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As an introduction to programming for the Digital Humanities (DH), this book presents six key assignments oriented on DH topics. The topics include Computing Change Over Time (calculating burials at a historic cemetery), Visualizing Change Over Time (visualizing the burials at the historic cemetery), Textual Analysis (finding word frequencies and “stop words” in public domain texts), XML Transformation (transforming a simplified version of XML into HTML styled with CSS), Stylometry (comparing the measured features of graphic images), and Social Network Analysis (analyzing extended relationships in historic circles). The book focuses on the practical application of these assignments in the classroom, providing a range of variations for each assignment, which can be selected on the basis of students’ specific programming background and skills; “atomic” assignments, which can be used to give students the experience they need to successfully complete the main assignments; and some common pitfalls and gotchas to manage in the classroom. The book’s chief goals are to introduce novice computer science (CS) students to programming for DH, and to offer them valuable hands-on experience with core programming concepts. Learn to program with visual examples. Programs increase in complexity as you progress — from drawing a circle to 3D graphics, animations, and simulations. A Graphical Introduction to Programming teaches computer programming with the aid of 100 example programs, each of which integrates graphical or sound output. The Processing-language-based examples range from drawing a circle and animating bouncing balls to 3D graphics, audio visualization, and interactive games. Readers learn core programming concepts like conditions, loops, arrays, strings and functions, as well as how to use Processing to draw lines, shapes, and 3D objects. They’ll learn key computer graphics concepts like manipulating images, animating text, mapping textures onto objects, and working with video. Advanced examples include sound effects and audio visualization, network communication, 3D geometry and animation, simulations of snow and smoke, predator-prey populations, and interactive games. Thomas Kibalo, who has written many articles for Nuts & Volts magazine delivers the beginner's book many have been looking for: Beginner's Guide to Programming the PIC32. Using the low cost Microchip Microstick II module with built in programmer and socketed PIC32MX250F128B Microcontroller and the free to download version of MPLAB XC32 Compiler, Kibalo takes you step by step through the fundamentals of programming the PIC32. His clear explanations of the inner workings make learning the PIC32 architecture easy. His code examples demonstrate how to perform the functions most applications require. The hardware is shown in simple breadboard setup so even a beginner can build along with very few extra components needed. The projects include: Driving LEDs Reading momentary switch Analog to Digital Conversion Driving an LCD display Timers and Timer Interrupts Optimizing Performance Serial RS232 communication SPI communication Pulse Width Modulation Controlling the PIC32 Real Time Clock and Calendar Peripheral Pin Select Running Arduino Style code on PIC32 Kibalo also shows you how to run the popular Arduino style code on a PIC32 platform. Using the Microstick II and his library of functions he described throughout the book, you'll be running Arduino examples on the Microstick II in no time. This is the book you need if you want to understand how to get started with PIC32. Introduces basic concepts of computer programming, including program flow and branching, Boolean operators and expressions, logic errors, detecting and debugging errors, and object-oriented programming techniques. The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker’s Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist. This reference is intended for experienced practitioners, consultants and students working on building practical applications. It discusses the most widely-used programming languages and their fuctional pros and cons for application and development. The author provides: a brief overview of programming languages principles and concepts; numerous diagrams, charts and sample programs; coverage of object-oriented programming and visual programming; and tables rating languages on such subjects as simplicity, data structuring, portability and efficiency. Do you want to learn more about Popular Programming Languages? If yes, then keep reading! Teaching your children computer programming from such a young age will not only increase their general intelligence, but it is also the foundation that can and will build a career on. Everywhere in the world, there's a huge demand for individuals who know how to code. In fact, in a recent online survey, it was found that the most lucrative skill in the world, at this moment, is computer programming, and there are thousands of people who want to learn how to code every day. This book covers the following topics: What Is a Programming Language and Popular Programming Languages Execution and Statement about a Program Functions, Input, Output Web Programming Object-Oriented Programming Comparing Deep Learning and Machine Learning ...And so much more! If you've been following, you can see how important it is for your child to start learning how to code. While learning a programming language, the child is starting a skill that very few individuals from his/her age group will have. For this reason, the child will stand out amongst his or her peers. By starting to code from such a young age, your child may develop a passion for coding, and this sets them up for a career and employment that they will enjoy at the same time. Ready to get started? Click the BUY NOW button! Basic computer programming can be intimidating to anyone who has ever attempted to write their first line of code. Idiot's Guides: Basic Programming takes the fear out of learning programming by teaching readers the basics of programming with Python, an open-source (free) environment which is considered one of the easiest languages to learn for beginners, Python has consistent syntax, a solid standardized library, and a simplicity that isn't always present in other languages. Readers will learn not only the "how" of programming but the "why" so that they not only know how to write code, but why that code works, and how it relates to other languages and forms of programming. Readers will learn how to program through simple projects that help them to learn how basic programming works, while encouraging them to be creative and enabling them to see the tangible results of their coding. ???Get the Kindle version FREE when purchasing the Paperback!??? Are you ready to chart a new course in your programming career? Are you ready but don't know where to begin? Do not worry, because this book gives you the fundamentals of eight programming languages in a single book! Interestingly, you don't have to buy eight different programming books

