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## Programming the World Wide Web

*Addison-Wesley Longman* '**Programming The World Wide Web**', written by **bestselling author Robert Sebesta**, provides a comprehensive introduction to the programming tools and skills required for building and maintaining server sites on the Web.

## Programming the World Wide Web

*Addison-Wesley Longman* **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 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.**

# Creating Web Pages For Dummies

*John Wiley & Sons* Chances are, you're already a Web user and use the Internet on a regular basis. You've probably seen a few impressive Web sites and now you're inspired to create a Web page of your own, but you're not sure where to start. The answer is: right here! **Creating Web Pages For Dummies** guides you through the process of making your own Web pages without hassle or confusion. This straightforward book shows you just how easy it is to launch a site, specialize a page, making your site interactive, and much more! In no time you will become a pro in: Web publishing basics Geocities, Google page creator, and AOL Web publishing Using Flickr, creating blogs, and selling products on eBay HTML and other handy tools to "beef up" your site Writing and formatting Web text Creating and adding graphics for your site Adding links, animation, and multimedia Designing a great-looking, complete Web site Besides getting to know the ins and outs of building a Web page, this guide offers suggestions on Web publishing, ranging from testing out your Web site and advertising your site to legal permission and displaying borrowed content. This resourceful guide also includes Web lingo worth knowing and a quick guide to HTML tags, which points out some lesser known but nevertheless useful tags. Now in its 8th edition, **Creating Web Pages For Dummies** will help make your Web page stand out in the crowd!

# Computer Science Illuminated

*Jones & Bartlett Publishers* This guide offers students an overview of computer science principles, and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. New features of this edition include: a chapter on computer security providing readers with the latest information on preventing unauthorized access; types of malware and anti-virus software; protecting online information, including data collection issues with Facebook, Google, etc.; security issues with mobile and portable devices; a new section on cloud computing offering readers an overview of the latest way in which businesses and users interact with computers and mobile devices; a rewritten section on social networks including new data on Google+ and Facebook; updates to include HTML5; revised and updated Did You Know callouts are included in the chapter margins; revisions of recommendations by the ACM dealing with computer ethic issues. --

# Internet & World Wide Web

# How to Program

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 Deitels'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.

# Impact Evaluation in Practice, Second Edition

*World Bank Publications* **The second edition of the Impact Evaluation in Practice handbook is a comprehensive and accessible introduction to impact evaluation for policy makers and development practitioners. First published in 2011, it has been used widely across the development and academic communities. The book incorporates real-world examples to present practical guidelines for designing and implementing impact evaluations. Readers will gain an understanding of impact evaluations and the best ways to use them to design evidence-based policies and programs. The updated version covers the newest techniques for evaluating programs and includes state-of-the-art implementation advice, as well as an expanded set of examples and case studies that draw on recent development challenges. It also includes new material on research ethics and partnerships to conduct impact evaluation. The handbook is divided into four sections: Part One discusses what to evaluate and why; Part Two presents the main impact evaluation methods; Part Three addresses how to manage impact evaluations; Part Four reviews impact evaluation sampling and data collection. Case studies illustrate different applications of impact evaluations. The book links to complementary instructional material available online, including an applied case as well as questions and answers. The updated second edition will be a valuable resource for the international development community, universities, and**

policy makers looking to build better evidence around what works in development.

## Java in easy steps, 7th edition

*In Easy Steps* Java in easy steps, 7th edition instructs you how to easily create your own Java programs. The book contains separate chapters on the major features of the Java language. Complete example programs with colourized code illustrate each important aspect of Java programming - all in easy steps. This book assumes no previous knowledge of any programming language so it's ideal for the newcomer to computer programming. Each chapter builds your knowledge of Java. By the end of this book you will have gained a sound understanding of the Java language and be able to write your own Java programs and compile them into executable files that can be run on any Java-enabled device. This 7th edition of Java in easy steps covers the many exciting features of Java, including:

- How to quickly run statements in the interactive shell named jshell - similar to the Python interpreter
- How to make programs with the javac compiler and execute them with the java runtime.
- How to produce interactive Windows apps that can be easily distributed as jar program bundles.
- How to create mobile device apps using Java functionality within the Android operating system.

