

## Java In Easy Steps 4th Edition

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Mike Murach and Associates, Incorporated

Python in easy steps instructs you how to program in the powerful Python language, giving complete examples that illustrate each aspect with colourized source code. Python in easy steps begins by explaining how to install the free Python interpreter so you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the Python language basics before moving on to provide examples of Object Oriented Programming (OOP) and CGI scripting to handle web form data. The book concludes by demonstrating how you can use your acquired knowledge to create and deploy graphical windowed applications. Python in easy steps makes no assumption you have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. It has an easy-to-follow style that will appeal to programmers moving from another programming language, and to the student who is studying Python programming at school or college, and to those seeking a career in computing who need a fundamental understanding of computer programming. Python is the language used to program the Raspberry Pi - covered by Raspberry Pi in easy steps.

C Programming In Easy Steps "O'Reilly Media, Inc."

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

*Thinking in Java* Hayden

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using

threads, arrays, and sockets.

Teach Yourself Java for Macintosh in 21 Days John Wiley & Sons

CSS in easy steps, 4th edition begins by explaining how Cascading Style Sheets (CSS) can determine the presentation of elements within HTML documents. Examples show how style sheet rules can control content position and appearance, and provide dynamic effects with animation, transformations, and transitions. You will also learn how to design responsive web pages that look great viewed on any device. Each chapter builds your knowledge of style sheets. By the end of this book you will have gained a sound understanding of CSS and be able to create your own exciting interactive web pages. CSS in easy steps, 4th edition contains examples that provide clear syntax-highlighted code showing how to selectively style elements of an HTML document and how to endow elements with interactive functionality, to illustrate each aspect of CSS. CSS in easy steps, 4th edition has an easy-to-follow style that will appeal to anyone who wants to begin creating stylish web pages. It will appeal to programmers who want to quickly learn the latest style sheet techniques, and to the student who is studying website design at school or college, and to those seeking a career in web development who need a thorough understanding of CSS.

Table of Contents: 1. Get Started in CSS 2. Manage the Box Model 3. Manipulate Text Styles 4. Organize Tables and Lists 5. Generate Effects 6. Control the Web Page 7. Apply Custom Styles 8. Design with Grids 9. Design for Devices  
In Easy Steps

A practical introduction to programming with Java  
Beginning Programming with Java For Dummies, 4th Edition is a comprehensive guide to learning one of the most popular programming languages worldwide.

This book covers basic development concepts and techniques through a Java lens. You'll learn what goes into a program, how to put the pieces together, how to deal with challenges, and how to make it work. The new Fourth Edition has been updated to align with Java 8, and includes new options for the latest tools and techniques. Java is the predominant language used to program Android and cloud apps, and its popularity is surging as app demand rises. Whether you're just tooling around, or embarking on a career, Beginning Programming with Java For Dummies, 4th Edition is a great place to start. Step-by-step instruction, easy-to-read language, and quick navigation make this book the perfect resource for new programmers. You'll begin with the basics before moving into code, with simple, yet detailed explanations every step of the way. Topics include: Learn the language with sample programs and the Java toolkit Familiarize yourself with decisions, conditions, statements, and information overload Differentiate between loops and arrays, objects and classes, methods and variables The book also contains links to additional resources, other programming languages, and guidance as to the most useful classes in the Java API. If you're new to programming languages, Beginning Programming with Java For Dummies, 4th Edition provides the instruction and practice you need to become a confident Java programmer.

Office 2007 in easy steps Dreamtech Press

Coding for Beginners in easy steps has an easy-to-follow style that will appeal to anyone, of any age, who

wants to begin coding computer programs. You need have no previous knowledge of any computer programming language so it's ideal for the newcomer, including youngsters needing to learn programming basics for the school curriculum. Coding for Beginners in easy steps instructs you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program has been executed. Coding for Beginners in easy steps begins by explaining how to easily create a programming environment on your own computer, so you can quickly begin to create your own working programs by copying the book's examples. After demonstrating the essential building blocks of computer programming it describes how to code powerful algorithms and demonstrates how to code classes for Object Oriented Programming (OOP). The examples throughout this book feature the popular Python programming language but additionally the final chapter demonstrates a comparison example in the C, C++, and Java programming languages to give you a rounded view of computer coding. The code in the listed steps within the book is colour-coded to precisely match the default colour-coding of the Python IDLE editor, making it easier for beginners to grasp. By the end of this book you will have gained a sound understanding of coding and be able to write your own computer programs that can be run on any compatible computer.

