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Javascript For Programmers Harvey M Deitel

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IOS 8 for Programmers Paul J. Deitel,Harvey M. Deitel,Abbey Deitel,2015 This tutorial employs the Deitels proven app driven approach to teaching mobile programming Each chapter is built around a single unique app The chapter begins with a detailed walk through of what the app does then dives into the underlying code By the end of the chapter the reader has not only learned key iOS programming principles but has actually built a working iOS app

Python for Programmers Paul Deitel,Harvey Deitel,2019-03-15 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

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Google TM at gplus to Deitel [Java, Late Objects Version](#) Paul J. Deitel,Harvey M. Deitel,2010 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 The Eighth Edition of this acclaimed text is now current with the Java SE 6 updates that have occurred since the book was last published The Late Objects Version delays coverage of class development until Chapter 8 presenting the control structures methods and arrays material in a non object oriented procedural programming context **Ajax, Rich Internet Applications, and Web Development for Programmers** Paul J. Deitel,Harvey M. Deitel,2008 Offering an in depth exploration of AJAX technologies this book is ideal for programmers with or without a Web programming background It provides readers with a detailed code rich walkthrough on writing AJAX programs and introduces key AJAX techniques and program models *The British National Bibliography* Arthur James Wells,2009 **C++** Paul J. Deitel,Harvey M. Deitel,2010 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 Studioreg 2008 Debugger Using the GNUtrade C Debugger MARKET A useful reference for programmers [Java 9 for Programmers](#) Paul Deitel,Harvey Deitel,2017-05-16 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 JDBCTM 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 JDBCTM 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 YouTubeTM 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

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E-business & E-commerce Harvey M. Deitel,Paul J. Deitel,Tem R.

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