An Introduction to Programming with C++-Diane Zak 2015-06-30 Discover the importance of learning C++ with Diane Zak's popular AN INTRODUCTION TO PROGRAMMING WITH C++, 8E. This book's distinctive emphasis clarifies how mastering C++ programming skills will benefit you now and throughout your career. This unique text incorporates a student-focused approach that continually highlights the importance and relevance of the programming concepts you are learning. Memorable new examples portray concepts in action, while abundant new hands-on exercises, including mini-quizzes, Labs, and Try This features, guide you in absorbing, practicing, and applying concepts as you progress. Trust AN INTRODUCTION TO PROGRAMMING WITH C++, 8E to keep you enthusiastic about learning as you master the skills of C++. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Introduction to Programming in Java-Robert Sedgewick 2008 Our textbook Introduction to Programming in Java is an interdisciplinary approach to the traditional CS1 curriculum. We teach all of the classic elements of programming, using an "objects-in-the-middle" approach that emphasizes data abstraction. A key feature of the book is the manner in which we motivate each programming concept by examining its impact on specific applications, taken from fields ranging from materials science to genomics to astrophysics to internet commerce. The book is organized around four stages of learning to program.--

Processing-Jeffrey L. Nyhoff 2016-06-01 Originally designed to make it simpler for digital artists to learn to program, Processing is a wonderful first language for anyone to learn. Given its origins, programming graphics, animations, and interactivity is much simpler in Processing, thus providing a much-needed visual approach to programming instruction in computer science as well as the arts and humanities. However, current books on Processing are either artistically oriented or proceed at a pace that is not really accessible for novices. This gentle introduction to computer programming using Processing includes the standard programming constructs, as well as examples that use animation and interactive graphics.

Introduction to Programming with C++ for Engineers-Boguslaw Cyganek 2021-02-08 A complete textbook and reference for engineers to learn the fundamentals of computer programming with modern C++ Introduction to Programming with C++ for Engineers is an original presentation teaching the fundamentals of computer programming and modern C++ to engineers and engineering students. Professor Cyganek, a highly regarded expert in his field, walks users through basics of data structures and algorithms with the help of a core subset of C++ and the Standard Library, progressing to the object-oriented domain and advanced C++ features, computer arithmetic, memory management and essentials of parallel programming, showing with real world examples how to complete tasks. He also guides users through the software development process, good programming practices, not shunning from explaining low-level features and the programming tools. Being a textbook, with the summarizing tables and diagrams the book becomes a highly useful reference for C++ programmers at all levels. Introduction to Programming with C++ for Engineers teaches how to program by: Guiding users from simple techniques with modern C++ and the Standard Library, to more advanced object-oriented design methods and language features Providing meaningful examples that facilitate understanding of the programming techniques and the C++ language constructions Fostering good programming practices which create better professional programmers Minimizing text descriptions, opting instead for comprehensive figures, tables, diagrams, and other explanatory material Granting access to a complementary website that contains example code and useful links to resources that further improve the reader's coding ability Including test and exam question for the reader's review at the end of each chapter Engineering students, students of other sciences who rely on computer programming, and professionals in various fields will find this book invaluable when learning to program with C++.

An Introduction to Programming Using Visual Basic 5.0-David I. Schneider 1998 Written by best-selling author David I. Schneider, An Introduction to Programming Using Visual Basic 5.0 carefully teaches the fundamentals of modern programming practices; explains how to use Visual Basic as a front end to take control of major applications such as Microsoft Office; includes an entire chapter on the data control, database programming with Visual Basic, and an introduction to SQL; NEW - shows how to create Active X Controls; NEW - new chapter on object-oriented programming; and supplies numerous examples and exercises that students and professionals can appreciate. The text also features a wealth of learning aids, including exercises, practice problems, programming projects, comments, case studies, summaries, and detailed appendices. In addition, the accompanying CD contains all the examples and case studies from the book as well as a copy of the
Microsoft Visual Basic Control Creation Edition.