to learn each language as I have compiled everything you need in a single book. This beginners' guide is what you need to learn to program easily and quickly from an expert with over 10+ years' experience. All you need is a bit of patience and planning! This book "Step by Step Beginners' Guide to Learn Programming" is intended for beginners and as reference material for professionals who want to get back to the programming world after a long time. The book covers the basic topics you need to work on as a beginner willing to learn languages, including C#, C++, C, SQL, Java, JavaScript, PHP, and Python. The book is separated into 9 different chapters and each of these chapters gives you everything you need to know concerning that programming language. In this book, you will acquire the essentials of each programming languages such as variables, data types, operators and numerous examples to practice on your own. In Java Programming, you will acquire every information you need concerning data types, object-oriented programming, and control structures in Java. The next chapter challenges you on learning JavaScript, one of the most common scripting languages in the world. Furthermore, PHP will help you master the art of writing quality code. You will discover the basic syntax when writing PHP programs. In the SQL chapter, you will learn the nitty-gritty of creating a database and table easily and you'll learn how to insert, select, and perform various actions on a table. The book covers programming topics such as: Prerequisites for learning each language Features of the language The concepts of different programming languages Variables of the different programming language Where the language is applicable in our today world The book is well arranged for easy understanding. Don't forget to brush up your knowledge by going through the exercise page. It contains a series of questions to test your knowledge of each programming topic you have covered. Before you know it, you have mastered and the results on the screen will tell your success story. So what are you waiting for? Let the programming begin! Invest in your future! Click the "Buy Now" button at the top of this page and get your copy of "Step by step Beginners' guide to learn programming" now! Advanced Guide to Python 3 Programming delves deeply into a host of subjects that you need to understand if you are to develop sophisticated real-world programs. Each topic is preceded by an introduction followed by more advanced topics, along with numerous examples, that take you to an advanced level. There are nine different sections within the book covering Computer Graphics (including GUIs), Games, Testing, File Input and Output, Databases Access, Logging, Concurrency and Parallelism, Reactive programming, and Networking. Each section is self-contained and can either be read on its own or as part of the book as a whole. This book is aimed at the those who have learnt the basics of the Python 3 language but want to delve deeper into Python's eco system of additional libraries and modules, to explore concurrency and parallelism, to create impressive looking graphical interfaces, to work with databases and files and to provide professional logging facilities. R is a programming language and software environment for statistical analysis, graphics representation, and reporting. If you are trying to understand the R programming language as a beginner, this short book will give you enough understanding of almost all the concepts of the R language. The author will guide you through examples, how to program in R and how to use R for effective data analysis. Buy your copy Now! Book Objectives This book is about R programming. The following are the objectives of the author: To familiarize you with the basics of R programming language. To help you understand the various fields where R can be applied and its use cases in each field. To equip you with R programming skills, both beginner and advanced skills. To introduce you to R programming for data analysis. To introduce you to R programming for machine learning. To help you understand and appreciate the power of R in statistical computing, data analysis, and scientific research. Who this Book is for? Anybody who is a complete beginner to R Programming. Anybody in need of advancing their R Programming skills. Professionals in computer programming. Professors, lecturers or tutors who are looking to find better ways to explain R programming to their students in the simplest and easiest way. Students and academicians, especially those focusing on R, Data Analysis, Machine Learning, computer science, and Databases development. Requirements The author expects you to have a computer installed with an operating system such as Linux, Windows or Mac OS X. What is inside the book? R BASICS R DATA TYPES R VARIABLES AND CONSTANTS R OPERATORS DECISION MAKING IN R R LOOPS R FUNCTIONS R CLASSES AND OBJECTS R FOR DATA SCIENCE R FOR MACHINE LEARNING From the Back Cover. R programming language is one of the most popular languages used by statisticians, data analysts, researchers to retrieve, clean, analyze, visualize and present data. This is a comprehensive book on how to get started with R programming, why you should learn it and how you can learn it. Daniel Bell begins by introducing the readers to the foundations of the R programming language. The aim is to help you understand, how the R interpreter works, the origin of the name R, how to set up the R programming environment, etc. The author has discussed the process of installing R on Windows, Linux and Mac OS. Moreover, the author has explored the basics of R programming including writing comments, using the R console, creating R script files, etc. The various features provided by R have been discussed in depth, including data types, variables, loops, decision making, functions, operators, classes, and objects, etc. The author has also discussed R for data science and R for machine learning. The book has been organized into chapters, with each chapter having many sub-chapters. R code scripts have been provided, alongside thorough explanations of the code and images showing the expected output upon the execution of every script. This book presents a focused and accessible primer on the fundamentals of Java programming, with extensive use of examples and hands-on exercises. Topics and features: provides an introduction to variables, input/output and arithmetic operations; describes objects and contour diagrams, explains selection structures, and demonstrates how iteration structures work; discusses object-oriented concepts such as overloading and classes methods, and introduces string variables and processing; illustrates arrays and array processing and examines recursion; explores inheritance and polymorphism and investigates elementary files; presents a primer on graphical input/output, discusses elementary exception processing, and presents the basics of Javadoc; includes exercises at the end of each chapter, with selected answers in an appendix and a glossary of key terms; provides additional supplementary information at an associated website. Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience required—this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve Are You Ready To Learn C Programming Easily? This book is also designed for software programmers who want to learn the C programming language from scratch. It provides you with an adequate understanding of the programming language. From there, you can bring yourself towards a higher level of expertise. While you are not really required to have any previous experience with computer programming, you still need to have a basic understanding of the terms commonly used in programming and computers. You see, the C language is one of the most recommended computer programming languages for beginners. After all, it is a predecessor to many of the modern programming languages used today, such as Java and Python. In other words, before you can effectively learn these languages, you have to have a clear understanding of the C language first. Through this book, you will learn how to write your first programs and see how they work in real time. You have to keep in mind that it is perfectly okay to make mistakes every now and then. It is through these mistakes that you learn. So, when you encounter an error on your program, you just have to study the part where you went wrong and redo it. When you run the programs in the C language, you will be notified in case you made a mistake. You will see the error and know which line you have to modify. This book features Frequently Asked Questions (FAQ) sections that are written with beginners like you in mind. The author understands that beginners may have certain questions with regard to the elements of C that are not often discussed in books. This book also teaches

