

[Books] Cours Java Claude Delannoy

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S'initier à la programmation et à l'orienté objet-Claude Delannoy 2013-12-06
Acquérir rapidement une parfaite maîtrise des techniques de programmation et savoir s'adapter facilement à tout nouveau langage
Conçu pour les débutants en programmation, cet ouvrage commence par un apprentissage progressif et rigoureux des notions de programmation procédurale communes à tous les langages (types de données, variables, opérateurs, instructions de contrôle, fonctions, tableaux...) avant d'aborder les notions propres aux langages orientés objet. L'auteur utilise, pour faciliter l'assimilation des concepts, un pseudo-code complet mais simple d'accès, qui évite de se perdre dans les spécificités de tel ou tel langage. Chaque notion est d'abord présentée à l'aide du pseudo-code, avant d'être illustrée d'exemples d'implémentation en langages C, C++, C#, Java et PHP. De nombreux exercices corrigés permettent au lecteur de contrôler ses connaissances à chaque étape de l'apprentissage. A qui s'adresse ce livre ? Aux étudiants en 1ere année de cursus informatique (BTS, DUT, licences, écoles d'ingénieur). Aux autodidactes ou professionnels de tous horizons souhaitant s'initier à la programmation. A tous ceux qui ont appris un langage "sur le tas" et ressentent le besoin d'approfondir leurs connaissances pour gagner en efficacité et en qualité et s'adapter plus facilement à de nouveaux langages.
Aux enseignants et formateurs à la recherche d'une méthode pédagogique et d'un support de cours structuré pour enseigner la programmation à des débutants.
Sur le site www.editions-eyrolles.com
Dialoguez avec l'auteur Téléchargez le code source des exemples du livre

S'initier à la programmation-Claude Delannoy 2011-07-01
Acquérir rapidement une parfaite maîtrise des techniques de programmation et savoir s'adapter facilement à tout nouveau langage
Conçu pour les débutants en programmation, cet ouvrage commence par un apprentissage progressif et rigoureux des notions de programmation procédurale communes à tous les langages (types de données, variables, opérateurs, instructions de contrôle, fonctions, tableaux...) avant d'aborder les notions propres aux langages orientés objet. L'auteur utilise, pour faciliter l'assimilation des concepts, un pseudo-code complet mais simple d'accès, qui évite de se perdre dans les spécificités de tel ou tel langage. Chaque notion est d'abord présentée à l'aide du pseudo-code, avant d'être illustrée d'exemples d'implémentation en langages C, C++, C#, Java et PHP. De nombreux exercices corrigés permettent au lecteur de contrôler ses connaissances à chaque étape de l'apprentissage. A qui s'adresse ce livre ? Aux étudiants en 1ère année de cursus informatique (BTS, DUT, licences, écoles d'ingénieur). Aux autodidactes ou professionnels de tous horizons souhaitant s'initier à la programmation. A tous ceux qui ont appris un langage "sur le tas" et ressentent le besoin d'approfondir leurs connaissances pour gagner en efficacité et en qualité et s'adapter plus facilement à de nouveaux langages.
Aux enseignants et formateurs à la recherche d'une méthode pédagogique et d'un support de cours structuré pour enseigner la programmation à des débutants.
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Dialoguez avec l'auteur Téléchargez le code source des exemples du livre

OCA Java SE 8 Programmer I Certification Guide-Mala Gupta 2016-06-28
Summary
OCA Java SE 8 Programmer I Certification Guide prepares you for the 1Z0-808 with complete coverage of the exam. You'll explore important Java topics as you systematically learn what's required to successfully pass the test. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book To earn the OCA Java SE 8 Programmer I Certification, you have to know your Java inside and out, and to pass the exam you need to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 8 Programmer I Certification Guide prepares Java developers for the 1Z0-808 with thorough coverage of Java topics typically found on the exam. Each chapter starts with a list of exam objectives mapped to section numbers, followed by sample questions and exercises that reinforce key concepts. You'll learn techniques and concepts in multiple ways, including memorable analogies, diagrams, flowcharts, and lots of well-commented code. You'll also get the scoop on common exam mistakes and ways to avoid traps and pitfalls. What's Inside Covers all exam topics Hands-on coding exercises Flowcharts, UML diagrams, and other visual aids How to avoid built-in traps and pitfalls Complete coverage of the OCA Java SE 8 Programmer I exam (1Z0-808) About the Reader Written for developers with a working knowledge of Java who want to earn the OCA Java SE 8 Programmer I Certification. About the Author Mala Gupta is a Java coach and trainer who holds multiple Java certifications. Since 2006 she has been actively supporting Java certification as a path to career advancement. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation Selected classes from the Java API and arrays Flow control Working with inheritance Exception handling Full mock exam

