

Vtu Notes For Cse Object Oriented Programming

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Object-Oriented Software Engineering Using UML, Patterns, and Java Bernd Bruegge 2013-08-29 For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses. Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineer through practical experience: students can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies).

The C Programming Language Brian W. Kernighan 1988 Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Mathematics for Machine Learning Marc Peter Deisenroth 2020-04-23 The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

C++ Primer Stanley Lippman 2012-08-06 Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to

use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today's best coding styles and program design techniques Understand the "rationale behind the rules": why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned Access the source code for the extended examples from informit.com/title/0321714113 C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

Lex & Yacc John R. Levine 1992 Shows programmers how to use two UNIX utilities, lex and yacc, in program development. The second edition contains completely revised tutorial sections for novice users and reference sections for advanced users. This edition is twice the size of the first, has an expanded index, and covers Bison and Flex.

C# Herbert Schildt 2002 Learn everything you need to know about Microsoft's new programming language for the .NET platform. Programming guru and best-selling author Herb Schildt presents not only code but valuable insight into best programming practices, so you can implement C# effectively.

Object Oriented Programming with C++ 2/e Sourav Sahay 2012-09-13 Designed to serve as a textbook for students pursuing a BTech or BE program in information technology or computer science, Object-Oriented Programming with C++ 2/e imparts a clear understanding of objects and the method of modelling them in the object-oriented programming system. The book would also be suitable for undergraduate as well as postgraduate students of computer applications.

Testing Object-oriented Systems Robert Binder 2000 More than ever, mission-critical and business-critical applications depend on object-oriented (OO) software. Testing techniques tailored to the unique challenges of OO technology are necessary to achieve high reliability and quality. "Testing Object-Oriented Systems: Models, Patterns, and Tools" is an authoritative guide to designing and automating test suites for OO applications. This comprehensive book explains why testing must be model-based and provides in-depth coverage of techniques to develop testable models from state machines, combinational logic, and the Unified Modeling Language (UML). It introduces the test design pattern and presents 37 patterns that explain how to design responsibility-based test suites, how to tailor integration and regression testing for OO code, how to test reusable components and frameworks, and how to develop highly effective test suites from use cases. Effective testing must be automated and must leverage object technology. The author describes how to design and code specification-based assertions to offset testability losses due to inheritance and polymorphism. Fifteen micro-patterns present oracle strategies--practical solutions for one of the hardest problems in test design. Seventeen design patterns explain how to automate your test suites with a coherent OO test harness framework. The author provides thorough coverage of testing issues such as: The bug hazards of OO programming and differences from testing

procedural code How to design responsibility-based tests for classes, clusters, and subsystems using class invariants, interface data flow models, hierarchic state machines, class associations, and scenario analysis How to support reuse by effective testing of abstract classes, generic classes, components, and frameworks How to choose an integration strategy that supports iterative and incremental development How to achieve comprehensive system testing with testable use cases How to choose a regression test approach How to develop expected test results and evaluate the post-test state of an object How to automate testing with assertions, OO test drivers, stubs, and test frameworks Real-world experience, world-class best practices, and the latest research in object-oriented testing are included. Practical examples illustrate test design and test automation for Ada 95, C++, Eiffel, Java, Objective-C, and Smalltalk. The UML is used throughout, but the test design patterns apply to systems developed with any OO language or methodology. 0201809389B04062001

Data Structures Using C++ D. S. Malik 2009-07-31 Now in its second edition, D.S. Malik brings his proven approach to C++ programming to the CS2 course. Clearly written with the student in mind, this text focuses on Data Structures and includes advanced topics in C++ such as Linked Lists and the Standard Template Library (STL). The text features abundant visual diagrams, examples, and extended Programming Examples, all of which serve to illuminate difficult concepts. Complete programming code and clear display of syntax, explanation, and example are used throughout the text, and each chapter concludes with a robust exercise set. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Structure and Interpretation of Computer Programs Harold Abelson 2022-04-12 A new version of the classic and widely used text adapted for the JavaScript programming language. Since the publication of its first edition in 1984 and its second edition in 1996, *Structure and Interpretation of Computer Programs* (SICP) has influenced computer science curricula around the world. Widely adopted as a textbook, the book has its origins in a popular entry-level computer science course taught by Harold Abelson and Gerald Jay Sussman at MIT. SICP introduces the reader to central ideas of computation by establishing a series of mental models for computation. Earlier editions used the programming language Scheme in their program examples. This new version of the second edition has been adapted for JavaScript. The first three chapters of SICP cover programming concepts that are common to all modern high-level programming languages. Chapters four and five, which used Scheme to formulate language processors for Scheme, required significant revision. Chapter four offers new material, in particular an introduction to the notion of program parsing. The evaluator and compiler in chapter five introduce a subtle stack discipline to support return statements (a prominent feature of statement-oriented languages) without sacrificing tail recursion. The JavaScript programs included in the book run in any implementation of the language that complies with the ECMAScript 2020 specification, using the JavaScript package sicp provided by the MIT Press website.