you how you can write the shortest programs possible, without negatively affecting your output. As a programmer, you want to make the most of your available time and space while still being efficient. You will also learn how to organise your codes and include remarks via comments so that you and your readers will not get confused. Here Is What You'll Learn After Downloading This C Programming Book: ? Introduction ? Chapter 1: Introduction to C ? Chapter 2: Getting Started ? Chapter 3: Flow of Control ? Chapter 4: Arrays ? Chapter 5: Pointers ? Frequently Asked Questions (FAQ) ? and much more What Are You Waiting For? Start Coding C Programming Right Now! Are you a beginner trying to learn C programming language? Are you looking forward to learning programming easily? Are you interested in creating real world programming projects with C? Read On... Are you an experienced programmer trying to learn C? The truth is: C is a famous programming language that is often misunderstood as a hard language to learn for beginners. A lot of books in the market that teach C are for experienced programmers and don't serve a good purpose for beginners who are just now starting to learn. However, with correct guides and resources you can understand the basic and complex C concepts within a very less time frame. programming. C programming language needs to be learned with great precision and accuracy. There are a lot of system functions that need to be learned with examples to understand the power of C programming language. We, as authors, are experienced Programmers trying to share our knowledge with beginners who are not equipped with experts guidance about C programming language. We are proud to say that for all the questions above the solution is this all new introduction to C programming language book. This is concise, simple and effective and serves its purpose.