Exercices en langage C++-Claude Delannoy 2017-03-30
150 exercices corrigés pour maîtriser le langage C++
Complément idéal de Programmer en langage C++, du même auteur, cet ouvrage vous propose 150 exercices corrigés et commentés pour mieux assimiler la syntaxe de base du C++ (types et opérateurs, instructions de contrôle, fonctions, tableaux, pointeurs...) et les concepts objet du langage. Les exercices proposés vous permettront de vous forger une véritable méthodologie de conception de vos propres classes C++-. Vous saurez notamment décider du bien-fondé de la surdéfinition de l'opérateur d'affectation ou du constructeur par copie, tirer parti de l'héritage (simple ou multiple), créer vos propres bibliothèques de classes, exploiter les possibilités offertes par les patrons de fonctions et de classes, etc. Chaque chapitre débute par un rappel de cours suivi de plusieurs exercices de difficulté croissante. Les corrigés sont tous présentés suivant le même canevas : analyse détaillée du problème, solution sous forme de programme avec exemple de résultat d'exécution, justification des choix opérés - car il n'y a jamais de solution unique à un problème donné ! - et, si besoin, commentaires sur les points délicats et suggestions sur les extensions possibles du programme. Le code source des corrigés est fourni sur le site www.editions-eyrolles.com. A qui s'adresse ce livre ? Aux étudiants des cursus universitaires (DUT, licence, master), ainsi qu'aux élèves des écoles d'ingénieur. À tout programmeur ayant déjà une expérience de la programmation (C, Python, Java, PHP...) et souhaitant s'initier au langage C++.

Bibliographie nationale française -1999

Beginning Visual C++ 6-Ivor Horton 1998
Visual C++ 6 is the latest incarnation of Microsoft's premier development product for C++ developers. It contains the latest version of the MFC (Microsoft Foundation Classes) which has virtually become the Industry-wide library used to write Windows programs. Visual C++ 6 also contains the Active Template Library 3.0 (ATL), which is a framework and collection of Wizards for writing ActiveX & COM controls. This book is a tutorial in use of all the major functions of Visual C++ 6. Who is This Book For? What sets this book apart is IVor's relaxed and informal teaching style, which makes even difficult concepts easy to grasp. It's perfect for Visual Basic, Delphi, Cobol & Unix C Programmers who see the new release of the software as an opportunity to learn the language and understand the professional way to develop Windows applications. Adept newcomers to structured programming will be able to progress in C++ and Window using this book, but they will have to apply themselves to the Exercises and model answers supplied with each Chapter. What's Great About This Book? Amazon.com C++ Book of the Year for 1998. Proven teaching methods guarantee success to novice C++ programmers
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Python for Kids-Jason R. Briggs 2013
Introduces the basics of the Python programming language, covering how to use data structures, organize and reuse code, draw shapes and patterns with turtle, and create games and animations with tkinter.

Innovation and Interdisciplinary Solutions for Underserved Areas-Cheikh M. F. Kebe 2018-01-24
This book constitutes the refereed post-conference proceedings of the First International Conference on Innovation and Interdisciplinary Solutions for Underserved Areas, InterSol 2017, and the 6th Colloque National sur la Recherche en Informatique et ses Applications (CNRIA) held in Dakar, Senegal, in April 2017. The 15 papers presented were selected from 76 submissions and are grouped thematically in science, energy and environment, education, innovation, and healthcare. The proceedings also contain 13 papers from the co-located 6th CNRIA (Colloque National sur la Recherche en Informatique et ses Applications) focusing on network architecture and security, software engineering, data management, and signal processing.