Introduction to Machine Learning Ethem Alpaydin 2014-08-22 Introduction -- Supervised learning -- Bayesian decision theory -- Parametric methods -- Multivariate methods -- Dimensionality reduction -- Clustering -- Nonparametric methods -- Decision trees -- Linear discrimination -- Multilayer perceptrons -- Local models -- Kernel machines -- Graphical models -- Brief contents -- Hidden markov models -- Bayesian estimation -- Combining multiple learners -- Reinforcement learning -- Design and analysis of machine learning experiments.

Python Tutorial Guido Rossum 2018-06-19 Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it

an ideal language for scripting and rapid application development in many areas on most platforms. The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python Web site, <https://www.python.org/>, and may be freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and tools, and additional documentation. The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an extension language for customizable applications. This tutorial introduces the reader informally to the basic concepts and features of the python language and system. It helps to have a Python interpreter handy for hands-on experience, but all examples are self contained, so the tutorial can be read off-line as well. For a description of standard objects and modules, see [library-index](#). [reference-index](#) gives a more formal definition of the language. To write extensions in C or C++, read [extending-index](#) and [c-api-index](#). There are also several books covering Python in depth. This tutorial does not attempt to be comprehensive and cover every single feature, or even every commonly used feature. Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in [library-index](#). The Glossary is also worth going through.

Object - Oriented Modeling And Design With Uml, 2/E Blaha 2007-09 The revision offers a crisp, clear explanation of the basics of object-oriented thinking via UML models, then presents a process for applying these principles to software development, including C++, Java, and relational databases. An integrated case study threads throughout the book, illustrating key ideas as well as their application.

[Fundamentals of Software Engineering](#) Rajib Mall 2004-08

Programming Fundamentals Kenneth Leroy Busbee 2018-01-07 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 textbook/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.

Object-oriented Programming with C++ Sourav Sahay 2006 Designed to serve as a textbook for undergraduate engineering and MCA students, Object-Oriented Programming with C++ imparts a clear understanding of objects and the method of modelling them in OOPS. The book contains a systematic discussion of features such as classes, objects, dynamic memory management, constructors, destructors, inheritance, overloading, polymorphism, stream handling and exception handling.

Software Testing and Quality Assurance Kshirasagar Naik 2011-09-23 A superior primer on software testing and quality assurance, from integration to execution and automation This important new work fills the pressing need for a user-friendly text that aims to provide software engineers, software quality professionals, software developers, and students with the fundamental developments in testing theory and common testing practices. Software Testing and Quality Assurance: Theory and Practice equips readers with a solid understanding of: Practices that support the production of quality software Software testing techniques Life-cycle models for requirements, defects, test cases, and test results Process models for units, integration, system, and acceptance testing How to build test teams, including recruiting and retaining test engineers Quality Models, Capability Maturity Model, Testing Maturity Model,

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and Test Process Improvement Model Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in software testing, quality assurance, and software engineering.

Embedded Systems Design Steve Heath 2002-10-30 In this new edition the latest ARM processors and other hardware developments are fully covered along with new sections on Embedded Linux and the new freeware operating system eCOS. The hot topic of embedded systems and the internet is also introduced. In addition a fascinating new case study explores how embedded systems can be developed and experimented with using nothing more than a standard PC. * A practical introduction to the hottest topic in modern electronics design * Covers hardware, interfacing and programming in one book * New material on Embedded Linux for embedded internet systems

An Integrated Approach to Software Engineering Pankaj Jalote 2013-06-29 It is clear that the development of large software systems is an extremely complex activity, which is full of various opportunities to introduce errors. Software engineering is the discipline that provides methods to handle this complexity and enables us to produce reliable software systems with maximum productivity. An Integrated Approach to Software Engineering is different from other approaches because the various topics are not covered in isolation. A running case study is employed throughout the book, illustrating the different activity of software development on a single project. This work is important and instructive because it not only teaches the principles of software engineering, but also applies them to a software development project such that all aspects of development can be clearly seen on a project.

