

Deitel C How To Program 6th Edition

"I'm an enthusiastic supporter of the CERT Secure Coding Initiative. Programmers have lots of sources of advice on correctness, clarity, maintainability, performance, and even safety. Advice on how specific language features affect security has been missing. The CERT® C Secure Coding Standard fills this need." –Randy Meyers, Chairman of ANSI C "For years we have relied upon the CERT/CC to publish advisories documenting an endless stream of security problems. Now CERT has embodied the advice of leading technical experts to give programmers and managers the practical guidance needed to avoid those problems in new applications and to help secure legacy systems. Well done!" –Dr. Thomas Plum, founder of Plum Hall, Inc. "Connectivity has sharply increased the need for secure, hacker-safe applications. By combining this CERT standard with other safety guidelines, customers gain all-round protection and approach the goal of zero-defect software." –Chris Tapp, Field Applications Engineer, LDRA Ltd. "I've found this standard to be an indispensable collection of expert information on exactly how modern software systems fall in practice. It is the perfect place to start for establishing internal secure coding guidelines. You won't find this information elsewhere, and when it comes to software security, you won't know it often exactly what hurts you." –John McDonald, coauthor of The Art of Software Security Assessment Software security has major implications for the operations and assets of organizations, as well as for the welfare of individuals. To create secure software, developers must know where the dangers lie. Secure programming in C can be more difficult than even many experienced programmers believe. This book is an essential desktop reference documenting the first official release of The CERT® C Secure Coding Standard. The standard itemizes those coding errors that are the root causes of software vulnerabilities in C and prioritizes them by severity, likelihood of exploitation, and remediation costs. Each guideline provides examples of insecure code as well as secure, alternative implementations. If uniformly applied, these guidelines will eliminate the critical coding errors that lead to buffer overflows, format string vulnerabilities, integer overflow, and other common software vulnerabilities.

The Deitel's 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. Includes strong treatment of structured algorithm and program development in ANSII/ISO C with 150 working C programs. New chapters added for C99 and game programming with the Allegro C Library. Includes rich, 300-page treatment of object-oriented programming in C++. Presents each new concept in the context of a complete, working program, immediately followed by one or more windows showing the program's input/output dialog. Enhances the Live-Code Approach with syntax coloring. Provides Helpful Programming Tips, all marked by icons: Good Programming Practices, Common Programming Errors, Error-Prevention Tips, Performance Tips, Portability Tips, Software Engineering Observations, Look and Feel Observations. A valuable reference for programmers and anyone interested in learning the C programming language.

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.

The practicing programmer's DEITEL® C++ guide to C# and the powerful Microsoft .NET Framework Written for programmers with a background in C++, Java, or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, networking programming, and .NET remoting. Along the way, you will enjoy the Deitel's classic treatment of object-oriented programming and a new, OOD/UML® ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, Java™, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "An excellent 'objects first' coverage of C++." The example-driven presentation is enriched by the optional UML case study that contextualizes the material in an ongoing software engineering project. –Gavin Osborne, Saskatchewan Institute of Applied Science and Technology "Introducing the UML early on is a great idea." –Raymond Stephenson, Microsoft "Good use of diagrams, especially of the activation call stack and recursive functions." –Amar Raheja, California State Polytechnic University, Pomona "Terrific discussion of pointers-probably the best I have seen." –Anne B. Horton, Lockheed Martin "Great coverage of polymorphism and how the compiler implements polymorphism 'under the hood.'" –Ed James-Beckham, Borland "The Boost/C++0x chapter will get you up and running quickly with the memory management and regular expression libraries, plus whet your appetite for new C++ features being standardized." –Ed Brey, Kohler Co. "Excellent introduction to the Standard Template Library (STL). The best book on C++ programming!" –Richard Albright, Goldsey-Beacom College "Just when you think you are focused on learning one topic, suddenly you discover you've learned more than you expected." –Chad Willwerth, University of Washington, Tacoma "The most thorough C++ treatment I've seen. Replete with real-world case studies covering the full software development lifecycle. Code examples are extraordinary!" –Terrell Hull, Logcalis Integration Solutions/

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 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 Deitel's 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

For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitel's How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This book provides comprehensive coverage of object-oriented programming in Visual C++, including several major integrated case studies: the GradeBook class, the company OOD/UML, the industry-standard object-oriented system modeling language.

The Deitel's "How to Program" books offer unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This complete, authoritative introduction to C programming offers treatment of structured algorithm and program development in ANSII/ISO C with 150 working C programs.

How to Program with Big Data and Artificial Intelligence Case Studies C How to Program, Global Edition C Programming in C is an introductory-level text book which follows a practical approach to help the students learn programming in a procedural manner. It discusses the line-by-line explanation of concepts and logic, used in the programs. All the programs in the book are fully-tested and compiled.