Table of Contents · Getting started · Performing operations · Making statements · Directing values · Manipulating data · Creating classes · Importing functions · Building interfaces · Recognizing events · Deploying programs

## Concepts Of Programming Languages

*Pearson Education India*

## Java For Dummies

*John Wiley & Sons* Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor

**freeware System Requirements:** For details and complete system requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

# JavaScript: The Definitive Guide

## Master the World's Most-Used Programming Language

*O'Reilly Media* For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

# JavaScript Bible

*John Wiley & Sons* The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor

**Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.**

## Java All-in-One For Dummies

*John Wiley & Sons* **Your one-stop guide to programming with Java** If you've always wanted to program with Java but didn't know where to start, this will be the java-stained reference you'll turn to again and again. Fully updated for the JDK 9, this deep reference on the world's most popular programming language is the perfect starting point for building things with Java—and an invaluable ongoing reference as you continue to deepen your knowledge. Clocking in at over 900 pages, Java All-in-One For Dummies takes the intimidation out of learning Java and offers clear, step-by-step guidance on how to download and install Java tools; work with variables, numbers, expressions, statements, loops, methods, and exceptions; create applets, servlets, and JavaServer pages; handle and organize data; and so much more. Focuses on the vital information that enables you to get up and running quickly with Java Provides details on the new features of JDK 9 Shows you how to create simple Swing programs Includes design tips on layout, buttons, and labels Everything you need to know to program with Java is included in this practical, easy-to-use guide!

## Sams Teach Yourself JavaScript in 24 Hours

*Sams Publishing* **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.

## Fundamentals of Web Development

*Addison-Wesley* **Fundamentals of Web Development covers the broad range of topics required for modern web development (both client- and server-side) and is appropriate for students who have taken a CS1 course sequence.** The book guides students through the creation of enterprise-quality websites using current development frameworks, its comprehensive coverage of a modern internet development platform; includes HTML5, CSS3, Javascript, and the LAMP stack (that is,

Linux, Apache, MySQL, and PHP). Other important technologies covered include jQuery, XML, WordPress, Bootstrap, and a variety of third-party APIs that include Facebook, Twitter, and Google and Bing Maps. Coverage also includes the required ACM web development topics in a modern manner closely aligned with best practices in the real world of web development. Teaching and Learning Experience Help students master the fundamentals of web development: A true grasp of web development requires an understanding of both the foundations of the web and current web development practices. Support learning outcomes in various teaching scenarios: This book allows instructors to chart their own unique way through the topics that make up contemporary web development.

## WordPress for Web Developers

### An Introduction for Web Professionals

*Apress* A complete guide for web designers and developers who want to begin building and administering sites with WordPress.

## C++ For Dummies

*John Wiley & Sons* The best-selling C++ For Dummies book makes C++ easier! C++ For Dummies, 7th Edition is the best-selling C++ guide on the market, fully revised for the 2014 update. With over 60% new content, this updated guide reflects the new standards, and includes a new Big Data focus that highlights the use of C++ among popular Big Data software solutions. The book provides step-by-step instruction from the ground up, helping beginners become programmers and allowing intermediate programmers to sharpen their skills. The companion website provides all code mentioned in the text, an updated GNU\_C++, the new C++ compiler, and other applications. By the end of the first chapter, you will have programmed your first C++ application! As one of the most commonly used programming languages, C++ is a must-have skill for programmers who wish to remain versatile and marketable. C++ For Dummies, 7th Edition provides clear, concise, expert instruction, which is organized for easy navigation and designed for hands-on learning. Whether you're new to programming, familiar with other languages, or just getting up to speed on the new libraries, features, and generics, this guide provides the information you need. Provides you with an introduction to C++ programming Helps you become a functional programmer Features information on classes, inheritance, and optional features Teaches you 10 ways to avoid adding bugs The book incorporates the newest C++ features into the fundamental instruction, allowing beginners to learn the update as

they learn the language. Staying current on the latest developments is a crucial part of being a programmer, and *C++ For Dummies, 7th Edition* gets you started off on the right foot.