Programming in Modula-3-Laszlo Böszörmenyi 2011-09-15 by Joseph Weizenbaum Since the dawn of the age of computers, people have cursed the difficulty of programming. Over and over again we encounter the suggestion that we should be able to communicate to a computer in natural language what we want it to do. Unfortunately, such advice rests upon a misconception of both the computer and its task. The computer might not be stupid, but it is stubborn. That is, the computer does what all the details of its program command it to do, i.e., what the programmer "tells" it to do. And this can be quite different from what the programmer intended. The misunderstanding with respect to tasks posed to the computer arises from the failure to recognize that such tasks can scarcely be expressed in natural language, if indeed at all. For example, can we practice music, chemistry or mathematics without their respective special symbolic languages? Yet books about computers and programming languages can be written more or less reasonably, even if they are not quite poetic or lyrical. This book can serve as an example of this art and as a model for anyone at tempting to teach inherently difficult subject matters to others. Klagenfurt, April 1995

Preface

Striving to make learning to program easier, this book addresses primarily students beginning a computer science major. For our program examples, we employ a new, elegant programming language, Modula-3.

An Introduction to Programming Using Java-Anthony J. Dos Reis 2011-09-22 Ideal for the introductory programming course, An Introduction to Programming Using Java covers all recommended topics put forth by the ACM/IEEE curriculum guidelines in a concise format that is perfect for the one-term course. An integrated lab manual enhances the learning process by providing real-world, hands-on projects. This unique approach allows readers to test their understanding of the key material at hand. Sample exams urge readers to assess their progress through the course and are ideal study aids for in-class testing. The author's innovative, accessible approach engages and excites students on the capabilities of programming using Java! TuringsCraft CodeLab access is available for adopting professors. Custom CodeLab: CodeLab is a web-based interactive programming exercise service that has been customized to accompany this text. It provides numerous short exercises, each focused on a particular programming idea or language construct. The student types in code and the system immediately judges its correctness, offering hints when the submission is incorrect. See CodeLab in action! A Jones & Bartlett Learning demonstration site is available online at jblearning.turingscraft.com. Look to the Samples and Additional Resources section below to review sample chapters! Key Features: • Covers all recommended topics put forth by the ACM/IEEE curriculum guidelines in a concise format that is perfect for the one-term course. • An integrated lab manual enhances the learning process with hands-on projects. • Uses a computer in lab exercises to teach students some of the finer points of Java • Introduces Objects early (Ch.1) • Explains abstract classes and interfaces in the context of generic programming. With this approach, students quickly grasp the conceptual and technical aspects of these constructs.

C++, an Introduction to Programming-Jesse Liberty 1996 This title is written to address nearly all the approaches to C++. Guidelines for proper programming style are discussed without neglecting the constructs of the C++ language. This book should support lecture requirements, regardless of whether the course is designed as introductory or advanced.

Introduction to Programming with C++-Diane Zak 2012-09-25 Motivate your students as they learn C++ with this distinctive emphasis on fundamental programming skills. Written by popular author Diane Zak, AN INTRODUCTION TO PROGRAMMING WITH C++, 7E, International Edition adopts a unique, student-focused approach. Memorable new examples throughout this edition capture reader attention and demonstrate concepts in action. A wealth of hands-on exercises, including mini-quizzes, labs and "Try This" features give your students the opportunity to absorb, practice and apply concepts as they progress. The book's exceptional visually-driven presentation helps clarify concepts with useful IPO charts, flowcharts and code examples throughout. New videos and PDF files for each chapter demonstrate how readers can complete exercises using various compilers. To ensure professional success, Microsoft® Visual Studio 2012® is available as an optional bundle, guiding readers in using quality code throughout the entire application lifecycle. Trust AN INTRODUCTION TO PROGRAMMING WITH C++, 7E, International Edition to keep your students enthusiastic about mastering critical C++ skills.

An Introduction to Programming with IDL-Kenneth P. Bowman 2006 Ideal for those with no programming experience.

