

Sams Teach Yourself Java In 24 Hours 5th Edition Rogers Cadenhead

Eventually, you will definitely discover a further experience and expertise by spending more cash. nevertheless when? do you say you will that you require to acquire those every needs in the manner of having significantly cash? Why dont you attempt to acquire something basic in the beginning? Thats something that will guide you to comprehend even more more or less the globe, experience, some places, considering history, amusement, and a lot more?

It is your enormously own become old to bill reviewing habit. along with guides you could enjoy now is **Sams Teach Yourself Java In 24 Hours 5th Edition Rogers Cadenhead** below.

NoSQL with MongoDB in 24 Hours, Sams Teach Yourself - Brad Dayley 2014-08-21

NoSQL database usage is growing at a stunning 50% per year, as organizations discover NoSQL's potential to address even the most challenging Big Data and real-time database problems. Every NoSQL database is different, but one is the most popular by far: MongoDB. Now, in just 24 lessons of one hour or less, you can learn how to leverage MongoDB's immense power. Each short, easy lesson builds on all that's come before, teaching NoSQL concepts and MongoDB techniques from the ground up. Sams Teach Yourself NoSQL with MongoDB in 24 Hours covers all this, and much more: Learning how NoSQL is different, when to use it, and when to use traditional RDBMSes instead Designing and implementing MongoDB databases of diverse types and sizes Storing and interacting with data via Java, PHP, Python, and Node.js/Mongoose Choosing the right NoSQL distribution model for your application Installing and configuring MongoDB Designing MongoDB data models, including collections, indexes, and GridFS Balancing consistency, performance, and durability Leveraging the immense power of Map-Reduce Administering, monitoring, securing, backing up, and repairing

MongoDB databases Mastering advanced techniques such as sharding and replication Optimizing performance

[Sams Teach Yourself JavaServer Pages in 24 Hours](#) - Jose Annunziato 2000

Demonstrates Web programming fundamentals, covering JSPs, Web applications, servlets, application servers, initializing, error pages, applets, JavaBeans, and extending functionality with tag libraries and multiple JSPs.

Sams Teach Yourself Java in 21 Days (Covering Java 12), Barnes & Noble Exclusive Edition - Rogers Cadenhead 2020-01-06

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully

organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans—an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Use Java for game programming Create a Slackbot with Java (Exclusive Bonus Chapter)

Java in 24 Hours, Sams Teach Yourself (Covering Java 9) - Rogers Cadenhead 2017-09-08

Computer programming with Java is easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, an Android app, and even Minecraft mods in Java. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to...

- Set up your Java programming environment
- Write your first working program in just minutes
- Control program decisions and behavior
- Store and work with information
- Build straightforward user interfaces
- Create interactive web programs
- Use threading to build more responsive programs
- Read and write files and XML data
- Master best practices for object-

oriented programming • Use Java 9's new HTTP client • Use Java to create an Android app • Expand your skills with closures • Create Minecraft mods with Java Contents at a Glance Part I Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work Part II Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops Part III Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object is Like 12 Making the Most of Existing Objects Part IV Moving into Advanced Topics 13 Storing Objects in Data Structures 14 Handling Errors in a Program 15 Creating a Threaded Program 16 Using Inner Classes and Closures Part V Programming a Graphical User Interface 17 Building a Simple User Interface in Swing 18 Laying Out a User Interface 19 Responding to User Input Part VI Writing Internet Applications 20 Reading and Writing Files 21 Using Java 9's New HTTP Client 22 Creating Java2D Graphics 23 Creating Minecraft Mods with Java 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here Java Resources C This Book's Web Site D Fixing a Problem with the Android Studio Emulator

Sams Teach Yourself JavaServer Pages 2.0 with Apache Tomcat in 24 Hours - Mark Wutka 2004

-The Compact Framework brings familiar .NET development to mobile devices.-This technology enables millions of Microsoft programmers to develop Windows CE applications.-Written by two Microsoft Compact Framework team members.