## Ultimate Guide to SBI Clerk Junior Associates/ Agricultural Associates Preliminary & Main Exam 7th Edition

*Disha Publications* **Ultimate Guide to SBI Clerk Junior Associates & Junior Agriculture Associates Preliminary & Main Exam (7th Edition)** contains specific sections for Reasoning, General English, Quantitative Aptitude, and General Awareness with special reference to Banking Industry & Computer Knowledge. The book contains to the point theory of all the sections (divided into chapters) with illustrations followed by an exercise with detailed solutions. The book covers a lot of questions from the past Bank clerk exams of various banks. The book provides Solved papers of Prelims & Main Exams of last 5 years with detailed solutions.

## C++ For Dummies

*John Wiley & Sons* **If you've thought of programmers as elite intelligentsia whopossess expertise (and perhaps genes) the rest of us will neverhave, think again. C++ For Dummies, 5th Edition,debunks the myths, blasts the barriers, shares the secrets, andgets you started. In fact, by the end of Chapter 1, you'll beable to create a C++ program. OK, it won't be newest,flashiest video game, but it might be a practical, customizedinventory control or record-keeping program. Most people catch on faster when they actually DO something, soC++ For Dummies includes a CD-ROM that gives you all youneed to start programming (except the guidance in the book, ofcourse), including: Dev-C, a full-featured, integrated C++ compiler and editor youinstall to get down to business The source code for the programs in the book, including codefor BUDGET, programs that demonstrate principles in the book Documentation for the Standard Template Library Online C++ help files Written by Stephen Randy Davis, author of C++ Weekend CrashCourse, C++ for Dummies, takes you through the programmingprocess step-by-step. You'll discover how to: Generate an executable Create source code, commenting it as you go and usingconsistent code indentation and naming conventions Write declarations and name variables, and calculateexpressions Write and use a function, store sequences in arrays, anddeclare and use pointer variables Understand classes and object-oriented programming Work with**



constructors and destructors Use inheritance to extend classes Use stream I/O Comment your code as you go, and use consistent code indentation and naming conventions Automate programming with the Standard Template Library (STL) C++ for Dummies 5th Edition is updated for the newest ANSI standard to make sure you're up to code. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

## Computer Networking

### A Top-Down Approach

*Addison-Wesley Longman* **Computer Networking** provides a top-down approach to this study by beginning with applications-level protocols and then working down the protocol stack. Focuses on a specific motivating example of a network—the Internet—as well as introducing students to protocols in a more theoretical context. New short "interlude" on "putting it all together" that follows the coverage of application, transport, network, and data link layers ties together the various components of the Internet architecture and identifying aspects of the architecture that have made the Internet so successful. A new chapter covers wireless and mobile networking, including in-depth coverage of Wi-Fi, Mobile IP and GSM. Also included is expanded coverage on BGP, wireless security and DNS. This book is designed for readers who need to learn the fundamentals of computer networking. It also has extensive material, on the very latest technology, making it of great interest to networking professionals.

## Introduction to Programming Using Java

*Orange Grove Text Plus*

### The Art of Failure

### An Essay on the Pain of Playing Video Games

*MIT Press* **Argues** that video games are not fun but actually lead to feelings of frustration and incompetence and that video games are one of the few mediums that allow us to experience and experiment with failure.