DOWNLOAD: C programming language for beginners, A step by step guide to learn C programming language & series This book is a comprehensive introduction to a lot of C programming language concepts that are often difficult to understand. This book can also be a reference guide for programmers who are developing projects. The goal of this book is simple: We want beginners to not get afraid of the complexities that C comes with. We want to help beginners who are willing to do hard work to learn programming with this book. This book will serve as a guide for beginners and a reference for experienced programmers. This is the best C programming language that is available online. You will also learn: ? Why is C important? ? What is C language? ? Different versions available in C ? How to install C? ? What is a program? ? What is a programming process? ? How to create your first C program? ? What is functional programming? ? What are different available operations in C? ? What are variables? ? What are constants? ? What are string manipulations? ? What are time functions? ? A brief section about Arrays and Structures ? Description about different errors And a lot more... This book is a complete Layman's introduction to C programming language and its features with complete use case examples that will clear all your doubts related to the syntax structures that are involved with C. Would you like to know more? Are you excited to learn in detail about more of these basic and moderate concepts in C programming language? This book is all yours. Scroll to the top of the page and select the buy now button This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters. Programming Language: Python Best Seller: 3 Books In 1! Save time and money and start learning Python Programming now with this massive, best-selling Python Computer Programming bundle covering Beginner, Intermediate and Advanced levels. This 3 book volume contains: Python: Beginner's Guide to Programming Code with Python Python: Best Practices to Programming Code with Python Python: Advanced Guide to Programming Code with Python LIMITED TIME OFFER! Get to own this Amazon top seller for just \$32.99! BOOK 1: Python: Beginner's Guide to Programming Code with Python In this Definitive Python Beginner's Guide, you're about to discover... Essentials of Python programming. Quickly pick up the language and start applying the concepts to any code that you write Major facets of Python programming - including concepts you can apply to *any* language Various mechanics of Python programming: control flow, variables, lists/dictionaries, and classes - and why learning these core principles are important to Python programming success Object-oriented programming, its influence to today's popular computer languages, and why it matters ... And much, much more! BOOK 2: Python: Best Practices to Programming Code with Python Are you tired of your Python code turning out wrong? Are you forever finding it difficult to read your code, to spot where the problems are because it is, quite frankly, a mess? Are you fed up with reading so-called Best Practice guides that leave you more confused than you were when you started? This book "Python: Best Practices to Programming Code with Python," will give you a straightforward guide on how to write better Python code. With this book, you will learn: General Concepts of Python Coding Python Coding Recommendations The best way to layout Python Code How to write comments Writing Conventions to follow How to write Function and Method Arguments ... And much, much more! BOOK 3: Python: Advanced Guide to Programming Code with Python Have you learned the basics of Python and want to go further? Not sure what to do, where to go or what topics you should be studying? In this Definitive Python Advanced Level Guide, you're about to discover... Comprehensions - learn how to use constructs to build a sequence from another sequence Iterators and Generators - Learn how to use generator functions and iterator objects to make your code more efficient Decorators - Learn how to simplify the syntax for calling higher-order functions Context Managers - Learn how to write more effective Python code by managing your resources properly Descriptors - Learn how to add managed attributes to objects ... And much, much more! Take action today and own this book for a limited time discount! Scroll to the top of the page and select the "Buy now" button. Programming isn't just about syntax and assembling code—it's about problem solving, and all good programmers must think creatively to solve problems. Like the best-selling Think Like a Programmer before it (with over 75,000 copies sold worldwide), this Python-based edition will help you transition from reading programs to writing them, in, Python. (No prior programming experience required!) Rather than simply point out solutions to problems, author V. Anton Spraul will get you thinking by exposing you to techniques that will teach you how to solve programming problems on your own. Each chapter covers a single programming concept like data types, control flow, code reuse, recursion, and classes, then a series of Python-based exercises have you put your skills to the test. You'll learn how to: -Break big problems down into simple, manageable steps to build into solutions -Write custom functions to solve new problems -Use a debugger to examine each line of your running program in order to fully understand how it works -Tackle problems strategically by turning each new concept into a problem-solving tool The Python edition of Think Like a Programmer aims squarely at the beginning programmer, with additional chapters on early programming topics such as variables, decisions, and looping. Version: This book is based on Python 3. 'One of the best software design books of all time' - BookAuthority Cory Althoff is a self-taught programmer. After a year of self-study, he learned to program well enough to land a job as a software engineer II at eBay. But once he got there, he realised he was severely under-prepared. He was overwhelmed by the amount of things he needed to know but hadn't learned. His journey learning to program, and his experience in first software engineering job were the inspiration for this book. This book is not just about learning to program, although you will learn to code. If you want to program professionally, it is not enough to learn to code; that is why, in addition to helping you learn to program, Althoff also cover the rest of the things you need to know to program professionally that classes and books don't teach you. The Self-taught Programmer is a roadmap, a guide to take you from writing your first Python program to passing your first technical interview. The book is divided into five sections: 1. Learn to program in Python 3 and build your first program. 2. Learn object-oriented programming and create a powerful Python program to get you hooked. 3. Learn to use tools like Git, Bash and regular expressions. Then use your new coding skills to build a web scraper. 4. Study computer science fundamentals like data structures and algorithms. 5. Finish with best coding practices, tips for working with a team and advice on landing a programming job. You can learn to program professionally. The path is there. Will you take it? From the author I spent one year writing The Self-Taught Programmer. It was an exciting and rewarding experience. I treated my book like a software project. After I finished writing it, I created a program to pick out all of the code examples from the book and execute them in Python to make sure all 300+ examples worked properly. Then I wrote software to add line numbers and color to every code example. Finally, I had a group of 200

new programmers 'beta read' the book to identify poorly explained concepts and look for any errors my program missed. I hope you learn as much reading my book as I did writing it. Best of luck with your programming! 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 never been 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 arrays, pointers, and data structures
- 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

Get started with writing simple programs in C while learning the skills that will help you work with practically any programming language

Key Features

Learn essential C concepts such as variables, data structures, functions, loops, and pointers

Get to grips with the core programming aspects that form the base of many modern programming languages

Explore the expressiveness and versatility of the C language with the help of sample programs

Book Description

C is a powerful general-purpose programming language that is excellent for beginners to learn. This book will introduce you to computer programming and software development using C. If you're an experienced developer, this book will help you to become familiar with the C programming language. This C programming book takes you through basic programming concepts and shows you how to implement them in C. Throughout the book, you'll create and run programs that make use of one or more C concepts, such as program structure with functions, data types, and conditional statements. You'll also see how to use looping and iteration, arrays, pointers, and strings. As you make progress, you'll cover code documentation, testing and validation methods, basic input/output, and how to write complete programs in C. By the end of the book, you'll have developed basic programming skills in C, that you can apply to other programming languages and will develop a solid foundation for you to advance as a programmer. What you will learn

Understand fundamental programming concepts and implement them in C

Write working programs with an emphasis on code indentation and readability

Break existing programs intentionally and learn how to debug code

Adopt good coding practices and develop a clean coding style

Explore general programming concepts that are applicable to more advanced projects

Discover how you can use building blocks to make more complex and interesting programs

Use C Standard Library functions and understand why doing this is desirable

Who this book is for

This book is written for two very diverse audiences. If you're an absolute beginner who only has basic familiarity with operating a computer, this book will help you learn the most fundamental concepts and practices you need to know to become a successful C programmer. If you're an experienced programmer, you'll find the full range of C syntax as well as common C idioms. You can skim through the explanations and focus primarily on the source code provided.