Mastering Cloud Computing Rajkumar Buyya 2013-04-05 Mastering Cloud Computing is designed for undergraduate students learning to develop cloud computing applications. Tomorrow's applications won't live on a single computer but will be deployed from and reside on a virtual server, accessible anywhere, any time. Tomorrow's application developers need to understand the requirements of building apps for these virtual systems, including concurrent programming, high-performance computing, and data-intensive systems. The book introduces the principles of distributed and parallel computing underlying cloud architectures and specifically focuses on virtualization, thread programming, task programming, and map-reduce programming. There are examples demonstrating all of these and more, with exercises and labs throughout. Explains how to make design choices and tradeoffs to consider when building applications to run in a virtual cloud environment Real-world case studies include scientific, business, and energy-efficiency considerations

Embedded System Design Frank Vahid 2001-10-17 This book introduces a modern approach to embedded system design, presenting software design and hardware design in a unified manner. It covers trends and challenges, introduces the design and use of single-purpose processors ("hardware") and general-purpose processors ("software"), describes memories and buses, illustrates hardware/software tradeoffs using a digital camera example, and discusses advanced computation models, controls systems, chip technologies, and modern design tools. For courses found in EE, CS and other engineering departments.

Programming the World Wide Web Robert W. Sebesta 2010 KEY BENEFIT: A comprehensive introduction to the tools and skills required for both client- and server-side programming, that teaches how to develop platform-independent sites using the most current Web development technology. KEY TOPICS: Internet introduction; Web Browsers and Servers; URL; MIME; HTTP; Web Programmer's Toolbox; HTML and XHTML; CSS; JavaScript(TM); XML and XLST; Applets; Flash; Perl(TM)/CGI; Java Web

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Programming; PHP; ASP.NET Using C# and Ajax; Visual Studio; Database Access through the Web; Ruby; Rails 2.0; Ajax. MARKET: An ideal reference for Web programming professionals.

Object-oriented Design Heuristics Arthur J. Riel 1996 Upon completion of an object-oriented design, you are faced with a troubling question: "Is it good, bad, or somewhere in between?" Seasoned experts often answer this question by subjecting the design to a subconscious list of guidelines based on their years of experience. Experienced developer Arthur J. Riel has captured this elusive, subconscious list, and in doing so, has provided a set of metrics that help determine the quality of object-oriented models. Object-Oriented Design Heuristics offers insight into object-oriented design improvement. The more than sixty guidelines presented in this book are language-independent and allow you to rate the integrity of a software design. The heuristics are not written as hard and fast rules; they are meant to serve as warning mechanisms which allow the flexibility of ignoring the heuristic as necessary. This tutorial-based approach, born out of the author's extensive experience developing software, teaching thousands of students, and critiquing designs in a variety of domains, allows you to apply the guidelines in a personalized manner. The heuristics cover important topics ranging from classes and objects (with emphasis on their relationships including association, uses, containment, and both single and multiple inheritance) to physical object-oriented design. You will gain an understanding of the synergy that exists between design heuristics and the popular concept of design patterns; heuristics can highlight a problem in one facet of a design while patterns can provide the solution. Programmers of all levels will find value in this book. The newcomer will discover a fast track to understanding the concepts of object-oriented programming. At the same time, experienced programmers seeking to strengthen their object-oriented development efforts will appreciate the insightful analysis. In short, with Object-Oriented Design Heuristics as your guide, you have the tools to become a better software developer.
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Volleyball George Bulman 1994

Computer and Communication Networks Nader F. Mir 2015 *Computer and Communication Networks, Second Edition* first establishes a solid foundation in basic networking concepts, TCP/IP schemes, wireless networking, Internet applications, and network security. Next, Mir delves into the mathematical analysis of networks, as well as advanced networking protocols. This fully-updated text thoroughly explains the modern technologies of networking and communications among computers, servers, routers, and other smart communication devices, helping readers design cost-effective networks that meet emerging requirements. Offering uniquely balanced coverage of all key basic and advanced topics, it teaches through extensive, up-to-date case studies, 400 examples and exercises, and 250+ illustrative figures. Nader F. Mir provides the practical, scenario-based information many networking books lack, and offers a uniquely effective blend of theory and implementation. Drawing on extensive experience in the field, he introduces a wide spectrum of contemporary applications, and covers several key topics that competitive texts skim past or ignore completely, such as Software-Defined Networking (SDN) and Information-Centric Networking.