# JavaScript for Web Warriors

*Cengage Learning* Learn to use JavaScript, the popular scripting language that allows web page authors to develop interactive web pages and sites. Carey/Vodnik's **JAVASCRIPT FOR WEB WARRIORS, Seventh Edition** introduces a variety of techniques that focus on what you need to know to begin using JavaScript right away. Step-by-step tasks within each chapter focus on particular techniques essential for building actual JavaScript programs. Guided activities reinforce skills and build in complexity as you progress. You also study debugging techniques. This edition's text is embedding with JavaScript coding exercises that let you read and immediately practice to strengthen your understanding of new programming concepts and their applications. Learning objectives, summaries, review and key terms highlight major concepts while reinforcement exercises let you further practice new techniques. After completing this course, you will be able to use JavaScript to build professional quality web applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

## CGI Programming with Perl

### Creating Dynamic Web Pages

"O'Reilly Media, Inc." **Programming on the Web** today can involve any of several technologies, but the Common Gateway Interface (CGI) has held its ground as the most mature method--and one of the most powerful ones--of providing dynamic web content. CGI is a generic interface for calling external programs to crunch numbers, query databases, generate customized graphics, or perform any other server-side task. There was a time when CGI was the only game in town for server-side programming; today, although we have ASP, PHP, Java servlets, and ColdFusion (among others), CGI continues to be the most ubiquitous server-side technology on the Web. CGI programs can be written in any programming language, but Perl is by far the most popular language for CGI. Initially developed over a decade ago for text processing, Perl has evolved into a powerful object-oriented language, while retaining its simplicity of use. CGI programmers appreciate Perl's text manipulation features and its CGI.pm module, which gives a well-integrated object-oriented interface to practically all CGI-related tasks. While other languages might be more elegant or more efficient, Perl is still considered the primary language for CGI. **CGI Programming with Perl, Second Edition**, offers a comprehensive explanation of using CGI to serve dynamic web content. Based on the best-selling **CGI Programming on the World Wide Web**, this edition has been

completely rewritten to demonstrate current techniques available with the CGI.pm module and the latest versions of Perl. The book starts at the beginning, by explaining how CGI works, and then moves swiftly into the subtle details of developing CGI programs. Topics include: Incorporating JavaScript for form validation Controlling browser caching Making CGI scripts secure in Perl Working with databases Creating simple search engines Maintaining state between multiple sessions Generating graphics dynamically Improving performance of your CGI scripts

## Programming the World Wide Web: For VTU, 4/e

*Pearson Education India*

## Comprehensive Guide to SBI Bank PO Preliminary & Main Exam 7th edition

*Disha Publications* The thoroughly Revised & Updated 7th edition of the book "Comprehensive Guide to SBI Bank PO Exam" is based on the new pattern - Preliminary and Main. The book covers all the 3 sections asked in the Preliminary Exam and the 4 sections asked in the Main exam - English Language, Data Analysis & Interpretation, Reasoning & Computers and General/Banking/Economy Awareness. The theory of the book has been updated as per the various questions asked in the past examination as conducted by the SBI. The book provides well illustrated theory with exhaustive fully solved examples for learning. This is followed with an exhaustive collection of solved questions in the form of Exercise. The book provides separate sections for General Awareness including Banking Knowledge, Computer Knowledge and Marketing Aptitude. The book incorporates fully solved 2011 - 2017 papers.

## Learning Web Design

## A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics

"O'Reilly Media, Inc." Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily

build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

## HTTP

### The Definitive Guide

*"O'Reilly Media, Inc."* Covers topics including HTTP methods and status codes, optimizing proxies, designing web crawlers, content negotiation, and load-balancing strategies.