Sams Teach Yourself Shell Programming in 24 Hours - Sriranga Veeraraghavan 2002

Learn how to develop powerful and robust shell scripts in order to get the most out of your Unix/Linux system.

Hadoop in 24 Hours, Sams Teach Yourself - Jeffrey Aven 2017-01-06 Apache Hadoop is the technology at the heart of the Big Data revolution, and Hadoop skills are in enormous demand. Now, in just 24 lessons of

one hour or less, you can learn all the skills and techniques you'll need to deploy each key component of a Hadoop platform in your local environment or in the cloud, building a fully functional Hadoop cluster and using it with real programs and datasets. Each short, easy lesson builds on all that's come before, helping you master all of Hadoop's essentials, and extend it to meet your unique challenges. *Apache Hadoop in 24 Hours*, Sams Teach Yourself covers all this, and much more: Understanding Hadoop and the Hadoop Distributed File System (HDFS) Importing data into Hadoop, and process it there Mastering basic MapReduce Java programming, and using advanced MapReduce API concepts Making the most of Apache Pig and Apache Hive Implementing and administering YARN Taking advantage of the full Hadoop ecosystem Managing Hadoop clusters with Apache Ambari Working with the Hadoop User Environment (HUE) Scaling, securing, and troubleshooting Hadoop environments Integrating Hadoop into the enterprise Deploying Hadoop in the cloud Getting started with Apache Spark Step-by-step instructions walk you through common questions, issues, and tasks; Q-and-As, Quizzes, and Exercises build and test your knowledge; "Did You Know?" tips offer insider advice and shortcuts; and "Watch Out!" alerts help you avoid pitfalls. By the time you're finished, you'll be comfortable using Apache Hadoop to solve a wide spectrum of Big Data problems. *Sams Teach Yourself Java in 24 Hours (Covering Java 7 and Android)* - Rogers Cadenhead 2011-10-21

Sams Teach Yourself Java in 24 Hours, Sixth Edition Covering Java 7 and Android Development In just 24 lessons of one hour or less, you can learn how to create Java applications. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to... Set up your Java programming environment Write your first working program in just minutes Control

program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Use Java to create an Android app PART I: Getting Started HOUR 1: Becoming a Programmer HOUR 2: Writing Your First Program HOUR 3: Vacationing in Java HOUR 4: Understanding How Java Programs Work PART II: Learning the Basics of Programming HOUR 5: Storing and Changing Information in a Program HOUR 6: Using Strings to Communicate HOUR 7: Using Conditional Tests to Make Decisions HOUR 8: Repeating an Action with Loops PART III: Working with Information in New Ways HOUR 9: Storing Information with Arrays HOUR 10: Creating Your First Object HOUR 11: Describing What Your Object Is Like HOUR 12: Making the Most of Existing Objects PART IV: Programming a Graphical User Interface HOUR 13: Building a Simple User Interface HOUR 14: Laying Out a User Interface HOUR 15: Responding to User Input HOUR 16: Building a Complex User Interface PART V: Moving into Advanced Topics HOUR 17: Creating Interactive Web Programs HOUR 18: Handling Errors in a Program HOUR 19: Creating a Threaded Program HOUR 20: Reading and Writing Files PART VI: Writing Internet Applications HOUR 21: Reading and Writing XML Data HOUR 22: Creating Web Services with JAX-WS HOUR 23: Creating Java2D Graphics HOUR 24: Writing Android Apps PART VII: Appendixes APPENDIX A: Using the NetBeans Integrated Development Environment APPENDIX B: Where to Go from Here: Java Resources APPENDIX C: This Book's Website APPENDIX D: Setting Up an Android Development Environment

Sams Teach Yourself C++ In One Hour A Day, 6/E - Liberty 2008-09

Sams Teach Yourself Programming with Java in 24 Hours - Rogers Cadenhead 2005-09

Updated and improved edition of the best-selling and popular tutorial, covering the popular Java programming language.