Algorithms For Dummies-John Paul Mueller 2017-04-11
Discover how algorithms shape and impact our digital world
All data, big or small, starts with algorithms. Algorithms are mathematical equations that determine what we see—based on our likes, dislikes, queries, views, interests, relationships, and more—online. They are, in a sense, the electronic gatekeepers to our digital, as well as our physical, world. This book demystifies the subject of algorithms so you can understand how important they are to business and scientific decision making. Algorithms for Dummies is a clear and concise primer for everyday people who are interested in algorithms and how they impact our digital lives. Based on the fact that we already live in a world where algorithms are behind most of the technology we use, this book offers eye-opening information on the pervasiveness and importance of this mathematical science—how it plays out in our everyday digestion of news and entertainment, as well as in its influence on our social interactions and consumerism. Readers even learn how to program an algorithm using Python! Become well-versed in the major areas comprising algorithms
Examine the incredible history behind algorithms
Get familiar with real-world applications of problem-solving procedures
Experience hands-on development of an algorithm from start to finish with Python
If you have a nagging curiosity about why an ad for that hammock you checked out on Amazon is appearing on your Facebook page, you'll find Algorithm for Dummies to be an enlightening introduction to this integral realm of math, science, and business.

C++ How to Program (Early Objects Version), Student Value Edition-Paul Deitel 2016-03-04

Office 2013 For Dummies-Wallace Wang 2013-02-13
Office 2013 For Dummies is the key to your brand newOffice! Packed with straightforward, friendly instruction, this updateto one of the bestselling Office books of all time gets youthroughly up to speed and helps you learn how to take fulladvantage of the new features in Office 2013. After coverage of thefundamentals, you'll discover how to spice up your Word documents,edit Excel spreadsheets and create formulas, add pizzazz to yourPowerPoint presentation, and much more. Helps you harness the power of all five Office 2013applications: Word, Excel, PowerPoint, Outlook, and Access Discusses typing and formatting text in Word and easy ways todress up your documents with color, graphics, and more Demonstrates navigating and editing an Excel spreadsheet,creating formulas, and charting and analyzing Excel data Walks you through creating a PowerPoint presentation and addingsome punch with color, sound, pictures, and videos Explores Outlook, including configuring e-mail, storingcontacts, organizing tasks, scheduling your time, and settingappointments Delves into designing Access databases, including editing,modifying, searching, sorting, and querying; also covers viewingand printing reports, and more The fun and friendly approach of Office 2013 For Dummiesmakes doing Office work easy and efficient!

Flaubert-Michel Winock 2016-10-17
Michel Winock situeas Flaubert in France's century of great democratic transition. Wary of the masses, Flaubert rejected universal suffrage, but above all he hated the vulgar, ignorant bourgeoisie, a class that embodied every vice of the democratic age. His loathing became a fixation—and a source of literary inspiration.

Livres de France -2008-09
Includes, 1982-1995: Les Livres du mois, also published separately.

Effective Java-Joshua Bloch 2008-05-08
Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

French Comedy on Screen-R. Lanzoni 2014-10-30
French comedy films occupy a specific cultural space and are influenced by national traditions and shared cultural references, but at the same time they have always been difficult to classify. This book investigates the different methods in which these comedies textually inscribed and exemplified a variety of cultural and historical landmarks.

Outwitting the Devil-Napoleon Hill 2011
Originally written in 1938 but never published due to its controversial nature, an insightful guide reveals the seven principles of good that will allow anyone to triumph over the obstacles that must be faced in reaching personal goals.

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Livres hebdo- 2008

Bibliographie nationale française- 1998

PGP & GPG-Michael Lucas 2006
No, you are not paranoid. They are out to read your email. In this engaging and oddly reassuring text, practitioner Lucas describes Pretty Good Privacy (PGP) and Open Source GPG for moderately skilled computer geeks who are unfamiliar with public-key cryptography but want a cheap solution to security woes. He covers cryptography, installing OPENPGP

Effective C++-Scott Meyers 2005
Presents a collection of tips for programmers on ways to improve programming skills.

Patterns in Java-Mark Grand 2003-02-17
"This is the best book on patterns since the Gang of Four's DesignPatterns. The book manages to be a resource for three of the mostimportant trends in professional programming: Patterns, Java, andUML." —Larry O'Brien, Founding Editor, Software DevelopmentMagazine
Since the release of Design Patterns in 1994, patterns havebecome one of the most important new technologies contributing tosoftware design and development. In this volume Mark Grand presents41 design patterns that help you create more elegant and reusabledesigns. He revisits the 23 "Gang of Four" design patterns fromtheperspective of a Java programmer and introduces many new patternspecifically for Java. Each pattern comes with the complete Javasource code and is diagrammed using UML. Patterns in Java, Volume 1 gives you: 11 Behavioral Patterns, 9 Structural Patterns, 7 ConcurrencyPatterns, 6 Creational Patterns, 5 Fundamental Design Patterns, and3 Partitioning Patterns
Real-world case studies that illustrate when and how to use thepatterns
Introduction to UML with examples that demonstrate how toexpress patterns using UML
The CD-ROM contains: Java source code for the 41 design patterns
Trial versions of Together/J Whiteboard Edition from ObjectInternational (www.togetherj.com); Rational Rose 98 from RationalSoftware (www.rational.com); System Architect from Popkin Software(www.popkin.com); and Optimizelt from Intuitive Systems, Inc.