An Introduction to Programming with Mathematica®-Paul R. Wellin 2005-01-13 An Introduction to Programming with Mathematica® is designed to introduce the Mathematica programming language to a wide audience. Since the last edition of this book was published, significant changes have occurred in Mathematica and its
use worldwide. Keeping pace with these changes, this substantially larger, updated version includes new and revised chapters on numerics, procedural, rule-based, and front-end programming, and gives significant coverage to the latest features up to, and including, Mathematica 5.1 Mathematica notebooks, available from www.cambridge.org/0521846781, contain examples, programs, and solutions to exercises in the book. Additionally, material to supplement later versions of the software will be made available. This is the ideal text for all scientific students, researchers, and programmers wishing to deepen their understanding of Mathematica, or even those keen to program using an interactive language that contains programming paradigms from all major programming languages: procedural, functional, recursive, rule-based, and object-oriented.

An Introduction to Programming with Mathematica-Paul R. Wellin 2005
An Introduction to Programming with Mathematica® is designed to introduce the Mathematica programming language to a wide audience. This new, and substantially larger edition, includes new chapters giving significant coverage to the latest functions featured in the software. Software support and solutions to exercises available on the web.

An Introduction to Programming and Numerical Methods in MATLAB-Steve Otto 2005-05-03
An elementary first course for students in mathematics and engineering Practical in approach: examples of code are provided for students to debug, and tasks – with full solutions – are provided at the end of each chapter Includes a glossary of useful terms, with each term supported by an example of the syntaxes commonly encountered

Introduction to Programming With Greenfoot-Michael Kölling 2015-02-26
For courses in programming and computer science. Hands-on Programming with Greenfoot Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations teaches the basics of Java computer programming languages in the context of Greenfoot. Readers are able to learn the general fundamentals and principles of programming by creating their very own fun and interesting games and simulations. Major concepts are conveyed in modern, object-oriented programming language through hands-on, practical activity that allows readers to create, observe, and play. The Second Edition employs a unique approach that teaches by doing–concepts are often explained after readers have had a chance to engage in interactive examples. Because of its uniquely hands-on approach in the context of the Greenfoot environment, Introduction to Programming with Greenfoot makes programming a fun, interactive subject for readers to enjoy.

Learn to Program with Small Basic-Majed Marji 2016-04-16
Small Basic is a free, beginner-friendly programming language created by Microsoft. Inspired by BASIC, which introduced programming to millions of first-time PC owners in the 1970s and 1980s, Small Basic is a modern language that makes coding simple and fun. Learn to Program with Small Basic introduces you to the empowering world of programming. You’ll master the basics with simple activities like displaying messages and drawing colorful pictures, and then work your way up to programming games! Learn how to: –Program your computer to greet you by name –Make a game of rock-paper-scissors using If/Else statements –Create an interactive treasure map using arrays –Draw intricate geometric patterns with just a few lines of code –Simplify complex programs by breaking them into bite-sized subroutines You’ll also learn to command a turtle to draw shapes, create magical moving text, solve math problems quickly, help a knight slay a dragon, and more! Each chapter ends with creative coding challenges so you can take your skills to the next level. Learn to Program with Small Basic is the perfect place to start your computer science journey.

An Introduction to Programming in Prolog-Patrick Saint-Dizier 2012-12-06
This book is an introduction to Prolog (£rQgramming in ~ic). It presents the basic foundations of Prolog and basic and fundamental programming methods. This book is written for programmers familiar with other programming languages, as well as for novices in computer science, willing to have an original introduction to programming. The approach adopted in this book is thus based on methodological elements together with some pragmatic aspects. The book is composed of two parts. In the first part the major aspects of programming in Prolog are presented step by step. Each new aspect is illustrated by short examples and exercises. The second part is composed of more developed examples, which are often games, that illustrate major aspects of artificial intelligence. More advanced books are given in the bibliography and will allow the reader to deepen his or her know ledge of Prolog. Prolog was first designed in France at OJ.A., Marseille, with a specific syntax. We have adopted here a more common notation, defined at Edinburgh, which tends to be an implicit norm. At the end of each chapter of the first part, there are exercises that the reader is invited to do and to test on his or her machine. Complete answers are given in Appendix A, at the end of the book.