Python is one of the most prominent programming languages with the rapid growth of applications in different domains like Machine Learning, Web Development, Automation etc.

The syntax for python is quite easy from a programmer perspective but there is a ton of things to learn from this syntax. This book provides a clear and concise text for beginners to get started with the python programming language in a simple and systematic way. Read this book to learn some basic concepts of python in an easy manner and apply them to solve 150+ programming problems included in the book. As soon as you complete the book and learned so much about programming in python, there is a hunger to learn more. The next step is jumping into "Data Structures and Algorithms" and cover topics like different sorting, searching, graph, tree, heaps based algorithms by using different new data structures like a stack, queue, binary tree, linked list, array etc. The syntax changes with each language but the concept of the algorithm remains the same in almost every language. This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route. This title gives a hands-on introduction to Visual Basic programming and provides an overview of all major languages and platforms. It explains how a computer interprets a program's instructions and compares compiled programs with other kinds such as interpreted languages like JavaScript. Learn to program in any language with this simple set of programming operations

Most people learn how to program by studying a high-level programming language such as Java, C++, or C#. Naked Code presents a revolutionary new approach. This unique book shows how the most complex concepts can be boiled down into a set of simple, accessible, core programming operations. Author Eldad Eilam, writing in the engaging and easy-to-follow style he used in his acclaimed book Reversing: Secrets of Reverse Engineering, translates high-level code into the fundamentals, helping novice programmers truly understand programming and helping experienced programmers deepen their skills.

Offers a revolutionary approach to learning how to program in any language

Gives novice programmers and experienced developers a deeper understanding of how code works at the machine level

Lays the groundwork, then teaches higher-level programming languages by mapping human code to machine code

Walks readers through the design and building of two applications, a game application in C++ and a Web application in JavaScript

Explains concepts in the engaging and accessible style that made the author's acclaimed book, Reversing: Secrets of Reverse Engineering, so successful

"Naked Code: The Ultimate Guide to Programming in Any Language" is a revolutionary approach for novice and experienced programmers, alike.

Java Programming: 3 Books In 1! Save time and money and start learning Java Programming now with this bestselling Java Computer Programming bundle covering Beginner, Intermediate and Advanced levels.

This 3 book volume contains:

- Java: Beginner's Guide to Programming Code with Java
- Java: Best Practices to Programming Code with Java
- Java: Advanced Guide to Programming Code with Java

BOOK 1 : Java: Beginner's Guide to Programming Code with Java

In this Definitive Java Guide, you're about to discover how to... How to program code in Java through learning the core essentials that every Java programmer must know. Here is a Preview of What You'll Learn... Essentials of Java programming. Read then pick up the language and start applying the concepts to learn better

Major facets of Java programming

Several mechanics of Java programming: variables, control flow, strings, arrays - and why learning these core principles are important to Java programming success ... And much, much more!

BOOK 2 : Java: Best Practices to Programming Code with Java

In this Definitive Java Guide on Best Practices, you will learn the right way to lay out your code, why it should be done that way and show you several examples. You are about to discover... The Essential Guidelines on how to Effectively Format your Java Code for Best Results! The Common Mistakes of Java Coding - and how to fix them! Practice Proper Naming Conventions for Coding Efficiency The right way for Java files, statements, variables, conditionals and numbers to be written! How and When to Use Java Comments How to Use White Space Correctly ... And much, much more!

BOOK 3 : Java: Advanced Guide to Programming Code with Java

Are you struggling to understand some of the Advanced Java programming concepts? Look no further; in "Java: Advanced Guide to Programming Code with Java", you will learn all about: The Java Interface - Learn all about the Java Interface and how it works Java Packages - learn how to organize your code using packages Java Collections - Learn how to store dynamic data types better Java Inheritance - Learn about superclasses and abstract methods Java Packages - learn how to organize your code using packages ... And much, much more! Take action today and own this book for a limited time discount! Scroll to the top of the page and select the "Buy now" button.

This easy-to-follow textbook provides a student-friendly introduction to programming and algorithms. Emphasis is placed on the threshold concepts that present barriers to learning, including the questions that students are often too embarrassed to ask. The book promotes an active learning style in which a deeper understanding is gained from evaluating, questioning, and discussing the material, and practised in hands-on exercises. Although R is used as the language of choice for all programs, strict assumptions are avoided in the explanations in order for these to remain applicable to other