Office 2016 For Dummies-Wallace Wang 2016-06-02
Office 2016 For Dummies (9781119293477) was previously published as Office 2016 For Dummies (9781119077374). While this version features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product. The bestselling Microsoft Office book of all time Packed with straightforward, friendly instruction, this updated edition of the bestselling Microsoft Office book gets you thoroughly up to speed on the latest version of the industry standard for office productivity suites. In no time, Office 2016 For Dummies will help you become a whiz at Word, take your Excel skills to new heights, add pizzazz to your PowerPoint presentations, and make every part of your work day more organized and productive. Following alongside approachable, plain-English explanations, you'll quickly discover how to type, format text, and design documents in Word; navigate and edit spreadsheets, create formulas, and analyze data in Excel; configure email, store contacts, organize tasks, and schedule your time with Outlook; create and edit well-designed and crowd-pleasing PowerPoint presentations; and design, edit, and modify an Access database. Even if the mere thought of working with Microsoft Office makes you nervous, this fun and friendly guide makes it easy. Helps you make sense of word processing, email, presentations, data management and analysis, and much more Covers the five main Office applications: Word, Excel, PowerPoint, Outlook, and Access Walks you through the new features of Microsoft Office 2016 Written by a veteran author who has written more than 20 For Dummies books, which account for more than three million books in print If you're an uninitiated user looking to make the most of this powerful suite of applications, this hands-on, friendly guide is the key to your brand new Office!

LDAP Directories-Marcel Rizcallah 2003-11-21
A thorough introduction to the Lightweight Directory Access Protocol (LDAP) technology. The first part of this book offers a detailed overview of the real world applications of the technology. This is followed by an explanation of the technical details of LDAP and a step-by-step demonstration of how to implement an LDAP directory. The book's structure is designed to span the project manager and the specialist IT team and provide each with an understanding of the other's position. Proposes a methodology to help you implement this technology
Includes a detailed case study: a global enterprise directory for an extranet
Covers all compatible LDAP tools and explores the development of LDAP applications

Novel Developments in Web-Based Learning Technologies: Tools for Modern Teaching-Karacapiliidis, Nikos 2010-01-31
"This book explores a series of issues related to the current state, objectives and future trends of collaborative learning"—Provided by publisher.

Filthy Rich Clients-Chet Haase 2007-08-09
Filthy Rich Clients refers to ultra-graphically rich applications that ooze cool. They suck the user in from the outset and hang on to them with a death grip of excitement. Filthy Rich Clients: Developing Animated and Graphical Effects for Desktop Java™ Applications shows you how to build better, more effective, cooler desktop applications that intensify the user experience. The keys to Filthy Rich Clients are graphical and animated effects. These kinds of effects provide ways of enhancing the user experience of the application through more attractive GUIs, dynamic effects that give your application a pulse, and animated transitions that keep your user connected to the logical flow of the application. The book also discusses how to do so effectively, making sure to enrich applications in sensible ways. In-depth coverage includes Graphics and GUI fundamentals: Dig deep into the internals of how Swing and Java 2D work together to display GUI applications onscreen. Learn how to maximize the flexibility of these libraries and use them most effectively. Performance: Follow in-depth discussions and tips throughout the book that will help you write high-performing GUI applications. Images: Understand how images are created and used to make better Java applications. Advanced graphics: Learn more about elements of Swing and Java 2D that are of particular benefit to Filthy Rich Clients. Animation: Discover general concepts of animation, as well as how to use the facilities provided in the Java platform. Learn new utility libraries that vastly simplify animations in Java. Effects: Learn how to create, customize, and use static and animated effects—the mainstays of Filthy Rich Clients. Code examples illustrate key concepts, and the book's companion Web site, http://filthyrichclients.org, includes extensive demos, utility libraries, additional information on related technologies, and more. Informal, fun, and, most of all, useful, this book is great for any developer working with Java to build desktop applications.