Introduction to Programming with Fortran-Ian Chivers 2018-08-08
This fourth Edition presents new examples on submodules, derived type i/o, object oriented programming, abstract interfaces and procedure pointers, C interop, sorting and searching, statistics and converting to more modern versions of Fortran. Key
Features Highlights the core language features of modern Fortran including data typing, array processing, control structures, functions, subroutines, modules and submodules, user defined types, pointers, operator overloading, generic programming, parallel programming, abstract interfaces, procedure pointers Pinpoints common problems that occur when programming Illustrates the use of several compilers Introduction to Programming with Fortran has been written for the complete beginner with little or no programming background as well as existing Fortran programmers and those with programming experience in other languages

An Introduction to Programming Using Visual Basic 2008-David I. Schneider 2009 This revision of Schneider’s best-selling guide is designed for readers with no prior programming experience. It focuses on developing good problem-solving skills, building a strong foundation that will give readers a sustainable understanding of programming. KEYTOPICS: Based on Visual Basic 2008, the book starts with a brief review of the preliminaries of Windows, and then focuses on problem-solving. A broad range of real-world examples, section-ending exercises, case studies, and programming projects gives readers significant hands-on experience. A useful reference for both beginning programmers and those moving from another language and that want to learn more about programming with the latest version of Microsoft’s Visual Basic.

An Introduction to Programming with C++-Diane Zak 2013-06-25 Readers quickly become motivated to learn C++ with popular author Diane Zak's distinctive emphasis on the importance of C++ programming skills in business today. AN INTRODUCTION TO PROGRAMMING WITH C++, 7E distinguishes itself from all other C++ instructional books with its unique, reader-focused approach. Memorable new examples demonstrate concepts in action while a wealth of hands-on unique exercises allow readers to apply concepts as they progress. The book's visually-driven presentation clarifies concepts with useful IPO charts, flowcharts and code examples throughout. New videos and PDF files for each chapter demonstrate how readers can complete exercises using various compilers. Microsoft Visual Studio 2012 is also available with the book as an optional bundle. Trust AN INTRODUCTION TO PROGRAMMING WITH C++, 7E to stay engaged and enthusiastic about mastering the skills of C++ today. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

An Introduction to Programming Using Python-David I. Schneider 2015-02-06 &>NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0134089456/ISBN-13: 9780134089454. That package includes ISBN-10: 0134058437/ISBN-13: 9780134058436 and ISBN-10: 0134058224/ISBN-13: 9780134058221. For college-level Computer Science courses in Python Basic Programming and Problem Solving in Python As one of the most widely used programming languages in the software industry, Python is desirable to both learn and teach. Introduction to Programming Using Python is designed for students eager to learn about the world of programming. Applicable to a range of skill levels, this First Edition textbook provides students with the tools to harness the powerful syntax of Python and understand how to develop computer programs. The compactly written text leverages highly focused chapters, diving deep into the most significant topics to give students an in-depth (rather than superficial) understanding of the language. Using real-world examples and data, the author illustrates practical usage of Python in a way to which students can relate. The text itself is readable, organized, and informative, discussing main points of each topic first and then addressing the peripheral details. Students learn good programming habits the first time-bringing them in line with the best modern programming practices.