## C#

### 3 books in 1 - The Ultimate Beginners, Intermediate and Expert Guide to Master C# Programming

*Publishing Factory* Are you searching for a coding language that will work for you? Do you want to create your own website of desktop applications? If so, C# is the right choice for you. When it comes to programming and choosing a coding language there are so many on the market that the beginner is faced with a bewildering choice and it can appear that they all do much the same job. But if creating visually elegant and functional applications is what you want, then C# is the one for you. Now, with C#: 2 books in 1 - The Ultimate Beginner's & Intermediate Guide to Learn C# Programming Step by Step, even a complete beginner can start to understand and develop programs and increase his knowledge with it

through chapters on: Book 1 • What C# is • An overview of the features • Program structure and basic syntax • Working with variables • The conditional statements • C# methods • 7 data types supported by C# • Accurate use of operators and conditional statements • Proper use of arrays, structures, and encapsulations • And lots more... Book 2 • How C# was conceived and where it came from • C# interfaces and how to use them • Advanced decision statements and flow control • The different functions that are available • An introduction to garbage collections • Asynchronous programming and what it does • And much more... Book 3 • An insight into advanced C# languages • Dealing with unary and binary operators overload • Simple ways to fix name clashes • How to create and apply custom attributes • The benefits of CIL and dynamic assemblies • Graphics rendering made easy • The purpose and uses for .NET core With the information contained in this book you could be on your way to learning how this guide can develop and expand on your programming knowledge and lead you to exciting new discoveries in this fascinating subject. This book will help you take the next step up from the basics of C# quickly and seamlessly. Get a copy now and begin your journey to a better and simpler world of programming.

## Python in easy steps

*In Easy Steps* Python in easy steps instructs you how to program in the powerful Python language, giving complete examples that illustrate each aspect with colourized source code. Python in easy steps begins by explaining how to install the free Python interpreter so you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the Python language basics before moving on to provide examples of Object Oriented Programming (OOP) and CGI scripting to handle web form data. The book concludes by demonstrating how you can use your acquired knowledge to create and deploy graphical windowed applications. Python in easy steps makes no assumption you have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. It has an easy-to-follow style that will appeal to programmers moving from another programming language, and to the student who is studying Python programming at school or college, and to those seeking a career in computing who need a fundamental understanding of computer programming. Python is the language used to program the Raspberry Pi - covered by Raspberry Pi in easy steps.

## HTML, XHTML and CSS For

# Dummies

*John Wiley & Sons* Now featuring more than 250 color illustrations throughout, this perennially popular guide is a must for novices who want to work with HTML or XHTML, which continue to be the foundation for any Web site The new edition features nearly 50 percent new and updated content, including expanded coverage of CSS and scripting, new coverage of syndication and podcasting, and new sample HTML projects, including a personal Web page, an eBay auction page, a company Web site, and an online product catalog The companion Web site features an eight-page expanded Cheat Sheet with ready-reference information on commands, syntax, colors, CSS elements, and more Covers planning a Web site, formatting Web pages, using CSS, getting creative with colors and fonts, managing layouts, and integrating scripts

# Encyclopedia of Bohemian and Czech-American Biography

*AuthorHouse* As the Czech ambassador to the United States, H. E. Petr Gandalovic noted in his foreword to this book that Mla Rechcgl has written a monumental work representing a culmination of his life achievement as a historian of Czech America. The Encyclopedia of Bohemian and Czech American Biography is a unique and unparalleled publication. The enormity of this undertaking is reflected in the fact that it covers a universe, starting a few decades after the discovery of the New World, through the escapades and significant contributions of Bohemian Jesuits and Moravian brethren in the seventeenth and eighteenth centuries, the mass migration of the Czechs after the revolutionary year of 1848, and up to the early years of the twentieth century and the influx of refugees from Nazism and communism. The encyclopedia has been planned as a representative, a comprehensive and authoritative reference tool, encompassing over 7,500 biographies. This prodigious and unparalleled encyclopedic vade mecum, reflecting enduring contributions of notable Americans with Czech roots, is not only an invaluable tool for all researchers and students of Czech American history but is also a carte blanche for the Czech Republic, which considers Czech Americans as their own and as a part of its magnificent cultural history.

