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the deitels groundbreaking how to program series offers unparalleled breadth and depth of object oriented programming concepts and intermediate level topics for further study this survey of java programming contains an optional extensive ood uml 2 case study on developing and implementing the software for an automated teller machine the eighth edition of this acclaimed text is now current with the java se 6 updates that have occurred since the book was last published the late objects version delays coverage of class development until chapter 8 presenting the control structures methods and arrays material in a non object oriented procedural programming context

introduces the fundamentals of object oriented programming and generic programming in c topics include classes objects and encapsulation inheritance and polymorphism and object oriented design with the uml

introduction to network simulator ns2 is a primer providing materials for ns2 beginners whether students professors or researchers for understanding the architecture of network simulator 2 ns2 and for incorporating simulation modules into ns2 the authors discuss the simulation architecture and the key components of ns2 including simulation related objects network objects packet related objects and helper objects the ns2 modules included within are nodes links simplelink objects packets agents and applications further the book covers three helper modules timers random number generators and error models also included are chapters on summary of debugging variable and packet tracing result compilation and examples for extending ns2 two appendices provide the details of scripting language tcl otcl and awk as well object oriented programming used extensively in ns2

key benefit this comprehensive best seller is aimed at readers with little or no programming experience it teaches by presenting the concepts in the context of full working programs and takes an early objects approach the authors emphasize achieving program clarity through structured and object oriented programming software reuse and component oriented software construction key topics introduction to computers the internet and world wide introduction to c programming introduction to classes and objects control statements part 1 control statements part 2 functions and an introduction to recursion arrays and vectors pointers and pointer based strings classes a deeper look part 1 classes a deeper look part 2 object oriented programming inheritance object oriented programming polymorphism optional atm case study part 1 object oriented design with the uml optional atm case study part 2 implementing an object oriented design exception handling templates operator overloading string and array objects string processing with class string stream input output file and string stream processing searching and sorting data structures standard template library stl bits characters c strings and structs game programming with ogre boost libraries technical report 1 and c 0x other topics operator precedence and associativity chart ascii character set fundamental types number systems c legacy code topics preprocessor uml 2 additional diagram types using the visual studioreg 2008 debugger using the gnutrade c debugger market a useful reference for programmers

with python c fortran and a friendly conversational tone peppered with attempted humor modeling and simulation of everyday things takes us on a journey through constructing models and simulations of systems and processes in everyday life and beyond readers can access an example packed online repository of programs in each of the three languages including seldom covered work in generalized geometries and 3d this second edition is a wonderful confluence of development of python and c applications and will cultivate a broad perspective in the readership through having translations of major programs available in python c and fortran as we move forward software engineers and researchers are recognizing the value of legacy programming in addition to leveraging the best of the three languages the readership can explore versatility in visualization by using native python graphics as well as pov raytracer and third party animation tools we approach modeling of a system by introducing the theoretical framework of the system followed by its discretized form and then with narrated programs and sample results that also appear in the online repository readers will be able to critically think through constructing models and simulations of a vast array of systems interpreting results and

visualizing them which includes examples for visually and auditorily impaired individuals most importantly their confidence will propel them forward to meet the challenges of the field and to think outside the book leveraging the best of three coding languages two tracks for visualization a conversational tone and numerous examples this book is extremely versatile and can be used by students from high school through science undergraduates in 2 year and 4 year institutions the text is also ideal for use in data science as well as professional science master s programs

this handbook provides an authoritative and truly comprehensive overview both of the diverse applications of information and communication technologies icts within the travel and tourism industry and of e tourism as a field of scientific inquiry that has grown and matured beyond recognition leading experts from around the world describe cutting edge ideas and developments present key concepts and theories and discuss the full range of research methods the coverage accordingly encompasses everything from big data and analytics to psychology user behavior online marketing supply chain and operations management smart business networks policy and regulatory issues and much much more the goal is to provide an outstanding reference that summarizes and synthesizes current knowledge and establishes the theoretical and methodological foundations for further study of the role of icts in travel and tourism the handbook will meet the needs of researchers and students in various disciplines as well as industry professionals as with all volumes in springer s major reference works program readers will benefit from access to a continually updated online version

this text presents topics relating to the design and implementation of programming languages as fundamental skills that all computer scientists should possess rather than provide a feature by feature examination of programming languages the author discusses programming languages organized by concepts

offering an in depth exploration of ajax technologies this book is ideal for programmers with or without a programming background it provides readers with a detailed code rich walkthrough on writing ajax programs and introduces key ajax techniques and program models

programming with java is designed to help the reader understand the concepts of java programming language it includes an exhaustive coverage of additional appendices on keywords operators and supplementary programs additional chapters on collect

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for introductory courses in visual basic programming offered in departments of information technology computer science or business merging the concept of a lab manual with that of a conventional textbook the deitels have crafted an innovative approach that enables students to learn programming while having a mentor like book by their side this best seller blends the deitel tm signature live code tm approach with their application driven tm methodology students learn programming and visual basic by working through a set of applications each tutorial builds upon previously learned concepts while learning new ones an abundance of self assessment exercises are available at the end of most chapters to reinforce key ideas this approach makes it possible to cover a wealth of programming constructs within the visual basic 2008 environment key topics include language integrated query linq visual programming framework class library fcl controls buttons textboxes listboxes timers comboboxes radiobuttons menus dialogs event handling debugger algorithms control structures methods random number generation arrays classes objects collections mouse keyboard event handling strings files database graphics multimedia gui design and applications deitel accomplishes this by making highly technical topics as simple as possible the third edition is fully updated for visual studio 2008 visual basic 2008 and net 3 5

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this book is a concise and modern treatment of introductory database topics that enlists java and the internet to present core dbms theory from an applications perspective it incorporates programming and database applications when presenting the core theory behind dbms and their applications information management is the central theme of this book it motivates the development of data models and the representation of information in relational database systems readers learn how to define database content with entity relationship models and how to represent that content in relational systems they become thoroughly familiar with the sql language and learn exactly what is required to build quality information rich applications this book is appropriate for readers interested in learning about database systems while applying the theory using java and the internet

this new edition of invitation to computer science follows the breadth first guidelines recommended by cc2001 to teach computer science topics from the ground up the authors begin by showing that computer science is the study of algorithms the central theme of the book then move up the next five levels of the hierarchy hardware virtual machine software applications and ethics utilizing rich pedagogy and a consistently engaging writing style schneider and gersting provide students with a solid grounding in theoretical concepts as well as important applications of computing and information technology a laboratory manual and accompanying software is available as an optional bundle with this text

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