Python Programming-John M. Zelle 2004 This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic. An Introduction to Programming with Java Applets-Elizabeth Boese 2009-06-23 An Introduction to Programming with Java Applets provides a clear introduction to the art of programming for the one-term course. It prepares students with the tools they need to create sophisticated programs efficiently and with ease. Boese assumes no prior programming knowledge, and begins with an introduction to computing, then gradually moves into programming, giving students the opportunity to create their own programs. The text focuses on the essentials and places more detailed information in Advanced Concept sections for those who would like to delve deeper into particular concepts. With numerous practice exercises and an accompanying student-learning Web site, Introduction to Programming with Java Applets is the clear choice for your introductory course!
C for Engineers and Scientists-Gary J. Bronson 1993-01-01
An Introduction to Programming with QuickBASIC-Fred L. Head 1995-01-01
Python Crash Course-Eric Matthes 2019-05 Python Crash Course, 2nd Edition is a straightforward introduction to the core of Python programming. Author Eric Matthes dispenses with the sort of tedious, unnecessary information that can get in the way of learning how to program, choosing instead to provide a foundation in general programming concepts, Python fundamentals, and problem solving. Three real world projects in the second part of the book allow readers to apply their knowledge in useful ways. Readers will learn how to create a simple video game, use data visualisation techniques to make graphs and charts, and build and deploy an interactive web application.
前就能寫出實用的程式。本書的眾多範例都經過更新,使用新的語言功能,並示範如何以最佳的方式運用它們。快速起步&完成更多: ‧學習如何使用新C++11語言功能和標準程式庫,以快速建置穩健的程式,並熟悉高階程式設計 ‧透過範例學習,這些範例示範現今最佳的編程風格,以及程式設計技巧 ‧了解「規則背後的道理」:探討為何C++11如此運作 ‧使用廣泛的交互參考,幫助你連結相關的概念和觀察 ‧受益於最新的輔助說明和練習,強調關鍵重點,協助你避開常見陷阱,鼓勵良好實務做法,並強化你所習得的知識 本書是通過時間驗證的C++入門教程,含有核心C++概念和技巧的權威性討
Programming with Sets-J.T. Schwartz 2012-12-06 The programming language SETL is a relatively new member of the so-called "very-high-level" class of languages, some of whose other well-known members are LISP, APL, SNOBOL, and PROLOG. These languages all aim to reduce the cost of programming, recognized today as a main obstacle to future progress in the computer field, by allowing direct manipulation of large composite objects, considerably more complex than the integers, strings, etc., available in such well-known mainstream languages as PASCAL, PL/I, ALGOL, and Ada. For this purpose, LISP introduces structured lists as data objects, APL introduces vectors and matrices, and SETL introduces the objects characteristic for it, namely general finite sets and maps. The direct availability of these abstract, composite objects, and of powerful mathematical operations upon them, improves programmer speed and productivity significantly, and also enhances program clarity and readability. The classroom consequence is that students, freed of some of the burden of petty programming detail, can advance their knowledge of significant algorithms and of broader strategic issues in program development more rapidly than with more conventional programming languages.
An Introduction to Programming with Pascal-Ron Oliver 1987
Programming in Style-L. Boszormenyi 1996-09-01 This book uses uses Modula-3, a member of the Pascal and Modula-2 family of languages, to demonstrate how to write complex programs through use of structure and style. Readers will develop strong programming skills through the elegant type concept of Modula-3. It requires no prior programming experience and includes an ftp address for sample code and programs.
Pascal, an Introduction to Methodical Programming-William Findlay 1978 "This course is intended for use in conjunction with a first course in computer programming based on the programming language Pascal."--Preface.
Programming Principles-Ron Oliver 1987
An Introduction to Programming with Specifications-Gerard Meurant 2012-12-02 A feature of modern advanced computing is the functional approach to programming. In this book, the authors present an introduction to the mathematics which underline functional programming, emphasizing the understanding of definition and specification--a prerequisite of good programming and problem solving with a computer. The book is self-contained, requiring a low level of mathematical sophistication and may be used as an introduction to the mathematics of programming. Provides an introduction to the functional approach to programming**Emphasizes the problem to be solved, not the programming language**Takes the view that all computer programs are a definition of a function**Includes exercises for each chapter**Can be used as a pre-programming language introduction to the mathematics of computing.
Programming in Modula-3-Laszlo Böszörményi 2012-12-06 by Joseph Weizenbaum Since the dawn of the age of computers, people have cursed the difficulty of programming. Over and over again we encounter the suggestion that we should be able to communicate to a computer in natural language what we want it to do. Unfortunately, such advice rests upon a misconception of both the computer and its task. The computer might not be stupid, but it is stubborn. That is, the computer does what all the details of its program command it to do, i. e., what the programmer "tells" it to do. And this can be quite different from what the programmer

