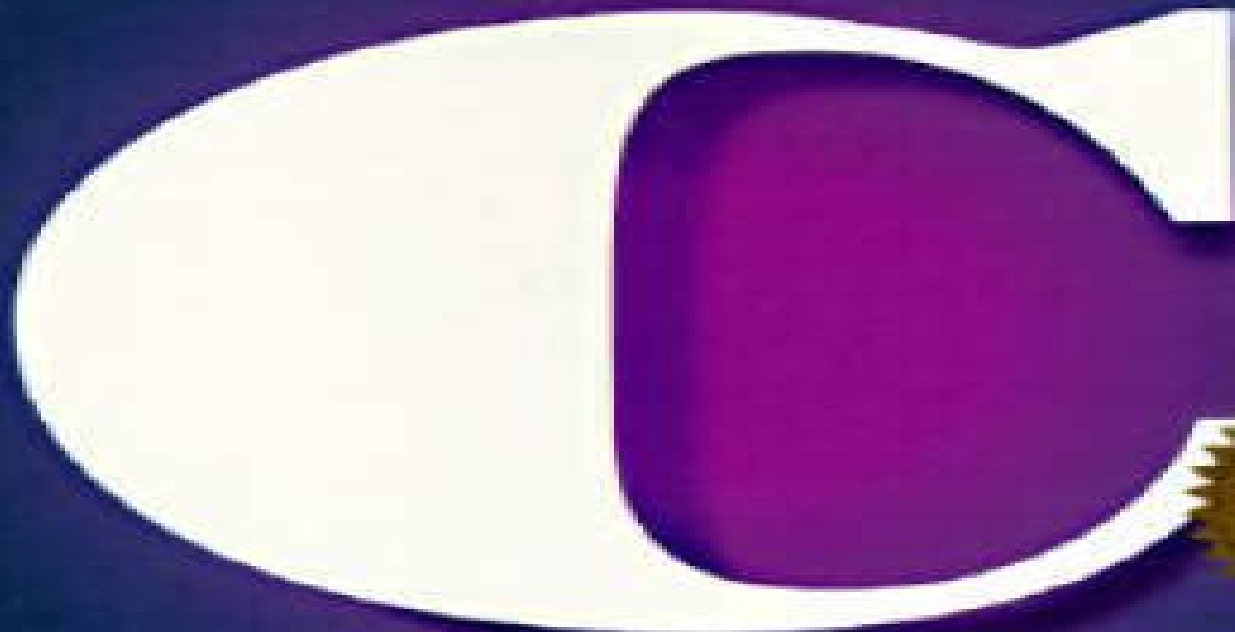


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Sams Teach Yourself C# in 21 Days Bradley Jones, 2002 C is a new object oriented language that enables programmers to quickly build a wide range of applications This book takes readers step by step through learning C in an intensive three week course

Sams Teach Yourself C# Web Programming in 21 Days Philip Syme, Peter Aitken, Peter G. Aitken, 2002 Learn how to use C for Internet programming with the hands on techniques and clear explanations This book discusses some C features that allow rapid development of solutions such as garbage collection simplified type declarations and scalability support The book explains key concepts in a simple and practical manner Web Forms and Web Controls usher in an elegant way to make dynamic Web pages The book covers these topics with how to code examples and projects One of the newest developments in Internet programming is the use of XML and the SOAP communication protocol NET Web Services harness these two technologies and is covered in later sections of the book

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Teach Yourself C Programming in 21 Days Peter G. Aitken, Bradley Jones, 1995 This book covers the basics of C including variables constants conditional statements loops pointers data structures input output and functions all presented in a logical and easy to follow sequence that helps readers really understand the principles involved in developing programs

C Programming in One Hour a Day, Sams Teach Yourself Bradley L. Jones, Peter Aitken, Dean Miller, 2013-10-07 Sams Teach Yourself C Programming in One Hour a Day Seventh Edition is the newest version of the worldwide best seller Sams Teach Yourself C in 21 Days Fully revised for the new C11 standard and libraries it now emphasizes platform independent C programming using free open source C compilers This edition strengthens its focus on C programming fundamentals and adds new material on popular C based object oriented programming languages such as Objective C Filled with carefully explained code clear syntax examples and well crafted exercises this is the broadest and deepest introductory C tutorial available It s ideal for anyone who s serious about truly mastering C including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps Friendly and accessible it delivers step by step hands on experience that starts with simple tasks and gradually builds to professional quality