[Introduction to Storage Area Networks](#) Jon Tate 2018-10-09 The superabundance of data that is created by today's businesses is making storage a strategic investment priority for companies of all sizes. As storage takes precedence, the following major initiatives emerge: Flatten and converge your network: IBM® takes an open, standards-based approach to implement the latest advances in the flat, converged data center network designs of today. IBM Storage solutions enable clients to deploy a high-speed, low-latency Unified Fabric Architecture. Optimize and automate virtualization: Advanced virtualization awareness reduces the cost and complexity of deploying physical and virtual data center infrastructure.

Simplify management: IBM data center networks are easy to deploy, maintain, scale, and virtualize, delivering the foundation of consolidated operations for dynamic infrastructure management. Storage is no longer an afterthought. Too much is at stake. Companies are searching for more ways to efficiently manage expanding volumes of data, and to make that data accessible throughout the enterprise. This demand is propelling the move of storage into the network. Also, the increasing complexity of managing large numbers of storage devices and vast amounts of data is driving greater business value into software and services. With current estimates of the amount of data to be managed and made available increasing at 60% each year, this outlook is where a storage area network (SAN) enters the arena. SANs are the leading storage infrastructure for the global economy of today. SANs offer simplified storage management, scalability, flexibility, and availability; and improved data access, movement, and backup. Welcome to the cognitive era. The smarter data center with the improved economics of IT can be achieved by connecting servers and storage with a high-speed and intelligent network fabric. A smarter data center that hosts IBM Storage solutions can provide an environment that is smarter, faster, greener, open, and easy to manage. This IBM® Redbooks® publication provides an introduction to SAN and Ethernet networking, and how these networks help to achieve a smarter data center. This book is intended for people who are not very familiar with IT, or who are just starting out in the IT world.

Programming with JAVA - A Primer E. Balaguruswamy 2014-06-04 Programming with JAVA, 3e, incorporates all the updates and enhancements added to JAVA 2 and J2SE 5.0 releases. The book presents the language concepts in extremely simple and easy-to-understand style with illustrations and examples wherever necessary. Salient Features Fully explains the entire Java language. Discusses Java's unique features such as packages and interfaces. Shows how to create and implement applets. Illustrates the use of advanced concepts like multithread and graphics. Covers exception handling in depth. Debugging exercises and two full-fledged projects. Includes model questions from the Sun Certified JAVA Programmer Exam.

APPLYING UML & PATTERNS 3RD EDITION Craig Larman 2015 Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included

Object Oriented Programming Anuradha A. Puntambekar 2020-12-01 This book covers the object oriented programming aspects using Java programming. It focuses on developing the applications both at basic and moderate level. In this book there are number of illustrative programming examples that help the students to understand the concepts. Starting from introduction to Java programming, handling of control statements, arrays, objects and classes, this book moves gradually towards Exception handling, Interfaces, Collection classes and concurrent programming with the help of Java threads. In addition, the book also covers JAVAFX basics, Event driven programming, Animations, creating GUI applications and multimedia using JAVAFX. Explanation of all the object oriented programming concepts is given in simple and expressive language. Also, the Java programs are followed by step by step explanation. This book explains the object oriented programming concepts in such a way that even if the reader having no Java programming background can develop the applications with ease.

Programming in Java Sachin Malhotra 2013-12-28 The second edition of Programming in Java confirms to Java Standard Edition 7, the latest release since Oracle took over Sun Microsystems. It is significant in the sense that the last update was six years back and this major release comes bundled with plenty of enhancements which were overdue. To list a few noticeable enhancements, Java 7 includes support for strings in switch statements, try-with-resources statement, improved multi-catch, binary numeric literals, numeric literals with underscores, new APIs in NIO like Path and Files, automatic resource management,

and much more. The second edition presents all these new topics with suitable examples. This second edition is not just about the enhancements introduced in Java 7; practically every chapter has been revisited to refine the text as much as possible with new example codes and greater topical coverage.