Arduino Projects For Dummies-Brock Craft 2013-06-05
Discover all the amazing things you can do with Arduino
Arduino is a programmable circuit board that is being used by everyone from scientists, programmers, and hardware hackers to artists, designers, hobbyists, and engineers in order to add interactivity to objects and projects and experiment with programming and electronics. This easy-to-understand book is an ideal place to start if you are interested in learning more about Arduino's vast capabilities. Featuring an array of cool projects, this Arduino beginner guide walks you through every step of each of the featured projects so that you can acquire a clear understanding of the different aspects of the Arduino board. Introduces Arduino basics to provide you with a solid foundation of understanding before you tackle your first project
Features a variety of fun projects that show you how to do everything from automating your garden's watering system to constructing a keypad entry system, installing a tweeting cat flap, building a robot car, and much more
Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers of all ages
Arduino Projects For Dummies is your guide to turning everyday electronics and plain old projects into incredible innovations. Get Connected! To find out more about Brock Craft and his recent Arduino creations, visit www.facebook.com/ArduinoProjectsForDummies

C how to Program-Paul J. Deitel 2015-12-21
For courses in computer programming
This package contains MyProgrammingLab
C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitel's How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach—presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives students a chance to run each program as they study it and see how their learning applies to real world programming scenarios. Personalize Learning with MyProgrammingLab
This package includes MyProgrammingLab, an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. MyProgrammingLab should only be purchased when required by an instructor. Please be sure you have the correct ISBN and Course ID. Instructors, contact your Pearson representative for more information.

Things That Go Away-Beatrice Alemagna 2020-03-24
A playful ode to things that come and go in life—and the one special bond that never fades
There are many things that go away: leaves fall, tears dry, music lasts only for a few moments, and bubbles pop, vanishing without a trace. Everything in life passes, moves on, or transforms—except one thing that never fades. With her signature warmth, playfulness, and beautiful illustrations, Beatrice Alemagna reminds us that in a changing world, the love between parent and child remains constant.

HTML, XHTML and CSS For Dummies-Ed Tittel 2008-08-25
Now featuring more than 250 color illustrations throughout, this perennially popular guide is a must for novices who want to work with HTML or XHTML, which continue to be the foundation for any Web site
The new edition features nearly 50 percent new and updated content, including expanded coverage of CSS and scripting, new coverage of syndication and podcasting, and new sample HTML projects, including a personal Web page, an eBay auction page, a company Web site, and an online product catalog
The companion Web site features an eight-page expanded Cheat Sheet with ready-reference information on commands, syntax, colors, CSS elements, and more
Covers planning a Web site, formatting Web pages, using CSS, getting creative with colors and fonts, managing layouts, and integrating scripts

Sams Teach Yourself Java 2 in 21 Days-Rogers Cadenhead 2007

C++ Template Metaprogramming-David Abrahams 2005
This book explains what metaprogramming is and how it is best used. It provides the foundation you'll need to use the template metaprogramming effectively in your own work. This book is aimed at any programmer who is comfortable with idioms of the Standard Template Library (STL). C++ power-users will gain a new insight into their existing work and a new fluency in the domain of metaprogramming. Intermediate-level programmers who have learned a few advanced template techniques will see where these tricks fit in the big picture and will gain the conceptual foundation to use them with discipline. Programmers who have caught the scent of metaprogramming, but for whom it is still mysterious, will finally gain a clear understanding of how, when, and why it works. All readers will leave with a new tool of unprecedented power at their disposal - the Boost Metaprogramming Library.

Numerical Algorithms with C-Giesela Engeln-Müllges 2013-11-21
More scientists now use C than any other programming language. This book contains practical, computer-ready algorithms for many standard methods of numerical mathematics. It describes the principles of the various methods and provides support in choosing the appropriate method for a given task. Topics given special emphasis include converging methods for solving nonlinear equations, methods for solving systems of linear equations for many special matrix structures, and the Shepard method for multidimensional interpolation. The CD contains C-programs for almost all the algorithms given in the book and a compiler, together with software for graphical printing.

Second Life-S. J. Watson 2015-06-09
From the New York Times bestselling author of Before I Go to Sleep, a sensational new psychological thriller about a woman with a secret identity that threatens to destroy her. How well can you really know another person? How far would you go to find the truth about someone you love? When Julia learns that her sister has been violently murdered, she must uncover why. But Julia's quest quickly evolves into an alluring exploration of own darkest sensual desires. Becoming involved with a dangerous stranger online, she's losing herself . . . losing control . . . perhaps losing everything. Her search for answers will jeopardize her marriage, her family, and her life. A tense and unrelenting novel that explores the secret lives people lead—and the dark places in which they can find themselves—Second Life is a masterwork of suspense from the acclaimed S. J. Watson.

