

Sams Teach Yourself Linux Programming In 24 Hours

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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

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

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 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

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

the sams teach yourself in 24 hours series provides 24 one hour lessons with structured steps to guide the user through real world tasks this book offers novices a guide to programming basics

consisting of 24 one hour lessons this book teaches the reader how to quickly and easily write graphical programs for both x windows based systems such as linux and microsoft windows six sections guide the reader through the basic to advanced functions and shows how to apply that knowledge to make a qt programming language

provides information about the new lightweight software development methodology

in just 24 sessions of one hour or less sams teach yourself arduino programming in 24 hours teaches you c programming on arduino so you can start creating inspired diy hardware projects of your own using this book s straightforward step by step approach you ll walk through everything from setting up your programming environment to mastering c syntax and features interfacing your arduino to performing full fledged prototyping every hands on lesson and example 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 arduino programming tasks quizzes 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 get the right arduino hardware and accessories for your needs download the arduino ide install it and link it to your arduino quickly create compile upload and run your first arduino program master c syntax decision control strings data structures and functions use pointers to work with memory and avoid common mistakes store data on your arduino s eeprom or an external sd card use existing hardware libraries or create your own send output and read input from analog devices or digital interfaces create and handle interrupts in software and hardware communicate with devices via the spi interface and i2c protocol work with analog and digital sensors write arduino c programs that control motors

connect an lcd to your arduino and code the output install an ethernet shield configure an ethernet connection and write networking programs create prototyping environments use prototyping shields and interface electronics to your arduino

in just 24 sessions of one hour or less sams teach yourself arduino programming in 24 hours teaches you c programming on arduino so you can start creating inspired diy hardware projects of your own using this book's straightforward step by step approach you'll walk through everything from setting up your programming environment to mastering c syntax and features interfacing your arduino to performing full fledged prototyping every hands on lesson and example 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 arduino programming tasks quizzes 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 get the right arduino hardware and accessories for your needs download the arduino ide install it and link it to your arduino quickly create compile upload and run your first arduino program master c syntax decision control strings data structures and functions use pointers to work with memory and avoid common mistakes store data on your arduino's eeprom or an external sd card use existing hardware libraries or create your own send output and read input from analog devices or digital interfaces create and handle interrupts in software and hardware communicate with devices via the spi interface and i2c protocol work with analog and digital sensors write arduino c programs that control motors connect an lcd to your arduino and code the output install an ethernet shield configure an ethernet connection and write networking programs create prototyping environments use prototyping shields and interface electronics to your arduino

in just 24 sessions of one hour or less sams teach yourself go in 24 hours will help new and experienced programmers build software that's simpler more reliable and far more scalable this book's straightforward step by step approach guides you from setting up your environment through testing and deploying powerful solutions using practical examples expert go developer george ornbo walks you through go's fundamental constructs demonstrates its breakthrough features for concurrent and network programming and illuminates go's powerful new idioms 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 go programming tasks and techniques quizzes and exercises help you test your knowledge and stretch your skills practical hands on examples show you how to apply what you learn notes and tips point out shortcuts solutions and problems to avoid two bonus chapters available online hour 25 creating a restful json api and hour 26 creating a tcp chat server learn how to get productive quickly with go development tools and web servers master core features including strings functions structs and methods work with types variables functions and control structures make the most of go's arrays slices and maps write powerful concurrent software with goroutines and channels handle program errors smoothly promote code reuse with packages master go's unique idioms for highly effective coding use regular expressions and time date functions test and benchmark go code write basic command line programs http servers and http clients efficiently move go code into production build basic tcp chat servers and json apis register your book at informat.com register for convenient access to the two bonus chapters online downloads updates and/or corrections as they become available

novice programmers can learn the basics in 24 hours from one of the most successful beginning programming authors using proven techniques perry focuses on the qbasic programming tool found on every dos or windows based pc

the present book addresses various power system planning issues for professionals as well as senior level and postgraduate students its emphasis is on long term issues although much of the ideas may be used for short and mid term cases with some modifications back up materials are provided in twelve appendices of the book the readers can use the numerous examples presented within the chapters and problems at the end of the chapters to make sure that the materials are adequately followed up based on what matlab provides as a powerful package for students and professional some of the examples and the problems are solved in using m files especially developed and attached for this purpose this adds a unique feature to the book for in depth understanding of the materials sometimes difficult to apprehend mathematically chapter 1 provides an introduction to power system planning psp issues and basic principles as most of psp problems are modeled as optimization problems optimization techniques are covered in some details in chapter 2 moreover psp decision makings are based on both technical and economic considerations so economic principles are briefly reviewed in chapter 3 as a basic requirement of psp studies the load has to be known therefore load forecasting is presented in chapter 4 single bus generation expansion planning gep problem is described in chapter 5 this study is performed using wasp iv developed by international atomic energy agency the study ignores the grid structure a multi bus gep problem is discussed in chapter 6 in which the transmission effects are somehow accounted for the results of single bus gep is used as an input to this problem sep problem is fully presented in chapter 7 chapter 8 devotes to network expansion planning nep problem in which the network is planned the results of nep somehow fixes the network structure some practical considerations and improvements such as multi voltage cases are discussed in chapter 9 as nep study is typically based on some simplifying assumptions and direct current load flow dclfl analysis detailed reactive power planning rpp study is finally presented in chapter 10 to guarantee acceptable acfl performance during normal as well as contingency conditions this somehow concludes the basic psp problem the changing environments due to power system restructuring dictate some uncertainties on psp issues it is shown in chapter 11 that how these uncertainties can be accounted for although is intended to be a text book psp is a research oriented topic too that is why chapter 12 is devoted to research trends in psp the chapters conclude with a comprehensive example in chapter 13 showing the step by step solution of a practical case

this volume presents a unique combination of modeling and solving real world optimization problems it is the only book which treats systematically the major modeling languages and systems used to solve mathematical optimization problems and it also provides a useful overview and orientation of today s modeling languages in mathematical optimization it demonstrates the strengths and characteristic features of such languages and provides a bridge for researchers practitioners and students into a new world solving real optimization problems with the most advances modeling systems

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