For a wide variety of Web Programming, HTML, and JavaScript courses found in Computer Science, CIS, MIS, IT, Business, Engineering, and Continuing Education departments. Also appropriate for an introductory programming course (replacing traditional programming languages like C, C++ and Java) for schools wanting to integrate the Internet and World Wide Web into their curricula. The revision of this groundbreaking book in the Deitel's/How to Program series offers a thorough treatment of programming concepts, with programs that yield visible, or audible results in Web pages and Web-based applications. The book discusses effective Web-page design, server- and client-side scripting, ActiveX(R) controls and the essentials of electronic commerce. Internet & World Wide Web How to Program also offers an alternative to traditional introductory programming courses. The fundamentals of programming no longer have to be taught in languages like C, C++ and Java. With Internet/Web markup languages (such as HTML, Dynamic HTML and XML) and scripting languages (such as JavaScript(R), VBScript(R) and Perl/CGI), you can teach the fundamentals of programming wrapped in the Web-page metaphor.

For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitel's How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This new, briefer edition ofC++ How to Programfollows all the extensive updates made toC++ How to Program. Fifth Editionand offers readers a concise, introduction to the basics of object-oriented programming in C++ Small C++ features an early object and classes approach and covers the basics of object-oriented programming including classes, objects, encapsulation, inheritance and polymorphism. Provides complete programming exercises along with numerous tips, recommended practices and cautions (all marked with icons) for writing code that is portable, reusable and optimized for performance. The accompanying CD-ROM includes all the source code from the book.A useful brief reference for programmers or anyone who wants to learn more about the C++ programming language.

Java How to Program International Edition This 9 Lab For Programmers Internet & World Wide Web

This Lab Manual is designed to accompany the book, "C++ How to Program, Third Edition" in a laboratory environment. It offers hundreds of exercises that cover introductory and intermediate C++ programming concepts by enabling users to "learn by doing"--a core philosophy at Deitel & Associates, Inc. It contains comprehensive lab activities for Chapters 1 through 8 of the book and suggested labs for the remainder of the book. The labs assume that users will take approximately 2 hours of closed lab time, and each comprehensive lab includes objectives, key concepts, a lab activity, conclusions, and assignments. The Lab Manual also contains electronic files for all the necessary program and data files. This Edition covers every key concept and technique ANSI C++ developers need to master: control structures, 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 code from the book, plus Microsoft's Visual C++ 6.0, Introductory Edition.For anyone who wants to learn C++, improve their existing C++ skills, and master object-oriented development with C++.

The professional programmer's Deitel® guide to Java™ SE 7 and SE 8 (Java 8) development with the powerful Java™ platform 4 Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java™ language and Java™ APIs in depth. The book presents4 concepts in the context of fully tested programs, complete with syntax shading, code highlighting, and program outputs. It features hundreds of complete Java 8 programs with thousands of lines of proven C 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 GUI, graphics, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic collections, JDBC™ and more. You'll enjoy the Deitel's 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-oriented4 Java™ SE 7 and SE 8 (Java 8) applications. 4 Practical, Example-Rich Coverage of: • Java™ SE 7 and SE 8 (Java 8) • Lambdas, Streams, Functional Interfaces with Default and Static Methods • Classes, Objects, Encapsulation, 4 Inheritance, Polymorphism, Interfaces • Swing and JavaFX GUI's; Graphics • Integrated Exception Handling • Files, Streams, Object Serialization • Multithreading and Concurrency for Optimal Multi-Core Performance • Generics and Generic Collections • Database (JDBC™, SQL and JavaDB) • Using the Debugger and the API Docs • Industrial-Strength, Object-Oriented Design ATM Case Study and more. 4 Visit www.deitel.com • Download code examples • For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit ww.deitel.com/training or, write to deitel@deitel.com • Join the Deitel social networking communities on Facebook® at4 facebook.com/DeitelFan, 4 Twitter® @deitel, Google+™ at google.com/+DeitelFan, 4 LinkedIn® at bit.ly/DeitelLinkedIn, YouTube™ at4 youtube.com/DeitelTV • Subscribe to the Deitel® Buzz online e-mail newsletter at4 www.deitel.com/newsletter/subscribe.html 4

Appropriate for all basic-to-intermediate level courses in Visual C# 2012 programming. Created by world-renowned programming instructors Paul and Harvey Deitel, Visual C# 2012 How to Program, Fifth Edition introduces all facets of the C# 2012 language hands-on, through hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual C# 2012; all discussions and sample code have been fully updated against the newest Visual C# language specification. Students begin by getting comfortable with the C# Express 2012 IDE and basic Visual C# syntax. Next, they build their skills one step at a time, mastering control structures, classes, objects, methods, variables, arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the Deitel's introduce more sophisticated techniques, including searching, sorting, data structures, generics, and collections. Throughout, the authors show students how to make the most of Microsoft's Visual Studio tools. A series of appendices provide essential programming reference material.

