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# Computer Basics

SECOND EDITION

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**in 24 Hours**

# Teach Yourself How To Use Your Computer In 24 Hours

**Greg Perry**



## **Teach Yourself How To Use Your Computer In 24 Hours:**

*Sams Teach Yourself Computer Basics in 24 Hours* Jill T. Freeze, 2001 Designed to be an all in one solution this book helps users to get up and running on their computers and learn the pre loaded software applications This third edition has been revised and updated to include coverage of new PC hardware and software

**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 how to make decisions Create algorithms to count data values and accumulate totals Use JavaScript to create interactive web pages Improve a user's experience with cookies Debug your programs before going live Structure programs for readability Apply your programming skills to more advanced languages like Java Use object oriented programming techniques Choose between other popular languages like C and C HTML5 and CSS3 Visual Basic and NET and PHP Distribute and sell your programs

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*Beginning Programming in 24 Hours, Sams Teach Yourself* Dean Miller, 2019-12-02 *Sams Teach Yourself Beginning Programming in 24 Hours* explains the basics of programming in the successful 24 Hours format The book's examples are easily readable and understandable by even those with no previous exposure to programming This book covers the absolute basics of programming Why program What tools to use How does a program tell the computer what to do Readers will learn how to program the computer and will explore some of the most popular programming languages in use This book will introduce the reader to common programming fundamentals using Python and will provide an overview of other common programming languages and their uses

**Sams Teach Yourself Beginning Programming in 24 Hours** Greg M. Perry, Dean Miller, 2013 *Sams Teach Yourself Beginning Programming in 24 Hours* assumes the reader has no knowledge of technology and starts from the absolute beginning explains everything you need to know before you start

programming and then presents simple programming techniques Greg Perry teaches JavaScript one of the world's easiest languages and the 1 programming language used on modern web sites Once the reader has learned how to code the right way in JavaScript Perry shows how to apply those techniques in several of today's other leading programming environments The book contains step by step instructions Q and As Quizzes Exercises and insider advice *Sams Teach Yourself Adobe Photoshop 7 in 24 Hours* Carla Rose,2002 In just 24 lessons of one hour or less you will be up and running with Adobe Photoshop 7 Using a straightforward step by step approach each lesson builds upon the previous one allowing you to learn the essentials of creating and editing images with Photoshop from the ground up Back cover **Sams Teach Yourself Java 2 in 24 Hours** Rogers Cadenhead,2002 Cadenhead presents a step by step tutorial that teaches someone with no previous programming experience how to create simple Java programs and applets It starts out at a lower level than Sams Teach Yourself Java in 21 Days and takes things at a slower pace focusing on key programming concepts and essential Java basics

Sams Teach Yourself Mac OS X in 24 Hours John Ray,Robyn Ness,2003 Underneath the colorful interface of Mac OS X is a powerful complicated operating system based on BSD Unix And Mac users of all kinds need help both in figuring out how to run OS X and in understanding how it worked and how to get the most out of it In late Summer 2002 Apple is expected to release a new version of OS X code named Jaguar that will add some end user features like iChat and that will improve OS X's stability The second edition of Sams Teach Yourself Mac OS X in 24 Hours helps new users to understand how the new OS different from the traditional Mac OS as well as Windows functions and how to use it successfully The book also explores how to use the native OS X applications that ship with the product **Sams Teach Yourself Xcode 4 in 24 Hours** John

Ray,William Ray,2012 A practical guide to using Xcode 4.3 development environment for OS X and iOS devices with step by step instructions for the most common development tasks and end of chapter quizzes **Sams Teach Yourself HTML and CSS in 24 Hours** Julie C. Meloni,Michael Morrison,2010 Twenty four one hour lessons explain the creation of Web pages using graphics motion interactivity animation tables and frames sound and video

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