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Sams Teach Yourself C Programming in One Hour a Day Bradley Jones, Peter G. Aitken, Dean Miller, 2013 Sams Teach Yourself C Programming in One Hour a Day Seventh Edition is the newest version of the worldwide best seller Sams Teach Yourself C in 21 Days Fully revised for the new C11 standard and libraries it now emphasizes platform independent C programming using free open source C compilers This edition strengthens its focus on C programming fundamentals and adds new material on popular C based object oriented programming languages such as Objective C Filled with carefully explained code clear syntax examples and well crafted exercises this is the broadest and deepest introductory C tutorial available It s ideal for anyone who s serious about truly mastering C including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps Friendly and accessible it delivers step by step hands on experience that starts with simple tasks and gradually builds to professional quality techniques Each lesson is designed to be completed in hour or less introducing and clearly explaining essential concepts providing practical examples and encouraging you to build simple programs on your own Coverage includes Understanding C program components and structure Mastering essential C syntax and program control Using core language features including numeric arrays pointers characters strings structures and variable scope Interacting with the screen printer and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information Variables and Constants 4 The Pieces of a C Program Statements Expressions and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10

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Sams Teach Yourself Visual C++ .Net in 21 Days Davis Howard Chapman, 2002 This book emphasizes using VC tools and wizards to generate code Code examples are augmented with C language sidebars Readers who need a refresher on the language or want to go further under the hood will have a context while those who don't can easily skip that coverage The revision includes more information throughout on Microsoft Foundation Classes MFC

Sams Teach Yourself C++ in 21 Days Jesse Liberty, Bradley L. Jones, 2004-12-14 Join the leagues of thousands of programmers and learn C from some of the best The fifth edition of the best seller Sams Teach Yourself C in 21 Days written by Jesse Liberty a well known C and C programming manual author and Bradley L Jones manager for a number of high profile developer websites has been updated to the new ANSI ISO C Standard This is an excellent hands on guide for the beginning programmer Packed with examples of syntax and detailed analysis of code fundamentals such as managing I O loops arrays and creating C applications are all covered in the 21 easy to follow lessons You will also be given access to a website that will provide you with all the source code examples developed in the book as a practice tool C is the preferred language for millions of developers make Sams Teach Yourself the preferred way to learn it

Sams Teach Yourself Visual Basic .NET in 21 Days Duncan Mackenzie, Kent Sharkey, 2002 This revision of a bestseller will provide critical information on the many changes coming in the new version of Visual Basic Includes a proven step by step method for learning VB which is especially helpful as programmers approach the wide variety of powerful features and tools in Visual Basic .NET

Teach Yourself C in 21 Days Peter G. Aitken, Bradley Jones, 1994 A 21 chapter tutorial that introduces the reader to C using a variety of unique teaching elements The Bestseller Edition provides additional coverage and adds an appendix that provides information on the advantages disadvantages and different behaviors of the most popular C compilers

Teach Yourself Advanced C in 21 Days Bradley Jones, Gregory L. Guntle, 1994 The perfect tutorial for C programmers wanting to take their skills to the next level Designed to be the follow up tutorial to the successful Teach Yourself C in 21 Days Uses lots of visual elements such as shaded syntax boxes notes boxes and line by line descriptions of the program examples Introduces carefully planned series of lessons quizzes exercises and workshops to motivate and reinforce learning

Teach Yourself C++ in 21 Days Jesse Liberty, 1994 An ideal way for C programmers to move to the world of Object Oriented programming and C The proven techniques of the Teach Yourself series make this book the essential guide to learning C no matter what compiler is being used The only way to learn to program is to write code With this guide you'll be writing programs in just a matter of days