Refactoring Object-Oriented Frameworks-William Opydyke 2014-12-19

PHP and MySQL Everyday Apps For Dummies-Janet Valade 2005-06-10
PHP and MySQL
Everyday Apps For Dummies is a one-stop reference providing all you need to build dynamic, real-world, ready-to-use apps with the popular PHP (a scripting language) and MySQL (a database system) software. The book is a hands-on, go-to-guide that Walks you through installing the applications files from the CD-ROM and setting up your programming environment
Contains all the code needed to create seven applications: User authentication with HTTP User login
On-line catalog Shopping cart
Content management system
Web forum
Building and managing a mailing list (on the CD-ROM)
Automates the programming process

and walks you through building the application from start to finish Explains how to write secure code Features complete code—not just snippets, but neatly assembled packages with “instant” real-world functionality Shows how to build the applications in two forms -- procedural and object-oriented programming -- providing programmers who want to switch to the object-oriented method of coding (which is new in PHP 5!) with the essential know-how Includes a companion CD-ROM that contains every line of code in the applications from the book plus a bonus chapter that shows how to build a mailing list Information on each application includes a discussion of issues, structure of the database, code listings, and an explanation of the code. You can use these applications as is, modify them for use on your Web site, or build your own application using techniques described. If you want real-world Web apps you can use right away, this is the book for you. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

C++ FAQs-Marshall P. Cline 1998-12-11 In a concise and direct question-and-answer format, C++ FAQs, Second Edition brings you the most efficient solutions to more than four hundred of the practical programming challenges you face every day. Moderators of the on-line C++ FAQ at comp.lang.c++, Marshall Cline, Greg Lomow, and Mike Girou are familiar with C++ programmers' most pressing concerns. In this book, the authors concentrate on those issues most critical to the professional programmer's work, and they present more explanatory material and examples than is possible on-line. This book focuses on the effective use of C++, helping programmers avoid combining seemingly legal C++ constructs in incompatible ways. This second edition is completely up-to-date with the final ANSI/ISO C++ Standard. It covers some of the smaller syntax changes, such as "mutable"; more significant changes, such as RTTI and namespaces; and such major innovations as the C++ Standard Library, including the STL. In addition, this book discusses technologies such as Java, CORBA, COM/COM+, and ActiveX—and the relationship all of these have with C++. These new features and technologies are iconed to help you quickly find what is new and different in this edition. Each question-and-answer section contains an overview of the problem and solution, fuller explanations of concepts, directions for proper use of language features, guidelines for best practices and practices to avoid, and plenty of working, stand-alone examples. This edition is thoroughly cross-referenced and indexed for quick access. Get a value-added service! Try out all the examples from this book at www.codesaw.com. CodeSaw is a free online learning tool that allows you to experiment with live code from your book right in your browser.

C++ Cookbook-D. Ryan Stephens 2006 Designed for the way many developers work, this practical problem-solving guide balances the need for rapid development with a trusted source of information.

Frontiers'95, the 5th Symposium on the Frontiers of Massively Parallel Computation- 1995 The proceedings of the February 1995 symposium, sponsored by the IEEE Computer Society Technical Committee on Computer Architecture, comprise 56 refereed technical papers featuring current research in parallel software, architectures, applications, and algorithms. Also included is a minisymposium on

HTML5 Programming with JavaScript For Dummies-John Paul Mueller 2013-04-03 Web designers and programmers, add JavaScript to your HTML5 development toolkit without fear Modern websites are complex, and some of the most exciting features - things like geolocation, canvas, portability to mobile and more - require JavaScript to leverage what HTML5 can create. Don't know JavaScript? That's where HTML5 Programming with JavaScript For Dummies comes in. Rather than walking you through JavaScript as a programming language, it approaches JavaScript as a tool to help you enhance web pages. Helps web designers and programmers tap the full power of HTML5 by leveraging JavaScript, even if they have no prior knowledge of JavaScript Enables readers to produce modern websites with today's technology essentials: portability to mobile devices, animation, the use of Libraries, the Canvas component, and more Emphasizes practical uses and offers many short examples for illustration Discover basic to complex ways to use JavaScript programming syntax to harness the full power of HTML5 and CSS3.