programming languages. Features: provides exercises at the end of each chapter; includes three mini projects in the final chapter; presents a list of titles for further reading at the end of the book; discusses the key aspects of loops, recursions, program and algorithm efficiency and accuracy, sorting, linear systems of equations, and file processing; requires no prior background knowledge in this area. The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions. "Do you like video games? How about social media? Streaming movies? Online shopping? Smart phones? All of the amazing technology you use every day was created by ordinary people who decided to learn an extraordinarily useful skill: coding. And here's the best part: you can learn it too! If you have ever been curious about how to program but don't know where to begin, you have picked up the right book! With over one hundred delightful illustrations, engaging text, and lighthearted humor on almost every page, Code for Teens is sure to keep you stimulated and entertained while you learn. Knowing how to code opens up a huge world of new, exciting possibilities. Code for Teens delivers the tools and tricks that will give any reader the foundational knowledge needed to understand JavaScript, the world's most commonly used coding language. From understanding basic operations and functions to creating your own loops and beyond, you'll begin developing the skills of superstar programming pros Building on what already is the most comprehensive introduction to competitive programming, this enhanced new textbook features new material on advanced topics, such as calculating Fourier transforms, finding minimum cost flows in graphs, and using automata in string problems. Critically, the text accessibly describes and shows how competitive programming is a proven method of implementing and testing algorithms, as well as developing computational thinking and improving both programming and debugging skills. Topics and features: introduces dynamic programming and other fundamental algorithm design techniques, and investigates a wide selection of graph algorithms; compatible with the IOI Syllabus, yet also covering more advanced topics, such as maximum flows, Nim theory, and suffix structures; surveys specialized algorithms for trees, and discusses the mathematical topics that are relevant in competitive programming; reviews the features of the C++ programming language, and describes how to create efficient algorithms that can quickly process large data sets; discusses sorting algorithms and binary search, and examines a selection of data structures of the C++ standard library; covers such advanced algorithm design topics as bit-parallelism and amortized analysis, and presents a focus on efficiently processing array range queries; describes a selection of more advanced topics, including square-root algorithms and dynamic programming optimization. Fully updated, expanded and easy to follow, this core textbook/guide is an ideal reference for all students needing to learn algorithms and to practice for programming contests. Knowledge of programming basics is assumed, but previous background in algorithm design or programming contests is not necessary. With its breadth of topics, examples and references, the book is eminently suitable for both beginners and more experienced readers alike. Looking to learn Python? Python is technically an interpreted programming language that came into existence almost 3 decades ago. This wasn't even the first language to come out, as there had been many others in existence and in use by a large number of computer and software experts. There were C, C++, Java, and so many other major names which are still considered as all-time greats. However, writing codes using these languages often caused more problems, especially for people like us who had no idea about programming language. Imagine receiving the entire project to learn from and analyze. Coded by another programmer, it would pose quite a lot of challenges for you to read, let alone understand what the programmer had tried to achieve using this gigantic code. This was becoming more than your ordinary issue to deal with. More and more computer enthusiasts would spend days, weeks, and even months just to come to terms with what the programmer had done. Similarly, one person, a Dutch programmer named Guido Van Rossum, felt the need to have another language that could simplify things for everyone and make writing code a little more efficient. Little did he know that he would soon go on to become a living legend. For any computer enthusiast out there, there are a huge number of languages which are constantly being updated every day. As recently as a few decades ago, we only had a few options to learn from and it was comparatively easier for everyone to decide which language to start with. With the passage of time, things have started to expand and so have the number of languages. While this is quite good progress, it does boggle the mind of those who have no idea about what a programming language is and makes the decision-making part harder than ever before. If you are someone who has no idea about programming or any prior experience, it would have taken you quite a lot of time before coming to a conclusion about which language you would like to start with. In our case, we have settled on Python. There are multiple reasons why Python has quickly become one of the most demanded programming languages of modern times. Easy to understand and easy to operate, this language has allowed thousands of programmers to master the art of programming and further enhance their careers and insights into the world of automation, machine learning, and even gaming. While Python itself is considered as a "high-level programming language," this book will try to ensure that the approach towards Python is generalized so that even the absolute beginners are able to comprehend and understand the science and logic behind the language. This book covers: What is python Why python Getting started with python A comprehensive background How to download and install python IDLE and how to write your first program Operators ...And much more! The book will highlight aspects which might be easier to understand for those who may have prior programming knowledge or experience. However, do not let that get in the way of learning if you literally have zero understanding of programming concepts. We will try to walk through each of these in detail. Now's the best time to find out more about Python programming. Scroll up, click "Buy Now" and get started today! This engaging textbook provides an accessible introduction to coding and the world of Object-Oriented (OO) programming, using Java as the illustrative programming language. Emphasis is placed on what is most helpful for the first-time coder, in order to develop and understand their knowledge and skills in a way that is relevant and practical. The examples presented in the text demonstrate how skills in OO programming can be used to create applications and programs that have real-world value in daily life. Topics and features: presents an overview of programming and coding, a brief history of programming languages, and a concise introduction to programming in Java using BlueJ; discusses classes and objects, reviews various Java library objects and packages, and introduces the idea of the Application Programming Interface (API); highlights how OO design forms an essential role in producing a useful solution to a problem, and the importance of the concept of class polymorphism; examines what to do when code encounters an error condition, describing the exception handling mechanism and practical measures in defensive coding; investigates the work of arrays and collections, with a particular focus on fixed length arrays, the ArrayList, HashMap and HashSet; describes the basics of building a Graphical User Interface (GUI) using Swing, and the concept of a design pattern; outlines two complete applications, from conceptual design to implementation, illustrating the content covered by the rest of the book; provides code for all examples and projects at an associated website. This concise guide is ideal for the novice approaching OO programming for the first time, whether they are a student of computer science embarking on a one-semester course in this area, or someone learning for the purpose of professional development or self-improvement. The text does not require any prior knowledge of coding, software engineering, OO, or mathematics. Learn R Programming Today With This Easy, Step-By-Step Guide! Do you want to learn R Programming? Do you get overwhelmed by complicated lingo and want a guide that is easy to follow, detailed and written to make the process enjoyable? If so, "R: Easy R