Applications of Object-oriented Programming Lewis J. Pinson 1990 Case studies implemented in several object-oriented programming languages including C++, Smalltalk, Objective-C, Actor and Object pascal.

Object Oriented Programming Through Java P. Radha Krishna 2007-01-29 Covering both the fundamentals and applications, Object Oriented Programming through Java provides a thorough introduction to this popular programming paradigm. It includes coverage of essential topics such as classes, objects, packages, interfaces, multithreading, AWT, Applets, and Swings. The book also includes a detailed overview of various practical applications, including JDBC, Networking classes, and servlets. It contains exercises at the end of every chapter, and sample illustrative programs are used throughout the book. It is a text for courses on object oriented Java programming and a reference for professionals.

Principles of Compiler Design Aho Alfred V 1998

Object-oriented Modeling and Design James Rumbaugh 1991 This text applies object-oriented techniques to the entire software development cycle.

Programming with Java Mahesh P. Bhave 2008-09 Programming with Java is designed to help the reader understand the concepts of Java programming language. It includes an exhaustive coverage of additional appendices on keywords, operators and supplementary programs; additional chapters on Collect.

Core Python Programming Wesley J Chun 2006-09-18 Praise for Core Python Programming The Complete Developer's Guide to Python New to Python? The definitive guide to Python development for experienced programmers Covers core language features thoroughly, including those found in the latest Python releases—learn more than just the syntax! Learn advanced topics such as regular expressions, networking, multithreading, GUI, Web/CGI, and Python extensions Includes brand-new material on databases, Internet clients, Java/Jython, and Microsoft Office, plus Python 2.6 and 3 Presents hundreds of code snippets, interactive examples, and practical exercises to strengthen your Python skills Python is an agile, robust, expressive, fully object-oriented, extensible, and scalable programming language. It combines the power of compiled languages with the simplicity and rapid development of scripting languages. In Core Python Programming, Second Edition, leading Python developer and trainer Wesley Chun helps you learn Python quickly and comprehensively so that you can immediately succeed with any Python project. Using practical code examples, Chun introduces all the fundamentals of Python programming: syntax, objects and memory management, data types, operators, files and I/O, functions, generators, error handling and exceptions, loops, iterators, functional programming, object-oriented programming and more. After you learn the core fundamentals of Python, he shows you what you can do with your new skills, delving into advanced topics, such as regular expressions, networking programming with sockets, multithreading, GUI development, Web/CGI programming and extending Python in C. This edition reflects major enhancements in the Python 2.x series, including 2.6 and tips for migrating to 3. It contains new chapters on database and Internet client programming, plus coverage of many new topics, including new-style classes, Java and Jython, Microsoft Office (Win32 COM Client) programming, and much more. Learn professional Python style, best practices, and good programming habits Gain a deep understanding of Python's objects and memory model as well as its OOP features, including those found

in Python's new-style classes Build more effective Web, CGI, Internet, and network and other client/server applications Learn how to develop your own GUI applications using Tkinter and other toolkits available for Python Improve the performance of your Python applications by writing extensions in C and other languages, or enhance I/O-bound applications by using multithreading Learn about Python's database API and how to use a variety of database systems with Python, including MySQL, Postgres, and SQLite Features appendices on Python 2.6 & 3, including tips on migrating to the next generation!

Fundamentals of Object-oriented Design in UML Meilir Page-Jones 2000 Fundamentals of Object-Oriented Design in UML shows aspiring and experienced programmers alike how to apply design concepts, the UML, and the best practices in OO development to improve both their code and their success rates with object-based projects.

Object-Oriented Programming with ANSI and Turbo C++: Kamthane, Ashok Object-Oriented Programming with ANSI and Turbo C++ gives you a solid background in the fundamentals of C++ which has emerged as a standard object-oriented programming language. This comprehensive book, enriched with illustrations and a number of s

C by Example Noel Kalicharan 1994-09-15 The popular programming language is now used for writing many different kinds of programs, from compilers and assemblers to spreadsheets and games. Assuming only familiarity with basic programming concepts such as variables and looping, this text covers all aspects of the C language.

Think Python Allen B. Downey 2015-12-02 If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its supporting code have been updated for Python 3. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Python is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design, data structures, and GUI-based programs through case studies