# Java: A Beginner's Guide, Seventh

# Edition

*McGraw Hill Professional* **Up-to-Date, Essential Java Programming Skills—Made Easy! Supplement for key JDK 10 new features available from book's Downloads & Resources page at OraclePressBooks.com. Fully updated for Java Platform, Standard Edition 9 (Java SE 9), Java: A Beginner's Guide, Seventh Edition, gets you started programming in Java right away. Bestselling programming author Herb Schildt begins with the basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. The book also covers some of Java's more advanced features, including multithreaded programming, generics, lambda expressions, Swing, and JavaFX. This practical Oracle Press guide features details on Java SE 9's innovative new module system, and, as an added bonus, it includes an introduction to JShell, Java's new interactive programming tool. Designed for Easy Learning:**

- Key Skills and Concepts—Chapter-opening lists of specific skills covered in the chapter
- Ask the Expert—Q&A sections filled with bonus information and helpful tips
- Try This—Hands-on exercises that show you how to apply your skills
- Self Tests—End-of-chapter quizzes to reinforce your skills
- Annotated Syntax—Example code with commentary that describes the programming techniques being illustrated

## Linguistics, seventh edition

# An Introduction to Language and Communication

*MIT Press* **The latest edition of a popular introductory linguistics text, now including a section on computational linguistics, new non-English examples, quizzes for each chapter, and additional special topics. This popular introductory linguistics text is unique for its integration of themes. Rather than treat morphology, phonetics, phonology, syntax, and semantics as completely separate fields, the book shows how they interact. The authors provide a sound introduction to linguistic methodology, focusing on a set of linguistic concepts that are among the most fundamental within the field. By studying the topics in detail, students can get a feeling for how work in different areas of linguistics is done. As in the last edition, part I covers the structural and interpretive parts of language—morphology, phonetics, phonology, syntax, semantics, variation, and change. Part II covers use and context of language and includes chapters on pragmatics, psychology of language, language acquisition, and language and the brain. This seventh edition has been extensively revised**

and updated; new material includes a chapter on computational linguistics (available in digital form and updated regularly to reflect the latest research in a rapidly developing field), more non-English examples, and a wide range of exercises, quizzes, and special topics. The seventh edition of *Linguistics* includes access to a new, web-based eCourse and enhanced eTextbook. The content from the former print supplement *A Linguistics Workbook* is now available in this online eCourse as interactive exercises. The eCourse is available via the Rent eTextbook link at <http://mitpress.mit.edu/linguistics7>, and may be used on its own for self-study or integrated with instructor-led learning management systems. The eCourse is a comprehensive, web-based eLearning solution. There is nothing to download or install; it is accessible through any modern web browser and most mobile devices. It features a singular new tool for building syntax trees, an IPA keyboard, a combination of auto-graded and essay questions, and classroom management tools. The enhanced eTextbook includes videos and flashcards and allows bookmarking, note-taking, highlighting, and annotation sharing. Access to the eCourse is free with the purchase of a new textbook or e-book. New print copies of this book include a card affixed to the inside back cover with a unique access code for the eTextbook. If you purchased an e-book, you may obtain a unique access code by emailing [digitalproducts-cs@mit.edu](mailto:digitalproducts-cs@mit.edu) or calling 617-253-2889 or 800-207-8354 (toll-free in the U.S. and Canada). If you have a used copy of this book, you may purchase a digitally delivered access code separately via the Rent eTextbook link at <http://mitpress.mit.edu/linguistics7>.

## Java

### How to Program

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 extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release--Java Standard Edition (Java SE) 6.

## Communication in History

### Stone-Age Symbols to Social Media

*Routledge* Now in its 7th edition, *Communication in History* reveals how media has been influential in both maintaining social order and as powerful agents of change. Thirty-eight contributions from a wide range of voices



offer instructors the opportunity to customize their courses while challenging students to build upon their own knowledge and skill sets. From stone-age symbols and early writing to the Internet and social media, readers are introduced to an expansive, intellectually enlivening study of the relationship between human history and communication media.