Programming for Beginners - Your Step-By-Step Guide To Learning R Programming" by Felix Alvaro is THE book for you! It covers the most essential topics you must learn to begin programming with R. With more than two million global users, the R language is rapidly turning into a top programming language specifically in the space of data science as well as statistics. What you are going to learn in this step-by-step beginner's guide is how to master the fundamentals of such a gorgeous open-source programming language which includes vectors, data frames and lists. Not only is the language growing in popularity, but the demand for R Programmers is also rising, with skilled programmers getting paid an average annual salary of \$115,000 per year! What Separates This Book From The Rest? What separates this book from all the others out there is the approach to teaching. A lot of the books you will stumble upon simply throw information at you, leaving you confused and stuck. We believe that books of this nature should be easy to grasp and written in jargon-free English you can understand, making you feel confident and allowing you to grasp each topic with ease. To help you achieve this, the guide has been crafted in a step-by-step manner which we feel is the best way for you to learn a new subject, one step at a time. It also includes various images to give you assurance you are going in the right direction, as well as having exercises where you can proudly practice your newly attained skills. You Will Learn The Following: The history of R programming and its benefits How to install R & R Studio and work with code editors The fundamentals of R syntax Function & Arguments R Programming with user packages Organizing data in Vectors Working with Data-Frames and Matrices Creating Lists Effective coding in R Controlling Logical Flow Working with base graphics Creating Faceted graphics using Lattice And much more! So don't delay it any longer. Take this opportunity and invest in this guide now. You will be amazed by the skills you will quickly attain! Buy This Guide Now! See you inside! Move from zero knowledge of programming to comfortably writing small to medium-sized programs in Python. Fully updated for Python 3, with code and examples throughout, the book explains Python coding with an accessible, step-by-step approach designed to bring you comfortably into the world of software development. Real-world analogies make the material understandable, with a wide variety of well-documented examples to illustrate each concept. Along the way, you'll develop short programs through a series of coding challenges that reinforce the content of the chapters. Learn to Program with Python 3 guides you with material developed in the author's university computer science courses. The author's conversational style feels like you're working with a personal tutor. All material is thoughtfully laid out, each lesson building on previous ones. What You'll Learn Understand programming basics with Python, based on material developed in the author's college courses Learn core concepts: variables, functions, conditionals, loops, lists, strings, and more Explore example programs including simple games you can program and customize Build modules to reuse your own code Who This Book Is For This book assumes no prior programming experience, and would be appropriate as text for a high school or college introduction to computer science. Do you want to learn more about Popular Programming Languages? If yes, then keep reading! Teaching your children computer programming from such a young age will not only increase their general intelligence, but it is also the foundation that can and will build a career on. Everywhere in the world, there's a huge demand for individuals who know how to code. In fact, in a recent online survey, it was found that the most lucrative skill in the world, at this moment, is computer programming, and there are thousands of people who want to learn how to code every day. This book covers the following topics: What Is a Programming Language and Popular Programming Languages; Execution and Statement about a Program; Functions, Input, Output; Web Programming; Object-Oriented Programming; Comparing Deep Learning and Machine Learning; ... And so much more! If you've been following, you can see how important it is for your child to start learning how to code. While learning a programming language, the child is starting a skill that very few individuals from his/her age group will have. For this reason, the child will stand out amongst his or her peers. By starting to code from such a young age, your child may develop a passion for coding, and this sets them up for a career and employment that they will enjoy at the same time. Ready to get started? Click the BUY NOW button! When Marley Adair first wanted to learn Python he bought several books but they weren't teaching him the kind of programming he wanted to learn. He wanted to build games and animations; they were teaching compound interest and print statements. So he taught himself, then wrote the book he wished he could have bought. Python Hunting still covers all the basics, such as classes, functions, loops and logic, but throws beginners straight into the fun, creative side of things, showing the reader how to build a series of games, including pong, space invaders and a tank battle, with sound effects, graphics, statistics and more. Much effort has been made to keep the steps clear, concise and fun and yet still teach genuine programming skills that are the foundations for working in the industry. Working versions and screen shots of the games are on the website at www.python-hunting.com as well as contact details where you can ask questions or get help from the authors. We'd love to hear how you are getting on. This isn't just any kind of programming book that cramps everything in a 300-page book; there's Wikipedia for that! Coding for Beginners is a road map for anyone, young or old, looking for a way in into the ever-changing world of programming. Instead of overloading you with information that's impossible to process and would likely overwhelm you to pieces, this book guides you through exactly the projects you want to do, and how you can successfully turn these ideas into functionally coded projects. What You'll Learn in This Book: Definitions of all the programming terms you need to care about Should you learn HTML, JavaScript, C#, Ruby, Python, C++? How to decide which programming language to learn and master first Beginner-friendly snippets you can paste in your favorite code editor How to prepare yourself for coding in all aspects from hardware to software to your mindset How to build a basic website Tips and tricks that even seasoned programmers might not even be aware of! Going pro: If you decide programming is a career path you want to take, is a college degree required, or a total waste of time? Who Should Read This Book? If you're already a programmer, this is your chance to buy and gift it to a friend! I wrote this book for people with ZERO coding skills. This is recommended for: Adults switching careers from a non-tech profession Any person with no tech background Teenagers checking out what kind of programming career fits them best Someone looking to dabble in mobile app development or site creation JavaScript Programming: 4 Books In 1! Save time and money and start learning JavaScript Programming now with this bestselling JavaScript Computer Programming bundle covering Beginner, Intermediate and Advanced levels. This 4 book volume contains: 1. JavaScript: Beginner's Guide to Programming Code with JavaScript 2. JavaScript: Tips and Tricks to Programming Code with JavaScript 3. JavaScript: Best Practices to Programming Code with JavaScript 4. JavaScript: Advanced Guide to Programming Code with JavaScript LIMITED TIME OFFER! Get to own this Amazon top seller for just \$31.99! Regularly priced at \$60.99. BOOK 1: JavaScript: Beginner's Guide to Programming Code with JavaScript Program code in JavaScript through learning the core essentials that every JavaScript programmer must know. Here is a Preview of What You'll Learn... Essentials of JavaScript programming. Quickly pick up the code examples found on the book and start learning the concepts as you code Major aspects of JavaScript programming - including concepts that are found on other computer languages Various mechanics of JavaScript programming: variables, conditional statements, etc. and why learning these core principles are important to JavaScript programming success How JavaScript and HTML are able to effectively work together to create better web pages ... And much, much more! BOOK 2: JavaScript: Tips and Tricks to Programming Code with JavaScript In this Definitive JavaScript Tips and Tricks Guide, you're about to discover how to... Accelerate your JavaScript learning through the different Tips and Tricks available. Here is a Preview of What You'll Learn... The Ultimate JavaScript Cheat Sheet - A Must Have for Every Programmer ! Building your own cool JavaScript Library that leverages JavaScript's capabilities Reference guide to several JavaScript Tips and Tricks JavaScript skills one must know moving forward ... And much, much more! BOOK 3: JavaScript: Best Practices to Programming Code with JavaScript In this Definitive JavaScript Guide on Best Practices, you're about to discover how to... Code more efficiently for Better Performance and Results! Spot the Common JavaScript Mistakes - From mismatched quotes, bad line breaks, HTML conflicts and more! Apply Recommended JavaScript approaches - The DO's and DONT's of JavaScript programming that will help you code achieve its goals immensely! Use Comments and Logging - the proper way to use comments and logging approaches that readers would thank you for! ... And much, much more! BOOK 4: JavaScript: Advanced Guide to Programming Code with JavaScript In this Definitive JavaScript Advanced Level Guide, you're about to discover... Advanced programming concepts such as: . Functions Passed as Arguments - A bit more in-depth help in functions and when they should be passed as arguments Nested Functions - What they are and how to use a nested function Variable Scope - It's one thing to use variables but do you truly understand their scope? Optional Function Arguments - Learn what these are and how they should be used Truthy and Falsy - Learn all about

