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archived issues of the DEITEL® BUZZ ONLINE The professional programmer ' s DEITEL® guide to C++ and object-oriented application development Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the C++ language and C++ Standard Libraries in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features 240 C++ applications with over 15,000 lines of proven C++ code, and

hundreds of tips that will help you build robust applications. Start with an introduction to C++ using an early classes and objects approach, then rapidly move on to more advanced topics, including templates, exception handling, the Standard Template Library (STL) and selected features from the Boost libraries. You ' ll enjoy the Deitels ' classic treatment of object-oriented programming and the OOD/UML® 2 ATM case study, including a complete C++ implementation. When you ' re finished, you ' ll have everything you need to build object-oriented C++ applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused

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treatments of emerging technologies, including C++, .NET, Java™, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS

“ An excellent ‘ objects first ’ coverage of C++. The example-driven presentation is enriched by the optional UML case study that contextualizes the material in an ongoing software engineering project. ” – Gavin Osborne, Saskatchewan Institute of Applied Science and Technology

“ Introducing the UML early on is a great idea. ” – Raymond Stephenson, Microsoft

“ Good use of diagrams, especially of the activation call stack and recursive

functions. ” – Amar Raheja, California State Polytechnic University, Pomona

“ Terrific discussion of pointers – probably the best I have seen. ” – Anne B. Horton, Lockheed Martin

“ Great coverage of polymorphism and how the compiler implements polymorphism ‘ under the hood. ’ ” – Ed James-Beckham, Borland

“ The Boost/C++0x chapter will get you up and running quickly with the memory management and regular expression libraries, plus whet your appetite for new C++ features being standardized. ” – Ed Brey, Kohler Co.

“ Excellent introduction to the Standard Template Library (STL). The

best book on C++ programming! ” – Richard Albright, Goldey-Beacom College

“ Just when you think you are focused on learning one topic, suddenly you discover you ’ ve learned more than you expected. ” – Chad Willwerth, University of Washington, Tacoma

“ The most thorough C++ treatment I ’ ve seen. Replete with real-world case studies covering the full software development lifecycle. Code examples are extraordinary! ” – Terrell Hull, Logicalis Integration Solutions/ [Absolute C++](#) CreateSpace

Provides a non-technical introduction to the Internet and World Wide Web, including explanations of

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hardware, software, e-mail, shopping, and Web design.

C# for Programmers  
Addison-Wesley Longman  
Programming Fundamentals - A Modular Structured Approach using C++ is written by Kenneth Leroy Busbee, a faculty member at Houston Community College in Houston, Texas. The materials used in this text book/collection were developed by the author and others as independent modules for publication within the

Connexions environment. Programming fundamentals are often divided into three college courses: Modular/Structured, Object Oriented and Data Structures. This textbook/collection covers the rest of those three courses.

**Internet and the World Wide Web**  
Prentice Hall  
A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This

introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language

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but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with

graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

**A Book on C**  
Prentice Hall  
This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound

book. The professional programmer's Deitel® guide to C# 6 and object-oriented development for Windows®. Written for programmers with a background in high-level language programming, C# 6 for Programmers applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# 6 and .NET in depth. Concepts are

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presented in the context of 170+ fully coded and tested apps, complete with syntax shading, code highlighting, code walkthroughs, program outputs and hundreds of savvy software-development tips. Start with an introduction to C# using an early classes and objects approach, then rapidly move on to more advanced topics, including LINQ, asynchronous programming with async and await and more. You'll enjoy the treatment of object-oriented programming and an object-oriented design/UML® ATM case study, including a complete C# implementation. When you've mastered the book, you'll be ready to start building industrial-strength, object-oriented C# apps. Paul Deitel and Harvey Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages authoring and corporate training organization. Millions of people worldwide have used Deitel textbooks, professional books, LiveLessons™ video products, e-books, resource centers and REVEL™ interactive multimedia

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Basic®, more. delegates and  
Python™ and •Entertaining immutability.  
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•Integrated objects, case study  
coverage of inheritance, with full  
new C# 6 polymorphism code implemen  
functionality and tation.

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•Emphasis on performance and software engineering principles  
C++ for Programmers  
No Starch Press  
The goal of this book is to teach you to think like a computer scientist. This way of thinking combines some of the best features of mathematics, engineering, and natural science. Like mathematicians,

computer scientists use formal languages to denote ideas (specifically computational things, assembling components into systems and evaluating tradeoffs among alternatives). Like scientists, they observe the behavior of complex systems, form hypotheses, and test

predictions. The single most important skill for a computer scientist is problem solving. Problem solving means the ability to formulate problems, think creatively about solutions, and express a solution clearly and accurately. As it turns out, the process of learning to program is



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this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs. This is updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader

through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those

interested in the subject .We hope you find this book useful in shaping your future career & Business.  
**C++ for C Programmers**  
"O'Reilly Media, Inc."  
C++ was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use

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C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style

combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career & Business. *C++ How to Program (Early Objects Version)* Benj amin-Cummings Publishing

Company  
The professional programmer's Deitel® guide to procedural programming in C through 130 working code examples  
Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching the C language and the C Standard Library. The book presents the concepts

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in the context including the Deitels' of fully building classic tested custom data treatment of programs, structures, procedural complete with the Standard programming. syntax Library, When you're shading, code select finished, highlighting, features of you'll have code the new C11 everything walkthroughs standard such you need to and program as start outputs. The multithreadin building indu book features g to help you strial- approximately write high- strength C 5,000 lines performance applications. of proven C applications Practical, code and for today's example-rich hundreds of multicore coverage of: savvy tips systems, and C programming that will secure C fundamentals help you programming Compiling and build robust sections that debugging applications. show you how with GNU gcc Start with an to write software that and gdb, and introduction is more Visual C++® rapidly move robust and standard Key new C11 on to more less features: advanced vulnerable. Type generic topics, You'll enjoy expressions,

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so you'll be  
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You'll learn:  
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beginning programmers A solid foundation in the basics of C++ programming will allow readers to create efficient, elegant code ready for any production environment Learning basic logic and fundamental programming techniques is essential for new programmers to succeed. A distinctive fundamentals-first approach and clear, concise writing style characterize Introduction to Programming with C++, 3/e. Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Abstract concepts are carefully and concretely explained using simple, short, and stimulating examples. Explanations are presented in brief segments, with many figures and tables. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. *The Rust Programming Language (Covers Rust 2018)* Prentice Hall C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to

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organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language. The 2nd edition of Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning

C++. Reflecting the latest changes to the C++ standard, this 2nd edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code. In short, to-the-point chapters, all aspects of programming are covered including

style, software engineering, programming design, object-oriented design, and debugging. It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Practical C++ Programming thoroughly covers: C++ Syntax Coding

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