Sams Teach Yourself Data Structures and Algorithms in 24 Hours

- Robert Lafore 1999

Covers UML syntax and diagrams, object-oriented design, links, associations, inheritance, the development process, and modeling systems

Sams Teach Yourself the Twitter API in 24 Hours - Christopher Peri 2011-06-20

In just 24 sessions of one hour or less, you'll learn how to build great new social applications with the latest versions of the Twitter API. Using this book's straightforward, step-by-step approach, you'll discover all you can do with the Twitter API, and master everything from the absolute basics to the newest innovations. One step at a time, you'll learn how to build Twitter clients and extend them with more power... use advanced features like streaming and geotagging... even build mobile Twitter apps for iPhone and Android! Each lesson builds on what you've already learned resulting in a fully functional Twitter application, giving you a strong real-world foundation for success, even if you're completely new to Twitter development! Step-by-step instructions carefully walk you through the most common Twitter API programming tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Make the right upfront decisions in planning your application Integrate Twitter support into existing sites, services, and applications Set up your Twitter development environment Make Twitter API calls, handle responses, and develop readers Construct dynamic frameworks to efficiently generate and manage multiple API calls Build basic clients and extend them to handle more powerful tasks Securely access server resources with OAuth Use Direct Messages, Lists, Search, and other Twitter API features Enable users to control their accounts, establish favorites and friendships, send notifications, and block individuals Build location-based, geotagged applications with Twitter's GEO API Give users up-to-the-minute information about the hottest Twitter topics Get started with Twitter

development for iPhone and Android Understand the future of Twitter API development

Sams Teach Yourself Beginning Programming in 24 Hours - Greg M. Perry 2001

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.

Sams Teach Yourself Minecraft Mod Development in 24 Hours - Jimmy Koene 2014

Provides step-by-step instructions for common Minecraft mod development tasks, including creating recipes, items, blocks, and entities; making custom pickaxes, shovels, and original tools; and generating entire worlds.

Sams Teach Yourself Android Application Development in 24 Hours - Lauren Darcey 2012

Offers software developers step-by-step instructions on how to create and distribute their first marketable, professional Android application.

Visual Basic 2015 in 24 Hours, Sams Teach Yourself - James Foxall 2015-08-01

In just 24 sessions of one hour or less, you'll learn how to build complete, reliable, and modern Windows applications with Microsoft® Visual Basic® 2015. Using a straightforward, step-by-step approach, each lesson builds on what you've already learned, giving you a strong foundation for success with every aspect of VB 2015 development. Notes present interesting pieces of information. Tips offer advice or teach an easier way to do something. Cautions advise you about potential problems and help you steer clear of disaster. Learn How To Master VB 2015 by building a complete feature-rich application Navigate VB 2015 and discover its new shortcuts Work with objects, collections, and events

Build attractive, highly-functional user interfaces Make the most of forms, controls, modules, and procedures Efficiently store data and program databases Make decisions in code Use powerful object-oriented techniques Work with graphics and text files Manipulate filesystems and the Registry Add email support Create efficient modules and reusable procedures Interact effectively with users Write code to preview and print documents Debug with VB 2015's improved breakpoint features Distribute your software Download all examples and source code presented in this book from informit.com/title/9780672337451 as they become available. Who Should Read This Book Those who have little or no programming experience or who might be picking up Visual Basic as a second language. Bug Alert Description: Changing the startup form's name in a VB WinForms app does not update the "Startup form" #4517 Explanation: In the latest Visual Basic update on GitHub, Microsoft accidentally introduced a significant bug that you should be aware of. In the Visual Basic project properties dialog on one of the tabs (Application), is a drop down box for selecting the "startup object". This can be either a Main method or a System.Windows.Forms instance (or System.Windows.Window for WPF). When you do a rename on a form (say from the code editor in source or from the solution explorer) currently set as the startup form the rename doesn't cascade to the startup object project property cause the project to enter an invalid state where the user must now manually reset this project property from the now nonexistent Form to the new name. This is a huge annoyance. The fix for the bug (until Microsoft addresses) can be found here: <http://www.jamesfoxall.com/teach-visual-basic-2015-errata/>