Learn C programming

language Simply Mudit Sathe, Learn C programming language in 24 hours *Absolute Beginner's Guide to Programming* Greg M. Perry, 2002 This book teaches you everything you need to know to understand computer programming at a fundamental level You will learn what the major programming languages are how they work and what to do **Elementary Synchronous Programming** Ali S. Janfada, 2019-06-04 Algorithms are the essence of programming After their construction they have to be translated to the codes of a specific programming language There exists a maximum of ten basic algorithmic templates This textbook aims to provide the reader with a more convenient and efficient method to create a program by translating algorithms template by template with C and Java This is the slogan of the book You will be a professional programmer whenever you become a skilled algorithm designer This book attempts to gradually strengthen the readers ability to identify and analyze the mental commands which are issued and implemented in their brains for solving the problems in which mathematical computations are applied and try to design an algorithm based on their understanding and analyses It then seeks to encourage the readers to develop their skills in algorithm writing for computational problems and synchronously teach them to translate the algorithms into C and Java codes using the least necessary keywords **Sams Teach Yourself C# in 24 Hours** James D. Foxall, Wendy Haro-Chun, 2002 Sams Teach Yourself C in 24 Hours provides readers with 24 structured lessons that provide a light but thorough introduction to C James Foxall moves beyond the pure syntax covered in existing books to guide readers step by step through a cohesive presentation of the basics of C Once the basics are understood Foxall shows the reader how to apply this knowledge to real world Windows programming tasks using C Each chapter contains exercises that reinforce the lessons learned in each chapter Tips Notes and Cautions provide additional advice from the authors on how to get up to speed and programming quickly with C Sidebars provide the more experienced reader with tips that will ease their migration from Visual Basic 6 and Visual C to C **Beginning Programming in 24 Hours, Sams Teach Yourself** Greg Perry, Dean Miller, 2013-12-02 If you want to learn computer programming but don't know which language to start with this is the book for you In just 24 lessons of one hour or less any beginner can get a solid introduction to the basics of computer programming and learn to write simple programs for any platform Windows Mac and mobile Using a straightforward step by step approach each lesson in this carefully crafted tutorial builds upon the previous one allowing you to learn all the essentials of programming from the ground up Once you've mastered these fundamentals the book introduces you to several of the most popular computer programming languages today and helps you decide which language to learn first Step by step instructions carefully walk you through the most common programming tasks Practical hands on examples show you how to apply what you learn to create your own programs Quizzes and exercises at the end of each lesson help you test your knowledge and stretch your skills Learn how to Set up your programming toolkit with widely available free downloads Create simple programs in JavaScript that get user input and display output Process numbers and words Use variables to hold information Merge strings together Tell programs

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Sams Teach Yourself Ruby in 21 Days Mark Slagell, 2002 Ruby is a high level fully object oriented programming OOP language It is very powerful and relatively easy to learn read and maintain Sams Teach Yourself Ruby in 21 Days provides the best introduction to this language and addresses one of the key constraints it faces The paucity of quality English language documentation is one of the few things holding Ruby back from widespread adoption according to Dr Curtis Clifton of Iowa State University's Department of Graduate Computer Science

C Programming Absolute Beginner's Guide Greg Perry, Dean Miller, 2013-08-02 Updated for C11 Write powerful C programs without becoming a technical expert This book is the fastest way to get comfortable with C one incredibly clear and easy step at a time You'll learn all the basics how to organize programs store and display data work with variables operators I/O pointers arrays functions and much more C programming has never been this simple Who knew how simple C programming could be This is today's best beginner's guide to writing C programs and to learning skills you can use with practically any language Its simple practical instructions will help you start creating useful reliable C code from games to mobile apps Plus it's fully updated for the new C11 standard and today's free open source tools Here's a small sample of what you'll learn Discover free C programming tools for Windows OS X or Linux Understand the parts of a C program and how they fit together Generate output and display it on the screen Interact with users and respond to their input Make the most of variables by using assignments and expressions Control programs by testing data and using logical operators Save time and effort by using loops and other techniques Build powerful data entry routines with simple built-in functions Manipulate text with strings Store information so it's easy to access and use Manage your data with arrays pointers and data structures Use functions to make programs easier to write and maintain Let C handle all your program's math for you Handle your computer's memory as efficiently as possible Make programs more powerful with preprocessing directives

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