For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitel's How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives students a chance to run each program as they study it and see how their learning applies to real world programming scenarios. MyProgrammingLab not included. Students, if MyProgrammingLab is a recommended/mandatory component of the course, please ask your instructor for the correct ISBN and course ID. MyProgrammingLab should only be purchased when required by an instructor. Instructors, contact your Pearson representative for more information. MyProgramminglab is an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts.

C# eBook Instant Access – For Visual C# 2012 How to Program, International Edition C Programming Absolute Beginner's Guide Java

"For all basic-to-intermediate level courses in Visual C# programming." An informative, engaging, challenging and entertaining introduction to Visual C# Created by world-renowned programming instructors Paul and Harvey Deitel, "Visual C# How to Program, Sixth Edition introduces students to the world of desktop, mobile and web app development with Microsoft's(r) Visual C#(r) programming language. Students will use .NET platform and the Visual Studio(r) Integrated Development Environment to write, test, and debug applications and run them on a wide variety of Windows(r) devices. At the heart of the book is the Deitel signature live-code approach rather than using code snippets, the authors focus on the context of complete working programs followed by sample executions. Students begin by getting comfortable with the Visual Studio Community edition IDE and basic C# syntax. Next, they build their skills one step at a time, mastering control structures, classes, objects, methods, variables, arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the authors introduce more sophisticated techniques, including searching, sorting, data structures, generics, and collections. Additional practice is provided through a broad range of example programs and exercises selected from computer science, business, education, social issues, personal utilities, sports, mathematics, puzzles, simulation, game playing, graphics, multimedia and many other areas."

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 Python 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 7-9, 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, expressions 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, Follum, SciPy, NLTK, TextBlob, spaCy, Textastic, Tweepy, sockit-learn®, Keras and more Accompanying code examples are available here:

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. The Deitel's 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.

Updated for C11 Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C. One incredibly clear and easy step at a time. You ' ll learn all the basics how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. C programming has neverbeen this simple! Who knew how simple C programming could be? This is today ' s best beginner ' s guide to writing C programs – and to learning skills you can use with practically any language. Its simple, practical instructions will help you start creating useful, reliable C code, from games to mobile apps. Plus, it ' s fully updated for the new C11 standard and today ' s free, open source tools! Here ' s a small sample of what you ' ll learn: • Discover free C programming tools for Windows, OS X, or Linux • Understand the parts of a C program and how they fit together • Generate output and display it on the screen • Interact with users and respond to their input • Make the most of variables by using assignments and expressions • Control programs by testing data and using logical operators • Save time and effort by using loops and other techniques • Build powerful data-entry routines with simple built-in functions • Manipulate text with strings • Store information, so it ' s easy to access and use • Manage your data with C How to Program • Use functions to make programs easier to write and maintain • Let C handle all your program ' s math for you • Handle your computer ' s memory as efficiently as possible • Make programs more powerful with preprocessing directives

C# Small C++ How to Program (3rd Edition) C How To Program: Introductory Concepts, Student Value Edition Plus Myprogramminglab with Pearson Etext -- Access Card Package Visual C# How to Program

PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces, Nested Classes Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study JavaServer™ Faces, Ajax-Enabled Web Applications, Web Services, Networking JDBC™, SQL, Java DB, MySQL® Threads and the Concurrency APIs I/O, Types, Control Statements, Methods Arrays, Generics, Collections Exception Handling, Files Docs And more... VISIT WWW.DEITEL.COM For information on Deitel's Dive Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com) Download code examples Check out the growing list of programming, Web 2.0, and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived issues of the DEITEL® BUZZ ONLINE The Powerful Java™ Platform Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java language and Java APIs in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions and program outputs. The book features 220 Java applications with over 18,000 li with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including GUI, graphics, exception handling, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You'll enjoy the Deitel's classic treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to practicing programmers. The series presents focused treatments of emerging technologies, including Java™, C++, .NET, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "Presenting software engineering side by side with core Java concepts is highly refreshing; gives readers insight into how professional software is developed."–Clark Richey (Java Champion), RABA Technologies, LLC. "The quality of the design and code examples is second to none. I like the fact that Java DB/Apache Derby is used in the examples, which makes it really simple to learn and understand JDBC."–Sandeep Konchady, Sun Microsystems "Equips you with the latest web application technologies. Examples are impressive and real! Want to develop a simple address locator with Ajax and JSP? Jump to Chapter 22."–Vadraj Deshpande, Sun Microsystems "Covers web services with Java SE 6 and Java EE 5 in a real-life, example-based, friendly approach, developers."–Sanjay Dharamkar, Sun Microsystems "Mandatory book for any serious Java EE developer looking for improved productivity. JSF development, visual web development and web services development have never been easier."–Ludovic Chapenais, Sun Microsystems "I teach Java programming and object-oriented analysis and design. The OOD/UML 2 case study is the best presentation of the ATM example I have seen."–Craig W. Slinkman, University of Texas–Arlington "Intr

close to its quality of organization and presentation. The live-code approach to presenting exemplary code makes a big difference in the learning outcome."–Walt Bunch, Chapman University/ 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. For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitel's How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

For Introduction to Programming (C51) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach. The authors emphasize reuse and component-oriented software construction. The Eighth Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers. Appropriate for all basic-to-intermediate level courses in Visual Basic 2012 programming. Created by world-renowned programming instructors Paul and Harvey Deitel, the book introduces all facets of the Visual Basic 2012 language through a hands-on approach with hundreds of working programs.

Visual C++ 2008 Java SE8 for Programmers C++ How to Program, Early Objects, Student Value Edition Plus Myprogramminglab with Pearson Etext -- Access Card Package C Java for Programmers

C How to Program, 6e is ideal for introductory courses in C Programming. Also for courses in Programming for Engineers, Programming for Business, and Programming for Technology. This text provides a valuable reference for programmers and anyone interested in learning the C programming language. The Deitel's groundbreakingHow to Programseries offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Using the Deitel's signature "Live-Code™ Approach," this complete, authoritative introduction to C programming offers strong treatment of structured algorithm and program development in ANSII/ISO C with 150 working C programs. Includes rich, 300-page treatment of object-oriented programming in C++ that helps readers interpret the code more effectively.

The Deitel's 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 practicing programmer's Deitel® guide to XHTML®, CSS®, JavaScript™, XML® and Ajax RIA development. This book applies the Deitel signature live-code approach to teaching the client side of Rich Internet Applications (RIA) development. The book presents concepts in the context of 100+ fully tested programs (6,000+ lines of code), complete with syntax shading, detailed descriptions and sample outputs. The book features over 150 tips that will help you build robust client-side web applications. Start with an introduction to Extensible HyperText Markup Language (XHTML®) and Cascading Style Sheets (CSS®), then rapidly move on to the details of JavaScript™ programming. Finish with more advanced client-side development technologies including XHTML's Document Object Model (DOM®), Extensible Markup Language (XML®), XML's DOM, JavaScript Object Notation (JSON) and Asynchronous JavaScript and XML (AJAX). When you're finished, you'll have everything you need to build the client side of Web 2.0 Rich Internet Applications (RIAs). The book culminates with several substantial Ajax-enabled RIAs, including a book cover viewer (JavaScript/DOM), an address book (Ajax/consuming web services) and a calendar application (Ajax/Djax/consuming web services). TheDeitel® Developer Seriesis designed for professional programmers. The series presents focused treatments of emerging technologies, including .NET, Java™, web services, Internet and web development and more.

Win, Place, or Die: The apparent heart attack that killed kennel owner Max Turnbull has left seven pups in mourning, and his wife Peg suspecting foul play. But the only evidence is their missing prize puppy—a pedigreed poode named Beau. Enter Melanie Travis. With her young son happily ensconced in day camp, the thirty-something teacher and single mother is talked into investigating her uncle's death—unofficially, of course. Posing as a poode breeder in search of the perfect stud, Melanie hounds Connecticut's elite canine competitions, and finds an ally in fellow breeder Sam Driver. But her affection cools when she's put on the spot. Or Sam's questionable past...and hot on the trail of a poode-hating neighbor and one elusive murderer who isn't ready to come to heel. For, as Melanie soon discovers, in a championship dog-eat-dog world, the instinct for survival, and winning, can prove fatal. Her dog mystifies everyone to flourish, a PEDIGREE TO DIE FOR is fascinating... Mystery Lovers Bookshop News "A sleek and unusual book."

Visual Basic 2010 Lab Manual to Accompany C++ how to Program (3rd Ed.) Late Objects Version Visual Basic 2012 How to Program, International Edition

KEY BENEFIT: An exciting addition to the best-selling How to Program series, Python How to Program, provides a comprehensive introduction to the Python programming language. KEY TOPICS: Covers introductory programming techniques as well as more advanced topics such as graphical user interfaces, databases, wireless Internet programming, networking and multimedia. Signature "Live-Code™ Approach"—Features thousands of lines of code in hundreds of complete working programs. Full chapter on Web accessibility for people with disabilities. Readers will learn principles that are applicable to both systems development and Web programming. Contains an extensive set of interesting exercises and substantial projects. MARKET: Ideal for anyone interested in learning to program with Python.

On 1.p. of previous ed., H.M. Deitel's name appears first. The CERT C Secure Coding Standard C How to Program: With Case Studies in Applications and Systems Programming, Global Edition C Programming C++ how to Program