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Beginning Programming in 24 Hours, Sams Teach Yourself (Barnes & Noble Exclusive Edition) Greg Perry, Dean Miller, 2019-11-25 This Barnes Noble custom edition contains an exclusive chapter on Taking Your Python to the Real World understanding the difference between Python 2 and Python 3 exploring and adding Python libraries data analysis with Python introducing Object Oriented Python and finding a Python job Sams Teach Yourself Beginning Programming in 24 Hours Barnes Nobles Exclusive 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 progress to provide an overview of other common programming languages and their uses *Maya in 24 Hours, Sams Teach Yourself* Kenny Roy, Fiona Rivera, 2013-07-29 In just 24 sessions of one hour or less Sams Teach Yourself Maya in 24 Hours will help you master Autodesk Maya 2014 and use it to create outstanding 3D graphics and animations Using this book's straightforward step by step approach you'll master powerful Maya 2014 tools for modeling texturing rigging animating lighting rendering and more Every lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Maya tasks Quizzes and exercises test your knowledge of key Maya 2014 tools at the end of each hour Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Learn how to Get comfortable with Autodesk Maya 2014's complex interface Quickly access the Maya 2014 tools you need for any task Efficiently manage your assets and files Model with polygonal geometry and NURBS curves surfaces Unfold UVs and apply textures Create node networks in the Hypershade Model highly realistic characters Utilize relationships and make nodes work together Rig your objects and characters for animation Add animated movement to your scenes Create and adjust cameras Build diverse shapes with BlendShapes Animate using dynamics and simulations Script and automate common tasks Improve realism with particles hair cloth effects and more Correctly light your scenes Render your final imagery Work effectively with film Manage your projects and scene workflows more efficiently On the DVD The accompanying DVD contains how to videos for dozens of key Maya 2014 tasks extensive sample art and models and additional bonus content 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 **Sams Teach Yourself Visual Basic 2010 in 24 Hours Complete Starter Kit** James Foxall, 2010-06-09 In just 24 sessions of one hour or less you'll learn how to build complete reliable and modern applications with Visual Basic 2010 Using this book's straightforward step by step approach you'll master the entire process from navigating VB 2010 to deploying finished solutions You'll learn how to write efficient object oriented code build superior user interfaces work with graphics text and databases and even control external applications Each lesson builds on what you've already learned giving you a strong practical foundation for success Step by step instructions carefully walk you through the most common Visual Basic 2010 tasks Quizzes and Exercises at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show

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Featuring 24 structured lessons this starter kit gives step by step guidance on real world programming tasks for developing Windows applications The accompanying CD includes Visual Basic 2005 Express Edition which will provide a visual integrated development environment for creating Windows applications [Sams Teach Yourself Beginning Programming in 24 Hours](#) Greg Perry,2001-11-02 Sams Teach Yourself Beginning Programming in 24 Hours Second Edition explains the basics of programming in the successful 24 Hours format The book begins with the absolute basics of programming Why program What tools to use How does a program tell the computer what to do It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java C and others *Sams Teach Yourself Visual Basic 2010 in 24 Hours* James D. Foxall,2010 **Sams Teach Yourself Visual Basic 2012 in 24 Hours** James Foxall,2012-10-04 In just 24 sessions of one hour or less you ll learn how to build complete reliable and modern applications with Visual Basic 2012 Using this book s straightforward step by step approach you ll master the entire process from navigating VB 2012 to deploying finished solutions You ll learn how to write efficient object oriented code build superior user interfaces work with graphics text and databases and even control external applications Each lesson builds on what you ve already learned giving you a strong practical foundation for success Step by step instructions carefully walk you through the most common Visual Basic 2012 tasks Quizzes and Exercises at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Learn how to Navigate the VB 2012 environment and use VB s powerful new tools Work with objects collections and events Build attractive highly functional user interfaces Make the most of VB 2012 s advanced controls Create efficient modules and reusable procedures Store data make decisions in code and use loops to improve efficiency Use powerful object oriented programming techniques Interact effectively with users Work with graphics text files and databases Debug and troubleshoot applications Manipulate external applications file systems and the Windows Registry Distribute the software you ve created

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