Sams Teach Yourself Web Services in 24 Hours - Mike Kopack
2003-05-02

According to recent press reports, everyone is developing Web Services, but many are still in the exploratory phase - learning what's involved and how to achieve ROI. This book is designed to give a working introduction to Web Services to help decision-makers prepare for the implementation in their companies. It demystifies the topic by providing a beginning level explanation of what this technology is, what it means to businesses,

where to apply it, and how to make it work. Using numerous simple examples, the book explains the core concepts of Web Services: SOAP, UDDI, and WSDL, as well as tools and related concepts that will help create the "big picture" in readers' minds.

Teach Yourself Java 1.1 Programming in 24 Hours - Rogers Cadenhead
1997

Sams Teach Yourself Node.js in 24 Hours - George Ornbo 2012-09-05
In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... · Create end-to-end applications entirely in JavaScript · Master essential Node.js concepts like callbacks and quickly create your first program · Create basic sites with the HTTP module and Express web framework · Manage data persistence with Node.js and MongoDB · Debug and test Node.js applications · Deploy Node.js applications to thirdparty services, such as Heroku and Nodester · Build powerful real-time solutions, from chat servers to Twitter clients · Create JSON APIs using JavaScript on the server · Use core components of the Node.js API, including processes, child processes, events, buffers, and streams · Create and publish a Node.js module

Sams Teach Yourself Java in 21 Days (Covers Java 11/12) - Rogers Cadenhead 2019-12-09

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer, web servers, and mobile devices. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans—an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java

Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours - Jonathan Harbour 2012

In just 24 sessions of one hour or less, you'll learn how to build high performance games for Windows Phone 7 with Microsoft's free XNA 4.0 toolset. Using this book's straightforward, step-by-step approach, you'll master all the skills you need to design, develop, test, and publish highly playable games for any WP7 device. You'll learn how to integrate game logic, touch screen user input, bitmaps, animations, audio, physics effects, GPS location services, and more. Each lesson builds on what you've already learned, culminating in the construction of a complete

game—and giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Windows Phone 7 game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Develop fast, playable Windows Phone 7 games with XNA 4.0 Get and manage user touch screen input Draw 2D bitmapped images, and bring them to life as sprites Transform sprites using rotation, scaling, and velocity calculations Detect and handle collisions between game objects Create surprisingly realistic animation effects Master sophisticated finite state programming techniques Integrate GPS Location Services into your game Make the most of Windows Phone audio Read, write, and save game files Create your game's Graphical User Interface (GUI) Implement realistic physics effects, including gravity and acceleration Tweak gameplay to make your games more fun

Sams Teach Yourself C++ in 21 Days - Jesse Liberty 2004-12-14

Join the leagues of thousands of programmers and learn C++ from some of the best. The fifth edition of the best seller *Sams Teach Yourself C++ in 21 Days*, written by Jesse Liberty, a well-known C++ and C# programming manual author and Bradley L. Jones, manager for a number of high profiler developer websites, has been updated to the new ANSI/ISO C++ Standard. This is an excellent hands-on guide for the beginning programmer. Packed with examples of syntax and detailed analysis of code, fundamentals such as managing I/O, loops, arrays and creating C++ applications are all covered in the 21 easy-to-follow lessons. You will also be given access to a website that will provide you will all the source code examples developed in the book as a practice tool. C++ is the preferred language for millions of developers-make *Sams Teach Yourself* the preferred way to learn it!

Sams Teach Yourself Java in 24 Hours - Rogers Cadenhead 2009-10-25

In just 24 lessons of one hour or less, you can learn how to create Java

applications with the free NetBeans visual editing tools. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even a browser game in Java. Each lesson builds on what you've already learned, giving you a solid understanding of the basic concepts and terminology. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to... Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Build a browser-based game from start to finish Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Integrate graphics into your applications

Sams Teach Yourself Java in 24 Hours - Rogers Cadenhead 2012

Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs, applications, and web services.

