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Bradley Jones



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Complete Maya Programming David Gould,2003 David Gould is an expert at using programming and teaching Maya and it shows People who need to program Maya will find this book essential Even Maya users who don t intend to do extensive programming should read this book for a better

understanding of what's going on under the hood Compact yet thorough it covers both MEL and the C API and is written to be informative for both novice and expert programmers Highly recommended Larry Gritz Exluna NVIDIA co author of Advanced RenderMan Creating CGI for Motion Pictures This book should be required reading for all Maya programmers novice and expert alike For the novice it provides a thorough and wonderfully well thought out hands on tutorial and introduction to Maya The book's greatest contribution however is that in it David shares his deep understanding of Maya's fundamental concepts and architecture so that even the expert can learn to more effectively exploit Maya's rich and powerful programming interfaces Philip J Schneider Disney Feature Animation co author of Geometric Tools for Computer Graphics Having provided a technical review of David Gould's Complete Maya Programming I must say that this book is the definitive text for scripting and plug in development for Maya Never before has there been such a concise and clearly written guide to programming for Maya Any user smart enough to pick up this book would be better off for it Chris Rock a Technical Director at a Large Animation Studio in Northern California If you ever wanted to open the Maya toolbox this is your guide With clear step by step instructions you will soon be able to customize and improve the application as well as create your own extensions either through the MEL scripting language or the full C API Christophe Hery Industrial Light Magic Learning Maya the world's leading 3D animation and effects package is a challenge especially for those who want to master Maya's versatile programming features in addition to its built in tools Finally here is a practical step by step guide that shows how to use Maya to its fullest potential beginning with the basics Readers of Complete Maya Programming will first gain a thorough understanding of Maya's inner workings and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels Users new to programming can apply Maya's easy scripting language MEL Maya Embedded Language while more advanced users can work with the C API Application Programming Interface Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers Complete Maya Programming is every user's guide to Maya mastery FEATURES Demonstrates how to use MEL to control Maya customize its interface automate procedures and more Details how to use the C API to modify Maya functionality and develop tools and features to meet any need Explains when to use MEL when to use the C API and how to use them together Provides a multitude of real world examples illustrating applications of Maya programming Ideal for technical directors developers or anyone wishing to master Maya Provides a storehouse of MEL scripts and C source code glossary and list of resources available at www.davidgould.com

The Complete Idiot's Guide to a Career in Computer Programming Jesse Liberty, 1999 Describes the job market qualifications career paths and common pitfalls and includes information on interviewing working with employment agencies and resumes

Teach Yourself C in 21 Days Peter G. Aitken, Bradley Jones, 1997 With its ever expanding installed base C continues to be one of the most popular programming languages on the market The Teach Yourself series continues to be one of the most popular ways to learn a programming language and with the success of the

previous editions of this book this fourth edition is clearly headed for the bestseller list **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 *Complete Maya Programming Volume II* David Gould,2005-08-05 David Gould s acclaimed first book *Complete Maya Programming An Extensive Guide to MEL and the C API* provides artists and programmers with a deep understanding of the way Maya works and how it can be enhanced and customized through programming In his new book David offers a gentle intuitive introduction to the core ideas of computer graphics Each concept is explained progressively and is fully implemented in both MEL and C so that an artist or programmer can use the source code directly in their own programs Geometry and modeling are covered in detail with progressively more complex examples demonstrating all of Maya s possible programming features David Gould s first volume is widely regarded as the most authoritative reference on Maya programming Volume II continues this tradition and provides an unmatched guide for the artist and programmer tackling complex tasks Covers a spectrum of topics in computer graphics including points and vectors rotations transformations curves and surfaces polygonal NURBS subdivision and modeling Offers insights to Maya s inner workings so that an artist or programmer can design and develop customized tools and solutions Discusses problem solving with MEL Maya s scripting language and the more powerful and versatile C API with plenty of code examples for each [Sams Teach Yourself MySQL in 21 Days](#) Anthony Butcher,Tony Butcher,2002 This guide teaches readers how to design and implement their an open source database Topics include designing and creating a database normalizing data adding tables columns and indexes importing and exporting data administering optimizing and troubleshooting My SQL and locks and keys **Sams Teach Yourself Java in 21 Days** Rogers Cadenhead,2013 This edition adds coverage of Java 7 and places emphasis on Android programming There is a new chapter on Android development and additional material where appropriate throughout the book Coverage of the JDK has been dropped in favor of NetBeans the free integrated IDE for Java *Teach Yourself C++ in 21 Days* Jesse Liberty,1999 Sams Teach Yourself C in 21 Days 3rd edition is a hands on guide to learning object oriented programming design and analysis Readers will gain a thorough understanding of all basic concepts including memory management program flow compiling and debugging in 21 days Readers will learn through enhanced examples how to write fast powerful programs compile the source code and create executable files Sams Teach Yourself C in 21 Days 3rd edition has been updated to be compliant with the finalized ANSI ISO C Standard and includes additional bonus days on namespaces the Standard Template Library and distributed computing We ve included a glossary of terms and clarified of some of the examples found in the advanced topics chapters per readers suggestions **Java in 21 Days, Sams Teach Yourself (Covering Java 8)** Rogers Cadenhead,2015-12-22 In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets With this complete tutorial you ll quickly master the basics and