Basic programming for all ages Createspace Independent Publishing Platform

PHP in easy steps, 4th edition demonstrates every aspect of the language you ' ll need to produce professional web programming results. Its examples provide clear syntax-highlighted code, which is freely downloadable, showing PHP language basics including variables, arrays, logic, looping, functions and classes. · Install a free web server and the PHP interpreter to create an environment in which you can produce your own data-driven web pages. · Write PHP server-side scripts; master PHP operators and control structures; process HTML form data; get cookies and session data; access Web Services APIs over HTTP... and

much more! PHP in easy steps, 4th edition is ideal for PHP newbies who want to quickly learn the fundamentals of server-side programming with PHP and create interactive web pages. Also, useful for PHP pros who want to grasp the new PHP 8 features and achieve optimum performance! Updated for PHP 8. Table of Contents: 1. Getting started 2. Storing values 3. Performing operations 4. Testing conditions 5. Employing functions 6. Manipulating strings 7. Building classes 8. Handling files 9. Producing forms 10. Preserving data 11. Adding Web Services

PHP & MySQL in easy steps In Easy Steps Updated for Java SE 8, this book teaches the three most important topics in Java programming: the language syntax, object-oriented programming (OOP) and Java core libraries. This book introduces important programming concepts and is a guide to building real-world applications, both desktop and web-based. The coverage is the most comprehensive one can find in a beginner's book. C Programming in easy steps, 4th edition In Easy Steps C Programming in easy steps instructs the reader how to program in C both on Unix-based platforms, such as Linux, and on Windows platforms. Linux users should already have the GNU C compiler on their system but the book explains how to download and install the GNU C compiler for Windows users. It contains separate chapters on each major feature of the C language, with examples, and a reference section describing the standard C header class functions. By the end of the book the reader will have gained a sound understanding of the C language and be able to write their own C programs and compile them into executable files that can be run on any compatible PC.

More Effective C++ In Easy Steps Limited Java in easy steps, 7th edition instructs you how to easily create your own Java programs. The book contains separate chapters on the major features of the Java language. Complete example programs with colourized code illustrate each important aspect of Java programming – all in easy steps. This book assumes no previous knowledge of any programming language so it's ideal for the newcomer to computer programming. Each chapter builds your knowledge of Java. By the end of this book you will have gained a sound understanding of the Java language and be able to write your own Java programs and compile

them into executable files that can be run on any Java-enabled device. This 7th edition of Java in easy steps covers the many exciting features of Java, including: · How to quickly run statements in the interactive shell named jshell - similar to the Python interpreter · How to make programs with the javac compiler and execute them with the java runtime. · How to produce interactive Windows apps that can be easily distributed as jar program bundles. · How to create mobile device apps using Java functionality within the Android operating system. Table of Contents · Getting started · Performing operations · Making statements · Directing values · Manipulating data · Creating classes · Importing functions · Building interfaces · Recognizing events · Deploying programs

Python in easy steps John Wiley & Sons More than 150,000 copies in print! Praise for Scott Meyers ' first book, Effective C++: " I heartily recommend Effective C++ to anyone who aspires to mastery of C++ at the intermediate level or above. " – The C/C++ User ' s Journal From the author of the indispensable Effective C++, here are 35 new ways to improve your programs and designs. Drawing on years of experience, Meyers explains how to write software that is more effective: more efficient, more robust, more consistent, more portable, and more reusable. In short, how to write C++ software that ' s just plain better. More Effective C++ includes: Proven methods for improving program efficiency, including incisive examinations of the time/space costs of C++ language features Comprehensive descriptions of advanced techniques used by C++ experts, including placement new, virtual constructors, smart pointers, reference counting, proxy classes, and double-dispatching Examples of the profound impact of exception handling on the structure and behavior of C++ classes and functions Practical treatments of new language features, including bool, mutable, explicit, namespaces, member templates, the Standard Template Library, and more. If your compilers don ' t yet support these features, Meyers shows you how to get the job done without them. More Effective C++ is filled with pragmatic, down-to-earth advice you ' ll use every day. Like Effective C++ before it, More Effective C++ is essential reading for anyone working with C++.

Learn Java in One Day and Learn It Well "O'Reilly Media, Inc." Learn. Create. Achieve. In a world that is dominated by the

latest technologies, it seems necessary to practice and know our way around the buzz. When computers came about, everything automatically became easy for us. What we are now enjoying and taking advantage of is rooted from a variety of smart individuals who developed different computer programs that have been considerably useful for us. Are you one of the passionate individuals who would like to contribute to the computer-programming world? Or you simply want to learn the art of programming or writing software. If you answered yes, then you came to the right place! Computers are only as smart as the person who owns it. Without our wit and command, computers aren't capable of functioning like how we expect them to be. Programming: Computer Programming for Beginners Learn the Basics of Java, SQL & C++ is a book that will guide you on how to give specific instructions to your computer with the help of 3 basic programming languages. This Book Reveals The Following Information: Basics of Computer Programming Create Your Very Own: "Hello, World" Learn how to use JavaScript Learn how to use C++ Program Learn how to use SQL Important Things to Know About Programming Glossary of Common Programming Terms By the end of this book, you will notice that in the world of programming, you and your computer will have a deeper understanding with each other. All it takes is a little bit of patience and more practice in order to convey the message that you want your computer to make out. Whether you want to be a programmer for fun, or hobby, doesn't matter! This book will take you where you want to go, and give you a satisfying journey in the end! So what's taking you so long?! BUY today and learn programming. You won't regret it!"

Java: A Beginner's Tutorial (4th Edition) Java in Easy Steps

New Book by Best-Selling Author Jamie Chan. Learn Java Programming Fast with a unique Hands-On Project. Book 4 of the Learn Coding Fast Series. Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Java language fast? This book is for you. You no longer have to waste your time and money trying to learn Java from boring books that are 600 pages long, expensive online courses or complicated Java tutorials that just leave you more confused and frustrated. What this book offers... Java for

Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Java language even if you have never coded before. Carefully Chosen Java Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics (Covers Java 8) Topics are carefully selected to give you a broad exposure to Java, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. In addition, new features in Java (such as lambda expressions and default methods etc) are also covered so that you are always up to date with the latest advancement in the Java language. Learn The Java Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. You no longer have to endure boring and lengthy Java textbooks that simply puts you to sleep. With this book, you can learn Java fast and start coding immediately. How is this book different... The best way to learn Java is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Java coding? This book is for you. Click the "Add to Cart" button and download it now. What you'll learn: Introduction to Java - What is Java? - What software do you need to code Java programs? - How to install and run JDK and Netbeans? Data types and Operators - What are the eight primitive types in Java? - What are arrays and lists? - How to format Java strings - What is a primitive type vs reference type? - What are the common Java operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes -

What are fields, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? Controlling the Flow of a Program - What are condition statements? - How to use control flow statements in Java - How to handle errors and exceptions - How to throw your own exception and Others... - How to accept user inputs and display outputs - What is a generic? - What are lambda expressions and functional interface? - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning Java. Learn it fast and learn it well.

Design Patterns Prentice Hall Professional C++ Primer Plus, Sixth Edition New C++ 11 Coverage C++ Primer Plus is a carefully crafted, complete tutorial on one of the most significant and widely used programming languages today. An accessible and easy-to-use self-study guide, this book is appropriate for both serious students of programming as well as developers already proficient in other languages. The sixth edition of C++ Primer Plus has been updated and expanded to cover the latest developments in C++, including a detailed look at the new C++ 11 standard. Author and educator Stephen Prata has created an introduction to C++ that is instructive, clear, and insightful. Fundamental programming concepts are explained along with details of the C++ language. Many short, practical examples illustrate just one or two concepts at a time, encouraging readers to master new topics by immediately putting them to use. Review questions and programming exercises at the end of each chapter help readers zero in on the most critical information and digest the most difficult concepts. In C++ Primer Plus, you'll find depth, breadth, and a variety of teaching techniques and tools to enhance your learning: A new detailed chapter on the changes and additional capabilities introduced in the C++ 11 standard Complete,

integrated discussion of both basic C language and additional C++ features  
Clear guidance about when and why to use a feature  
Hands-on learning with concise and simple examples that develop your understanding a concept or two at a time  
Hundreds of practical sample programs  
Review questions and programming exercises at the end of each chapter to test your understanding  
Coverage of generic C++ gives you the greatest possible flexibility  
Teaches the ISO standard, including discussions of templates, the Standard Template Library, the string class, exceptions, RTTI, and namespaces  
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John Wiley & Sons  
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.  
35 New Ways to Improve Your Programs and Designs In Easy Steps

JavaScript in easy steps, now in its third edition, instructs the reader how to add functionality (logic) and dynamic effects (DHTML) to web pages. It contains separate chapters on all major features of the JavaScript language. There are code examples and browser screenshots illustrating each aspect of JavaScript. This popular title is updated for the Document Object Model used by modern browsers and includes examples showing how to develop Rich Internet Applications (RIAs) using the latest techniques employing Asynchronous JavaScript And XML (AJAX).  
· Introducing JavaScript  
· Performing Operations  
· Making Statements  
· Using arrays  
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· Doing Mathematics  
· Addressing Page Objects  
· Window Properties  
· Document Properties  
· Form Properties  
· Event Handler  
· JavaScript in DHTML  
· JavaScript in e-commerce  
PHP in easy steps, 4th edition Dreamtech Press  
Java in Easy Steps  
In Easy Steps Limited  
C++ Primer Plus  
Pearson Deutschland GmbH  
This book introduces programmers to objects at a gradual pace. The syntax boxes are revised to show typical code examples rather than abstract notation. This includes optional example modules using Alice and Greenfoot. The examples feature annotations with dos and don'ts along with cross references to more detailed explanations in the text. New tables show a large number of typical and cautionary examples. New programming and review problems are also presented that ensure a broad coverage of topics. In addition, Java 7 features are included to provide programmers with the most up-to-date information.  
CSS in easy steps, 4th edition  
Orange Grove Text Plus  
Inspired by the success of their best-selling introductory programming text, Java Software Solutions, authors Lewis, DePasquale, and Chase now release Java Foundations, Second Edition. This text is a comprehensive resource for instructors who want a two- or three-semester introduction to programming textbook that includes detail on data structures topics. Java Foundations introduces a Software Methodology early on and revisits it throughout to ensure students develop sound program development skills from the beginning. Control structures are covered before writing classes, providing a solid foundation of fundamental concepts and sophisticated topics.  
In Easy Steps  
PHP and MySQL in easy steps will teach the user to

write PHP server-side scripts and how to make MySQL database queries. It has an easy-to-follow style that will appeal to: anyone who wants to begin producing data-driven web pages.  
web developers wanting to add database interaction to their web sites.  
the programmer who quickly wants to add PHP and MySQL to their skills set.  
the hobbyist who wants to begin creating scripts for upload to their own ISP.  
the student, and to those seeking a career in computing, who need a fundamental understanding of server-side programming with PHP and MySQL.  
PHP & MySQL in easy steps demonstrates by example how to produce data-driven web pages using the powerful PHP scripting language and the popular free MySQL database server. The book examples provide clear syntax-highlighted code showing how to selectively insert and extract data from databases for presentation on your web browser.  
PHP & MySQL in easy steps begins by explaining how to install a free web server, the PHP interpreter, and MySQL database server, to create an environment in which you can produce your very own data-driven server-side web pages. You will learn how to write PHP server-side scripts and how to make MySQL database queries. Examples illustrate how to store and retrieve Session Data, how to provide a Message Board, and how to create an E-Commerce Shopping Cart. This book assumes you have no previous experience of any programming or scripting language so is ideal for the newcomer to PHP and MySQL technologies.