Sams Teach Yourself Java 1.2 in 24 Hours - Rogers Cadenhead 1998

Refining and improving on the successful first edition, this title features new coverage of Java Foundation Classes, Java 2D classes, and Java Beans. The CD-ROM contains the latest Sun Java Development Kit for Windows, Macintosh, and UNIX, the book's source code, and additional third-party applets and Java tools.

Teach Yourself Java - Joseph O'Neil 1998-10-22

A beginner's guide to Java combines a hands-on approach that allows users to master the language one skill at a time, offering clear explanations, numerous examples, sample exercises, and review and mastery skill checks to allow readers to learn at their own pace. Original. (Beginner).

Java in 24 Hours, Sams Teach Yourself (Covering Java 8) - Rogers

Cadenhead 2014-05-05

Sams Teach Yourself Java in 24 Hours, Seventh Edition Covers Java 8 and Android Development In just 24 lessons of one hour or less, you can learn the fundamentals of Java programming. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. Learn how to... Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures, the powerful new capability introduced in Java 8 Contents at a Glance PART I: Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work PART II: Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops PART III: Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object Is Like 12 Making the Most of Existing Objects PART IV: Programming a Graphical User Interface 13 Building a Simple User Interface 14 Laying Out a User Interface 15 Responding to User Input 16 Building a Complex User Interface PART V: Moving into Advanced Topics 17 Storing Objects in Data Structures 18 Handling Errors in a Program 19 Creating a Threaded Program 20 Using Inner Classes and Closures 21 Reading and

Writing Files 22 Creating Web Services with JAX-WS 23 Creating Java2D Graphics 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here: Java Resources C This Book's Website D Setting Up an Android Development Environment

Sams Teach Yourself C++ in 24 Hours - Jesse Liberty 2011-04-11
Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++-one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you've created, to what's coming in C++0x, the next version of C++. Each lesson builds on what you've already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself to make sure you're ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform-Windows, Mac or Linux Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book's official website at <http://cplusplus.cadenhead.org>. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book's examples Register your book

at informit.com/register for convenient access to updates and corrections as they become available.

Java in 21 Days, Sams Teach Yourself (Covering Java 8) - Rogers Cadenhead 2015-08-01

In arenas ranging from enterprise development to Android app programming, Java remains one of the world's most popular programming languages. Sams Teach Yourself Java in 21 Days helps the serious learner gain true mastery over the new Java 8. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, Sams Teach Yourself Java in 21 Days offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Week 1 introduces the basic building blocks of the Java programming language: keywords, operators, class and object definitions, packages, interfaces, exceptions, and threads. Week 2 covers the Swing graphical user interface class libraries and the important classes that support data structures, string handling, dates and times. Week 3 ventures into the hottest areas of Java programming: web services, Java servlets, network programming, database programming and Android development.

Sams Teach Yourself Java 2 in 24 Hours - Rogers Cadenhead 2002
Offers an updated tutorial for beginners explaining how to use Java to incorporate games, animation, and special effects into Web pages.

Java in 21 Days, Sams Teach Yourself (Covering Java 9) - Rogers Cadenhead 2018-11

In arenas ranging from enterprise development to Android app programming, Java remains one of the world's most popular programming languages. Sams Teach Yourself Java in 21 Days helps the serious learner gain true mastery over the new Java 9. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Week 1 introduces the basic

building blocks of the Java programming language: keywords, operators, class and object definitions, packages, interfaces, exceptions, and threads. Week 2 covers the Swing graphical user interface class libraries and the important classes that support data structures, string handling, dates and times. Week 3 ventures into the hottest areas of Java programming: web services, Java servlets, network programming, database programming and Android development.

Teach Yourself Java for Macintosh in 21 Days - Laura Lemay
1996-01-01

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

Sams Teach Yourself Java in 21 Days - Rogers Cadenhead 2013

A new edition of a best-selling Java tutorial covers the latest developments in Java--with special emphasis on Android programming--as well as core Java programming topics for those familiar with the basics of programming but new to Java. Original.