## Cloud Computing: A Hands-On Approach

*CreateSpace Independent Publishing Platform* **About the Book** Recent industry surveys expect the cloud computing services market to be in excess of \$20 billion and cloud computing jobs to be in excess of 10 million worldwide in 2014 alone. In addition, since a majority of existing information technology (IT) jobs is focused on maintaining legacy in-house systems, the demand for these kinds of jobs is likely to drop rapidly if cloud computing continues to take hold of the industry. However, there are very few educational options available in the area of cloud computing beyond vendor-specific training by cloud providers themselves. Cloud computing courses have not found their way (yet) into mainstream college curricula. This book is written as a textbook on cloud computing for educational programs at colleges. It can also be used by cloud service providers who may be interested in offering a broader perspective of cloud computing to accompany their own customer and employee training programs. The typical reader is expected to have completed a couple of courses in programming using traditional high-level languages at the college-level, and is either a senior or a beginning graduate student in one of the science, technology, engineering or mathematics (STEM) fields. We have tried to write a comprehensive book that transfers knowledge through an immersive "hands-on approach", where the reader is provided the necessary guidance and knowledge to develop working code for real-world cloud applications. Additional support is available at the book's website: [www.cloudcomputingbook.info](http://www.cloudcomputingbook.info) **Organization** The book is organized into three main parts. Part I covers technologies that form the foundations of cloud computing. These include topics such as virtualization, load balancing, scalability & elasticity, deployment, and replication. Part II introduces the reader to the design & programming aspects of cloud computing. Case studies on design and implementation of several cloud applications in the areas such as image processing, live streaming and social networks analytics are provided. Part III introduces the reader to specialized aspects of cloud computing including cloud application benchmarking, cloud security, multimedia applications and big data analytics. Case studies in areas such as IT, healthcare, transportation, networking and education are provided.

# Official Ubuntu Book

*Pearson Education India*

## Plunkett's Infotech Industry Almanac 2006

### Guide to the Technologies And Companies Changing the Way the World Thinks, Works And Shares Information

*Plunkett Research, Ltd.* **Plunkett's InfoTech Industry Almanac presents a complete analysis of the technology business, including the convergence of hardware, software, entertainment and telecommunications. This market research tool includes our analysis of the major trends affecting the industry, from the rebound of the global PC and server market, to consumer and enterprise software, to super computers, open systems such as Linux, web services and network equipment. In addition, we provide major statistical tables covering the industry, from computer sector revenues to broadband subscribers to semiconductor industry production. No other source provides this book's easy-to-understand comparisons of growth, expenditures, technologies, imports/exports, corporations, research and other vital subjects. The corporate profile section provides in-depth, one-page profiles on each of the top 500 InfoTech companies. We have used our massive databases to provide you with unique, objective analysis of the largest and most exciting companies in: Computer Hardware, Computer Software, Internet Services, E-Commerce, Networking, Semiconductors, Memory, Storage, Information Management and Data Processing. We've been working harder than ever to gather data on all the latest trends in information technology. Our research effort includes an exhaustive study of new technologies and discussions with experts at dozens of innovative tech companies. Purchasers of the printed book or PDF version may receive a free CD-ROM database of the corporate profiles, enabling export of vital corporate data for mail merge and other uses.**

# C Programming In Easy Steps

*Dreamtech Press* **C Programming in easy steps** instructs the reader how to program in C both on Unix-based platforms, such as Linux, and on Windows platforms. Linux users should already have the GNU C compiler on their system but the book explains how to download and install the GNU C compiler for Windows users. It contains separate chapters on each major feature of the C language, with examples, and a reference section describing the standard C header class functions. By the end of the book the reader will have gained a sound understanding of the C language and be able to write their own C programs and compile them into executable files that can be run on any compatible PC.

# The World Book Encyclopedia

An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.