then move on to more advanced features and concepts Completely updated for Java 8 this book teaches you about the Java language and how to use it to create applications for any computing environment and Android apps By the time you have finished the book you ll have well rounded knowledge of Java and the Java class libraries Using your new skills you will be able to develop your own programs for tasks such as web services database connectivity XML processing and mobile programming No previous programming experience required By following the 21 carefully organized lessons in this book anyone can learn the basics of Java programming Learn at your own pace You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies or you can focus on specific lessons to learn the techniques that interest you most Test your knowledge Each chapter ends with a Workshop section filled with questions answers and exercises for further study There are even certification practice questions Completely revised updated and expanded to cover the latest features of Java 8 Learn to develop Java applications and Android apps using NetBeans and Google s new Android Studio two excellent and free programming platforms Covers new features of Java 8 such as closures the most eagerly anticipated language feature in years Easy to understand practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about JDBC 4 2 programming with the Derby database and XML parsing with the open source XOM class library Learn how to use streams to write programs that communicate with the Internet including socket programming buffers channels and URL handling Contents at a Glance WEEK 1 The Java Language DAY 1 Getting Started with Java DAY 2 The ABCs of Programming DAY 3 Working with Objects DAY 4 Lists Logic and Loops DAY 5 Creating Classes and Methods DAY 6 Packages Interfaces and Other Class Features DAY 7 Exceptions and Threads WEEK 2 The Java Class Library DAY 8 Data Structures DAY 9 Working with Swing DAY 10 Building a Swing Interface DAY 11 Arranging Components on a User Interface DAY 12 Responding to User Input DAY 13 Creating Java2D Graphics DAY 14 Developing Swing Applications WEEK 3 Java Programming DAY 15 Working with Input and Output DAY 16 Using Inner Classes and Closures DAY 17 Communicating Across the Internet DAY 18 Accessing Databases with JDBC 4 2 and Derby DAY 19 Reading and Writing RSS Feeds DAY 20 XML Web Services DAY 21 Writing Android Apps for Java APPENDIX A Using the NetBeans IDE APPENDIX B This Book s Website APPENDIX C Fixing a Problem with the Android Studio Emulator APPENDIX D Using the Java Development Kit APPENDIX E Programming with the Java Development Kit

Sams Teach Yourself Java in 21 Days (Covering Java 7 and Android) Rogers Cadenhead, 2012-08-16 Sams Teach Yourself Java in 21 Days Covering Java 7 and Android App Development Sams Teach Yourself Java in 21 Days continues to be one of the most popular best selling Java tutorials on the market Written by an expert technical writer it has been acclaimed for its clear and personable writing for its extensive use of examples and for its logical and complete organization The sixth edition of Sams Teach Yourself Java in 21 Days adds coverage of Java 7 and places a special emphasis on Android programming capitalizing on the fastest growing area

of Java programming There will be a new chapter on Android development and additional material where appropriate throughout the book This edition also includes new material on using NetBeans the free integrated IDE for Java No previous programming experience required By following the 21 carefully organized lessons in this book anyone can learn the basics of Java programming Learn at your own pace You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies or you can focus on specific lessons to learn the techniques that interest you most Test your knowledge Each chapter ends with a Workshop section filled with questions answers and exercises for further study There are even certification practice questions Completely revised updated and expanded to cover the latest features of Java 7 Learn to develop standalone Java applications Android apps and Java Web Start applications Easy to understand practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about JDBC 4 1 programming with the Java DB database and XML parsing with the open source XOM class library Covers new features of Java 7 such as improved try catch exception handling the new switch and Nimbus look and feel

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 .NET Windows Forms in 21 Days Chris Payne, 2002 NET Windows Forms are a new programming paradigm introduced with Microsoft's NET initiative Windows Forms are very similar to Web Forms which allow programmers to build complex Web application interfaces easily sharing the same underlying framework and programming concepts Windows Forms however are used for the Win32 platform instead of the Internet and allow programmers to build traditional Windows desktop based applications structured around NET Sams Teach Yourself NET Windows Forms in 21 Days covers all the major aspects of Windows Forms necessary to build professional functional applications This book follows the tried and tested 21 Days tutorial model to guide the reader through Windows Forms It features code examples and tips for programmers migrating from pre Windows Forms Microsoft technologies The reader will be introduced to the many controls available for NET Windows Forms and how to build them learn how to create events and event handlers explore ADO NET and methods to retrieve data from dynamic data sources and learn how to take advantage of the Internet and Internet Explorer from their NET Windows Forms applications As readers advance through the tutorials they progress toward more advanced topics and projects by creating simple graphical applications and enhancing existing ones learn how to integrate with other NET applications use Web services build Windows services build Windows Forms controls create multi threaded applications work with COM and COM configure and deploy NET Windows Forms and how to debug NET Windows Forms

Sams Teach Yourself JavaServer Pages in 21 Days Steven Holzner, 2003 Sun predicts that

more Web developers without Java experience will be migrating to JSP in 2002 2003 and beyond This is one of few JSP books aimed at this group rather than Java professionals Packed with hundreds of practical real world examples this title offers a proven tutorial format to teach JSP in 21 example driven lessons *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 The AT&T Documentation Guide ,1993-06 Catalog of the most often requested AT T documents

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