Sams Teach Yourself UML in 24 Hours - Joseph Schmuller 2004

Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

Sams Teach Yourself Mod Development for Minecraft in 24 Hours

- Jimmy Koene 2015-10-31

In just 24 sessions of one hour or less, Sams Teach Yourself Mod Development for Minecraft in 24 Hours will help you transform Minecraft into anything you can imagine--and share your vision with millions of players worldwide! You'll learn all the mod development skills you need as you walk through a complete step-by-step project, complete with a mob, new tools, new armor, food, ores, and much more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for building any mod and creating any world! Step-by-step instructions carefully walk you through the most common Minecraft mod development tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Minecraft is a registered trademark of Mojang Synergies / Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies / Notch Development AB. Learn how to... Set up the environment where you'll write your mod for Minecraft 1.8 Create the basics for your mod with the Forge API Establish a framework that makes it easier to build complex mods Work with recipes and other small modifications Create multiple recipes, items, blocks, and entities at once Cook up food items that heal your players Make custom pickaxes, shovels, and completely original tools Use Tile Entities to create complex and unique mods Create interesting custom armor for players Generate entire worlds, including ores and plants Design and generate new structures with MCEdit Understand Entities and create Entity Models with Techne Code mobs with a custom Entity Model Manufacture Throwables Edit Minecraft functionality without breaking other mods Structure, package, and release your mod Master Java programming techniques you can use far beyond Minecraft On the Web: Register your book at informit.com/title/9780672337635 for access to all code examples and resources from this book, as well as updates and corrections as they become available.

Python in 24 Hours, Sams Teach Yourself - Katie Cunningham

2013-09-10

In just 24 sessions of one hour or less, Sams Teach Yourself Python in 24 Hours will help you get started fast, master all the core concepts of programming, and build anything from websites to games. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics through functions, objects, classes, modules, database integration, and more. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Python development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Warnings alert you to possible problems and give you advice on how to avoid them. Learn how to...
Install and run the right version of Python for your operating system
Store, manipulate, reformat, combine, and organize information
Create logic to control how programs run and what they do
Interact with users or other programs, wherever they are
Save time and improve reliability by creating reusable functions
Master Python data types: numbers, text, lists, and dictionaries
Write object-oriented programs that work better and are easier to improve
Expand Python classes to make them even more powerful
Use third-party modules to perform complex tasks without writing new code
Split programs to make them more maintainable and reusable
Clearly document your code so others can work with it
Store data in SQLite databases, write queries, and share data via JSON
Simplify Python web development with the Flask framework
Quickly program Python games with PyGame
Avoid, troubleshoot, and fix problems with your code

Sams Teach Yourself PHP in 24 Hours - Matt Zandstra 2004

Think of all the things you could do in 24 hours. Go sightseeing. Read a

book. Learn PHP. Sams Teach Yourself PHP in 24 Hours is a unique learning tool that is divided into 24 one-hour lessons over five sections. Starting with the basics, you will discover the fundamentals of PHP and how to apply that knowledge to create dynamic websites with forms, cookies and authentication functions. You will also find out how to access databases, as well as how to integrate system components, e-mail, LDAP, network sockets and more. A support website includes access to source code, PHP updates, errata and links to other relevant websites. Sams Teach Yourself PHP in 24 Hours is a quick and easy way to learn how to create interactive websites for your end user.

Sams Teach Yourself Regular Expressions in 10 Minutes - Ben Forta 2004

Introduces regular expressions and how they are used, discussing topics including metacharacters, nomenclature, matching and modifying text, expression processing, benchmarking, optimizations, and loops.

Sams Teach Yourself SQL in 10 Minutes - Ben Forta 2004

Explains how to use Structured Query Language to work within a relational database system, including information retrieval, security, data manipulation, and user management.

Sams Teach Yourself JavaScript in 24 Hours - Michael Moncur 2006-06-21

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia.