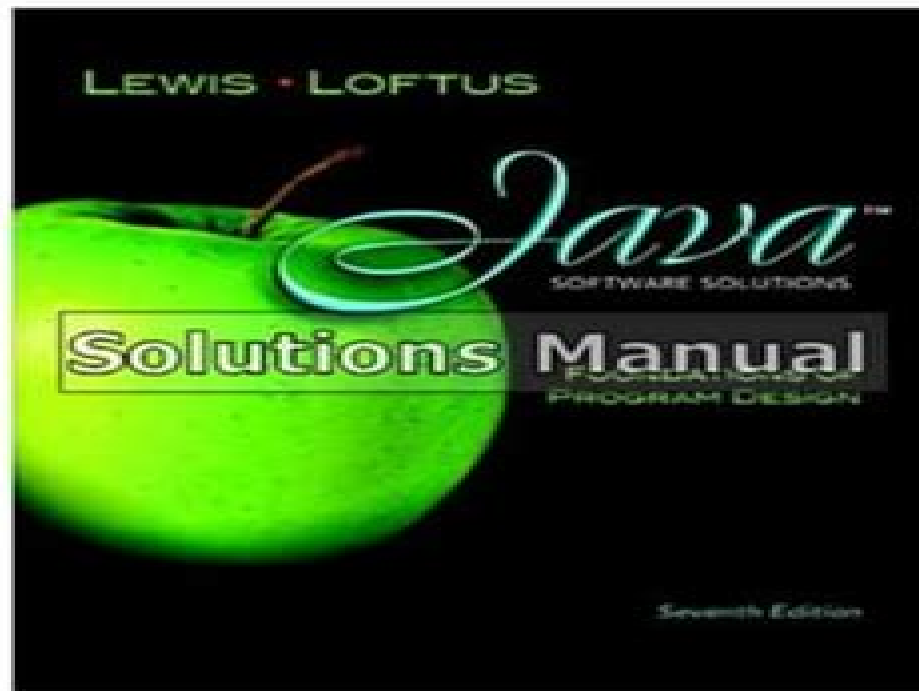


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Harvey M. Deitel, Paul J. Deitel



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Java Software Solutions John Lewis, William Loftus, 2008-04-01 *Java Programming* Yakov Fain, 2015-04-28 Quick and painless Java programming with expert multimedia instruction Java Programming 24 Hour Trainer 2nd Edition is your complete beginner's guide to the Java programming language with easy to follow lessons and supplemental exercises that help you get up and running quickly Step by step instruction walks you through the basics of object oriented programming syntax interfaces and more before building upon your skills to develop games web apps networks and automations This second edition has been updated to align with Java SE 8 and Java EE 7 and includes new information on GUI basics lambda expressions streaming API WebSockets and Gradle Even if you have no programming experience at all the more than six hours of Java programming screencasts will demonstrate major concepts and procedures in a way that facilitates learning and promotes a better understanding of the development process This is your quick and painless guide to mastering Java whether you're starting from scratch or just looking to expand your skill set Master the building blocks that go into any Java project Make writing code easier with the Eclipse tools Learn to connect Java applications to databases Design and build graphical user interfaces and web applications Learn to develop GUIs with JavaFX If you want to start programming quickly Java Programming 24 Hour Trainer 2nd Edition is your ideal solution

Basic Java Programming Joe Kent, Lewis Barnett, 2001 For first and second year undergraduates an introduction to programming with Java an object oriented programming language that is a popular choice for Web applications Kent and Barnett U of Richmond introduce algorithms and problem solving approaches that are important to programming generally Forthcoming Books Rose Arny, 2003

Simply Visual Basic .NET 2003 Harvey M. Deitel, Paul J. Deitel, Cheryl H. Yaeger, 2004 For courses in Visual Basic .NET Programming Introductory Combining the Deitel tm signature LIVE CODE tm Approach with a new Application Driven tm methodology this text uses a step by step tutorial approach to teach students the basics of programming using VB .NET It builds upon previously learned concepts and introduces new programming features in each successive tutorial This comprehensive introduction to Visual Basic .NET covers GUI design controls methods functions data types control structures procedures arrays object oriented programming strings and characters sequential files and more It also includes higher end topics such as database programming multimedia and graphics and Web application development **Visual Basic 2008**

Paul J. Deitel, Harvey M. Deitel, 2009 Created by world renowned programming instructors Paul and Harvey Deitel Visual Basic 2008 How to Program Fourth Edition introduces all facets of the Visual Basic 2008 language hands on through hundreds of working programs This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual Basic 2008 and .NET 3.5 all discussions and sample code have been carefully audited against the newest Visual Basic language specification The many new platform features covered in depth in this edition include LINQ data queries Windows Presentation Foundation WPF ASP .NET Ajax and the Microsoft Ajax Library Silverlight based rich Internet application development and creating Web services with Windows Communication Foundation WCF New language

features introduced in this edition object anonymous types object initializers implicitly typed local variables and arrays delegates lambda expressions and extension methods A series of appendices provide essential programming reference material on topics ranging from number systems to the Visual Studio Debugger UML 2 to Unicode and ASCII AUDIENCE Appropriate for anyone interested in learning programming with Visual Basic 2008 C++ how to Program Harvey M. Deitel,Paul J. Deitel,2005 With over 250 000 sold Harvey and Paul Deitel sC How to Program is the world s best selling introduction to C programming Now this classic has been thoroughly updated The Deitels groundbreaking How to Program series offers unparalleled breadth and depth of programming concepts and intermediate level topics for further study The books in this series feature hundreds of complete working programs with thousands of lines of code Deitels C How to Program is the most comprehensive practical introduction to C ever published with hundreds of hands on exercises roughly 250 complete programs written and documented for easy learning and exceptional insight into good programming practices maximizing performance avoiding errors debugging and testing The updated Fifth Edition now includes a new early classes pedagogy classes and objects are introduced in Chapter 3 and used throughout the book as appropriate The new edition uses string and vector classes to make earlier examples more object oriented Large chapters are broken down into smaller more manageable pieces A new OOD UML ATM case study replaces the elevator case study of previous editions and UML in the OOD UML case study and elsewhere in the book has been upgraded to UML 2 The Fifth Edition features new mini case studies e g GradeBook and Time classes An employee hierarchy replaces Point Circle Cylinder to introduce inheritance and polymorphism Additional enhancements include tuned treatment of exception handling new Using the Debugger material and a new Before You Begin section to help readers get set up properly Also included are separate chapters on recursion and searching sorting The Fifth Edition retains every key concept and technique ANSI C developers need to master control statements functions arrays pointers and strings classes and data abstraction operator overloading inheritance virtual functions polymorphism I O templates exception handling file processing data structures and more It also includes a detailed introduction to Standard Template Library STL containers container adapters algorithms and iterators The accompanying CD ROM includes all the source code from the book A valuable reference for programmers and anyone interested in learning the C programming language and object oriented development in C Java Programming Joe Wigglesworth,Paula McMillan,2004 This highly anticipated thoroughly updated revision incorporates exciting changes and updates and is perfect for a second course in Java This new edition now begins where a first course leaves off and includes advanced topics such as JavaBeans Enterprise JavaBeans Network Programming J2EE features and Security All concepts are reinforced through code examples sample programs and exercises Take your Java programming skills to the next level with this text Java Programming Joyce Farrell,1999 Using Java as the language this text addresses object oriented programming concepts along with the Java syntax to implement them It aims to guide users through building applications and applets from the bottom up

Probability, Markov Chains, Queues, and Simulation William J. Stewart, 2009-07-06 Probability Markov Chains Queues and Simulation provides a modern and authoritative treatment of the mathematical processes that underlie performance modeling The detailed explanations of mathematical derivations and numerous illustrative examples make this textbook readily accessible to graduate and advanced undergraduate students taking courses in which stochastic processes play a fundamental role The textbook is relevant to a wide variety of fields including computer science engineering operations research statistics and mathematics The textbook looks at the fundamentals of probability theory from the basic concepts of set based probability through probability distributions to bounds limit theorems and the laws of large numbers Discrete and continuous time Markov chains are analyzed from a theoretical and computational point of view Topics include the Chapman Kolmogorov equations irreducibility the potential fundamental and reachability matrices random walk problems reversibility renewal processes and the numerical computation of stationary and transient distributions The M M 1 queue and its extensions to more general birth death processes are analyzed in detail as are queues with phase type arrival and service processes The M G 1 and G M 1 queues are solved using embedded Markov chains the busy period residual service time and priority scheduling are treated Open and closed queueing networks are analyzed The final part of the book addresses the mathematical basis of simulation Each chapter of the textbook concludes with an extensive set of exercises An instructor s solution manual in which all exercises are completely worked out is also available to professors only Numerous examples illuminate the mathematical theories Carefully detailed explanations of mathematical derivations guarantee a valuable pedagogical approach Each chapter concludes with an extensive set of exercises

Java Programming with Microsoft Visual J++ 6.0 Joyce Farrell, Don Gosselin, 1999 This title presents fundamental programming concepts using Microsoft s Visual J 6 0 Step by step exercises illustrate the concepts being explained reinforcing the reader s understanding and retention The book assumes no previous programming knowledge

C++ how to Program Paul J. Deitel, Harvey M. Deitel, 2008 Introduces the fundamentals of object oriented programming and generic programming in C Topics include classes objects and encapsulation inheritance and polymorphism and object oriented design with the UML

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