
Deitel Solutions

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C# Prentice Hall Professional

Web services is rapidly becoming one of the most valued aspects of information technology services, as Web-based technological advancements continue to grow at an exponential rate. Web Services Research and Practices provides researchers, scholars, and practitioners in a variety of settings essential up-to-date research in this demanding field, addressing issues such as communication

applications using Web services; Semantic services computing; discovery, modeling, performance, and enhancements of Web services; and Web services architecture, frameworks, and security.

C# 6 for Programmers Prentice Hall
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.

[Visual Basic .NET for Experienced Programmers](#) Prentice Hall

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release Java Standard Edition 6 ("Mustang") and several Java Enterprise Edition 5 topics. Contains an extensive OOD/UML 2 case study on developing an automated teller machine. Takes a new tools-based approach to Web application development that uses Netbeans 5.5 and Java Studio Creator 2 to create and

consume Web Services. Features new AJAX-enabled, Web applications built with JavaServer Faces (JSF), Java Studio Creator 2 and the Java Blueprints AJAX Components. Includes new topics throughout, such as JDBC 4, SwingWorker for multithreaded GUIs, GroupLayout, Java Desktop Integration Components (JDIC), and much more. A valuable reference for programmers and anyone interested in learning the Java programming language.

C Prentice Hall PTR

The rapid growth in the adoption and diffusion of information technologies has important implications for practitioners, academics and policy-makers. The widespread use of information technologies is challenging traditional business models and reshaping socio-economic paradigms, as well as promoting new social relations, jobs and working structures. By synthesizing prior research and providing a strong foundation for future research, the aim of this book is to

contribute to our practical and conceptual understanding of the technological, behavioral, organizational, social and economic issues and their inter-relationship in organizations and electronic markets. The book covers five broad aspects: technological innovations and trends; organizational change and knowledge management; strategic transformation; and social and economic transformation.

Contributions include works by scholars from recognized international communities of academics, practitioners and policy-makers.

C++ Prentice Hall

This comprehensive treatment handbook is designed especially for experienced programmers. The book includes an 80-page condensed treatment of VB.NET fundamentals.

Java how to Program Pearson Education Making extensive use of examples, this textbook on Java programming teaches the fundamental skills for getting started in a command-line environment. Meant to be used

for a one-semester course to build solid foundations in Java, Fundamentals of Java Programming eschews second-semester content to concentrate on over 180 code examples and 250 exercises. Key object classes (String, Scanner, PrintStream, Arrays, and File) are included to get started in Java programming. The programs are explained with almost line-by-line descriptions, also with chapter-by-chapter coding exercises. Teaching resources include solutions to the exercises, as well as digital lecture slides.

Web Application Design Handbook PHI Learning Pvt. Ltd.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Visual C# 2008 World Scientific

This Three-Volume-Set constitutes the refereed proceedings of the Second International Conference on Software Engineering and Computer Systems, ICSECS 2011, held in Kuantan, Malaysia, in June 2011. The 190 revised full papers presented together with invited papers

in the three volumes were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on software engineering; network; bioinformatics and e-health; biometrics technologies; Web engineering; neural network; parallel and distributed e-learning; ontology; image processing; information and data management; engineering; software security; graphics and multimedia; databases; algorithms; signal processing; software design/testing; e-technology; ad hoc networks; social networks; software process modeling; miscellaneous topics in software engineering and computer systems.

C for Programmers with an Introduction to C11
Prentice Hall

The professional programmer's Deitel® guide to Python® with introductory artificial intelligence case studies Written for programmers with a background in another high-level language, Python for Programmers uses hands-on instruction to teach today's most compelling, leading-edge computing technologies and programming in Python – one of the world's most popular and fastest-growing languages. Please read the Table of Contents diagram inside the front cover and the Preface for more details. In the context of 500+, real-world examples ranging from individual snippets to 40 large scripts and full implementation case studies, you'll use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms. After covering Python Chapters 1-5 and a few key parts of Chapters 6-7, you'll be able to handle

significant portions of the hands-on introductory AI case studies in Chapters 11-16, which are loaded with cool, powerful, contemporary examples. These include natural language processing, data mining Twitter® for sentiment analysis, cognitive computing with IBM® Watson™, supervised machine learning with classification and regression, unsupervised machine learning with clustering, computer vision through deep learning and convolutional neural networks, deep learning with recurrent neural networks, big data with Hadoop®, Spark™ and NoSQL databases, the Internet of Things and more. You'll also work directly or indirectly with cloud-based services, including Twitter, Google Translate™, IBM Watson, Microsoft® Azure®, OpenMapQuest, PubNub and more. Features 500+ hands-on, real-world, live-code examples from snippets to case studies IPython + code in Jupyter® Notebooks Library-focused: Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON serialization, CSV, exceptions Procedural, functional-style and object-oriented programming Collections: Lists, tuples, dictionaries, sets, NumPy arrays, pandas Series & DataFrames Static, dynamic and interactive visualizations Data experiences with real-world datasets and data sources Intro to Data Science sections: AI, basic stats, simulation, animation, random variables, data wrangling, regression AI, big data and cloud data science case studies: NLP, data mining Twitter®,

IBM® Watson™, machine learning, deep learning, computer vision, Hadoop®, Spark™, NoSQL, IoT Open-source libraries: NumPy, pandas, Matplotlib, Seaborn, Folium, SciPy, NLTK, TextBlob, spaCy, Textatistic, Tweepy, scikit-learn®, Keras and more Accompanying code examples are available here: http://ptgmedia.pearsoncmg.com/imprint_downloads/informit/bookreg/9780135224335/9780135224335_examples.zip. Register your product for convenient access to downloads, updates, and/or corrections as they become available. See inside book for more information.

Android How to Program Prentice Hall
Provides a non-technical introduction to the Internet and World Wide Web, including explanations of hardware, software, e-mail, shopping, and Web design.

C++ how to Program Prentice Hall
By the world's #1 Java programming authors, and the creators of the bestselling "iPhone for Programmers," the application-driven approach to Android brings the Deitels' signature "Live Code" technique to Android development and teaches every new technique in the context of a real-world Android App: 16 complete Apps in all.

Java How To Program, Late Objects, Global Edition Springer
C# builds on the skills already mastered by C++ and Java programmers, enabling them to

create powerful Web applications and components - ranging from XML-based Web services on Microsoft's .NET platform to middle-tier business objects and system-level applications.

C# for Programmers IGI Global

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. Android How to Program, Second Edition provides a clear and entertaining App-driven introduction to Android 4.3 and 4.4 development for both introductory- and intermediate-level programming courses. It also serves as a great reference and tutorial to learn Android programming. The Deitels' App-driven Approach is simply the best way to master Android programming! The Deitels teach Android programming through seven complete, working Android Apps in the print book and more online. Each chapter presents new concepts through a single App. The authors first provide an introduction to the app, an app test-drive showing one or more sample executions, and a technologies overview. Next, the authors proceed with a detailed code walkthrough of the app's source code in which they discuss the programming concepts and demonstrate the functionality of the Android APIs used in the app. The book also has an extensive introduction to programming using the Java language, making this book appropriate for Java courses that want to add

an App-programming flavor. Teaching and Learning Experience This program will provide a better teaching and learning experience—for you and your students. Add an App Component to your Java Course: The appendices provide a condensed, friendly introduction to Java and the object-oriented programming techniques students will need to develop Android apps. Motivate Students with an App-driven Approach to Android 4.3 and 4.4 Development: Concepts are presented in the context of 7 complete working Android Apps, using the latest mobile computing technologies. Enhance Learning with Outstanding Pedagogical Features: The Deitels present hundreds of Android short-answer questions and app-development exercises complete with syntax coloring, code walkthroughs and sample outputs.

Internet and the World Wide Web Elsevier

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 in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features approximately 5,000 lines of proven C code and hundreds of savvy tips that will help you build robust applications. Start with an introduction to C, then rapidly move on to more advanced topics, including building custom

data structures, the Standard Library, select features of the new C11 standard such as multithreading to help you write high-performance applications for today's multicore systems, and secure C programming sections that show you how to write software that is more robust and less vulnerable. You'll enjoy the Deitels' classic treatment of procedural programming. When you're finished, you'll have everything you need to start building industrial-strength C applications. Practical, example-rich coverage of: C programming fundamentals Compiling and debugging with GNU gcc and gdb, and Visual C++® Key new C11 standard features: Type generic expressions, anonymous structures and unions, memory alignment, enhanced Unicode® support, `_Static_assert`, `quick_exit` and `at_quick_exit`, `_Noreturn` function specifier, C11 headers C11 multithreading for enhanced performance on today's multicore systems Secure C Programming sections Data structures, searching and sorting Order of evaluation issues, preprocessor Designated initializers, compound literals, bool type, complex numbers, variable-length arrays, restricted pointers, type generic math, inline functions, and more. Visit www.deitel.com For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or write to deitel@deitel.com Download code examples To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Join the

Deitel social networking communities on Facebook® at facebook.com/DeitelFan, Twitter® @deitel, LinkedIn® at bit.ly/DeitelLinkedIn and Google+™ at gplus.to/Deitel

Python for Programmers Prentice Hall

The professional programmer's Deitel® guide to Java® 9 and the powerful Java platform Written for programmers with a background in another high-level language, this book applies the Deitel signature live-code approach to teaching programming and explores the Java® 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting and program outputs. It features hundreds of complete Java 9 programs with thousands of lines of proven code, and hundreds of software-development tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including JavaFX GUI, graphics, animation and video, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic

collections, database with JDBC™ and JPA, and compelling new Java 9 features, such as the Java Platform Module System, interactive Java with JShell (for discovery, experimentation and rapid prototyping) and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the object-oriented design ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build industrial-strength, object-oriented Java 9 applications. New Java® 9 Features Java® 9's Platform Module System Interactive Java via JShell—Java 9's REPL Collection Factory Methods, Matcher Methods, Stream Methods, JavaFX Updates, Using Modules in JShell, Completable Future Updates, Security Enhancements, Private Interface Methods and many other language and API updates. Core Java Features Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces Composition vs. Inheritance, "Programming to an Interface not an Implementation" Lambdas, Sequential and Parallel Streams, Functional Interfaces with Default and Static Methods,

Immutability JavaFX GUI, 2D and 3D Graphics, Animation, Video, CSS, Scene Builder Files, I/O Streams, XML Serialization Concurrency for Optimal Multi-Core Performance, JavaFX Concurrency APIs Generics and Generic Collections Recursion, Database (JDBC™ and JPA) Keep in Touch Contact the authors at: deitel@deitel.com Join the Deitel social media communities LinkedIn® at bit.ly/DeitelLinkedIn Facebook® at facebook.com/DeitelFan Twitter® at twitter.com/deitel YouTube™ at youtube.com/DeitelTV Subscribe to the Deitel® Buzz e-mail newsletter at www.deitel.com/newsletter/subscribe.html For source code and updates, visit: www.deitel.com/books/Java9FP C++ Student Solutions Manual to Accompany C++ How to Program No Starch Press The complete C# introduction specifically designed for professionals!-- Targets the areas of C# development professionals need to know first, utilizing the Deitels' proven LIVE-CODE "TM" approach to rapid mastery!-- Coverage includes: basic syntax, objects, Windows Forms GUIs, multimedia, file processing, ADO.NET, ASP.NET, Web services, and much more. In C#:

A Programmer's Introduction, a team of world-renowned corporate trainers has delivered the first complete introduction to C# specifically focused on what professionals need to know. Harvey and Paul Deitel, whose best-selling textbooks have trained millions of developers worldwide, teach C# using their unique LIVE-CODE "TM" approach: every new concept is presented in the context of a complete, working example, immediately followed by windows showing exactly what the code does. The Deitels begin by introducing the new Microsoft Visual Studio .NET integrated development environment, and walk developers through the basic techniques of C# programming, including C# control structures, methods, arrays, exceptions, and object-oriented features such as inheritance and polymorphism. They introduce Windows GUI development with .NET's new Windows Forms; then introduce basic multimedia development and file processing. The book contains in-depth introductions to database access with ADO .NET, and to ASP .NET development of both conventional Web applications and Web services.

Handbook of Information Technology in Organizations and Electronic Markets
Morgan Kaufmann

Practical Guidance on the Efficient Development of High-Quality Software

Introduction to Software Engineering, Second Edition equips students with the fundamentals to prepare them for satisfying

careers as software engineers regardless of future changes in the field, even if the changes are unpredictable or disruptive in nature. Retaining the same organization as its predecessor, this second edition adds considerable material on open source and agile development models. The text helps students understand software development techniques and processes at a reasonably sophisticated level. Students acquire practical experience through team software projects. Throughout much of the book, a relatively large project is used to teach about the requirements, design, and coding of software. In addition, a continuing case study of an agile software development project offers a complete picture of how a successful agile project can work. The book covers each major phase of the software development life cycle, from developing software requirements to software maintenance. It also discusses project management and explains how to read software engineering literature. Three appendices describe software patents, command-line arguments, and flowcharts.

Internet & World Wide Web Prentice Hall

This text is designed for wireless

internet/web courses and advanced internet/web programming courses focusing on the wireless internet found in computer science, CIS, MIS, business, and engineering departments. While the rapid expansion of wireless technologies such as cell phones and palm pilots offers many new opportunities for businesses and programmers, it also presents numerous challenges related to issues such as security and standardization.

Software Design for Engineers and Scientists
Pearson Higher Ed

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 Web; 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 Studio debugger; 2008 Debugger; Using the GNU trade; C++ Debugger. MARKET: A useful reference for programmers.

C# Prentice Hall

Software Design for Engineers and Scientists integrates three core areas of computing: . Software engineering - including both traditional methods and the insights of 'extreme programming'. Program design - including the analysis of data structures and algorithms. Practical object-oriented programming Without assuming prior knowledge of any particular programming language, and avoiding the need for students to learn from separate,

specialised Computer Science texts, John contexts
Robinson takes the reader from small-scale programming to competence in large software projects, all within one volume. Copious examples and case studies are provided in C++. The book is especially suitable for undergraduates in the natural sciences and all branches of engineering who have some knowledge of computing basics, and now need to understand and apply software design to tasks like data analysis, simulation, signal processing or visualisation. John Robinson introduces both software theory and its application to problem solving using a range of design principles, applied to the creation of medium-sized systems, providing key methods and tools for designing reliable, efficient, maintainable programs. The case studies are presented within scientific contexts to illustrate all aspects of the design process, allowing students to relate theory to real-world applications. - Core computing topics - usually found in separate specialised texts - presented to meet the specific requirements of science and engineering students - Demonstrates good practice through applications, case studies and worked examples based in real-world