these values and how to use them Default Operators - Back to basics (almost!) - what are these and when should they be used? ... And much, much more! Take action today and own this book for a limited time discount! Scroll to the top of the page and select the "Buy now" button. This invaluable textbook presents a comprehensive introduction to modern competitive programming. The text highlights how competitive programming has proven to be an excellent way to learn algorithms, by encouraging the design of algorithms that actually work, stimulating the improvement of programming and debugging skills, and reinforcing the type of thinking required to solve problems in a competitive setting. The book contains many "folklore" algorithm design tricks that are known by experienced competitive programmers, yet which have previously only been formally discussed in online forums and blog posts. Topics and features: reviews the features of the C++ programming language, and describes how to create efficient algorithms that can quickly process large data sets; discusses sorting algorithms and binary search, and examines a selection of data structures of the C++ standard library; introduces the algorithm design technique of dynamic programming, and investigates elementary graph algorithms; covers such advanced algorithm design topics as bit-parallelism and amortized analysis, and presents a focus on efficiently processing array range queries; surveys specialized algorithms for trees, and discusses the mathematical topics that are relevant in competitive programming; examines advanced graph techniques, geometric algorithms, and string techniques; describes a selection of more advanced topics, including square root algorithms and dynamic programming optimization. This easy-to-follow guide is an ideal reference for all students wishing to learn algorithms, and practice for programming contests. Knowledge of the basics of programming is assumed, but previous background in algorithm design or programming contests is not necessary. Due to the broad range of topics covered at various levels of difficulty, this book is suitable for both beginners and more experienced readers.

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