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intended. The misunderstanding with respect to tasks posed to the computer arises from the failure to recognize that such tasks can scarcely be expressed in natural language, if indeed at all. For example, can we practice music, chemistry or mathematics without their respective special symbolic languages? Yet books about computers and programming languages can be written more or less reasonably, even if they are not quite poetic or lyrical. This book can serve as an example of this art and as a model for anyone at attempting to teach inherently difficult subject matters to others. Klagenfurt, April 1995 Preface Striving to make learning to program easier, this book addresses primarily students beginning a computer science major. For our program examples, we employ a new, elegant programming language, Modula-3.

Programming Basics with C#-Svetlin Nakov 2019-09-01 The free book "Programming Basics with C#" (https://csharp-book.softuni.org) is a comprehensive entry level computer programming tutorial for absolute beginners that teaches basics of coding (variables and data, conditional statements, loops and methods), logical thinking and problem solving using the C# language. The book comes with free video lessons for each chapter, 150+ practical exercises with an automated online evaluation system (online judge) and solution guidelines for the exercises. The book "Programming Basics with C#" introduces the readers with writing programming code at a beginners level (basic coding skills), working with development environment (IDE), using variables and data, operators and expressions, working with the console (reading input data and printing output), using conditional statements (if, if-else, switch-case), loops (for, while, do-while, foreach) and methods (declaring and calling methods, passing parameters and returning values), as well as algorithmic thinking and solving practical programming problems. This free coding book for beginners is written by a team of developers lead by Dr. Svetlin Nakov (https://nakov.com) who has 25+ years practical software development experience and 15+ years as software development trainer. The free book "Programming Basics with C#" is an official textbook for the "Programming Basics" classes at the Software University (SoftUni), used by tens of thousands of students at the start of their software development education. The book relies on the "explain by examples" and "learn by doing" approaches to learning the practical coding skills required to become a software engineer. Each chapter provides some concepts, explained as video lesson with lots of code examples, followed by practical exercises involving the use of the new concepts with online evaluation system (online judge). Learners watch the videos, try the sample code and solve the exercises, which come as part of each book chapter. Exercises are given in series with increasing complexity: from quite trivial, though little complicated to highly complicated, requiring more thinking and research in Internet. Most exercises come with detailed hints and guidelines about how to construct a correct solution. Download the free C# programming basics book (as PDF, ePub and Mobi formats), watch the video lessons and the live coding demos, solve the practical exercises and evaluate your solutions at the book official Web site: https://csharp-book.softuni.org. Tags: book, programming, free, computer programming, coding, writing code, programming basics, ebook, programming book, book programming, C#, CSharp, C# book, Visual Studio, .NET, tutorial, C# tutorial, video lessons, C# videos, programming videos, programming lessons, coding lessons, coding videos, programming concepts, data types, variables, operators, expressions, calculations, statements, console input and output, control-flow logic, program logic, conditional statements, nested conditions, loops, nested loops, methods, functions, method parameters, method return values, problem solving, practical exercises, practical coding, learn by examples, learn by doing, code examples, online judge system, Nakov, Svetlin Nakov, SoftUni, ISBN 978-619-00-0902-3, ISBN 9786190009023 Detailed Book Contents: Preface - about the book, scope, how to learn programming, how to become a developer, authors team, SoftUni, the online judge, forums and other resources Chapter 1. First Steps in Programming - writing simple commands, writing simple computer programs, runtime environments, the C# language, Visual Studio and other IDEs, creating a console program, writing computer programs in C# using Visual Studio, building a simple GUI and Web apps in Visual Studio Chapter 2.1. Simple Calculations - using the system console, reading and printing integers, using data types and variables, reading floating-point numbers, using arithmetic operations, concatenating text and numbers, using numerical expressions, exercises with simple calculations, creating a simple GUI app for converting currencies Chapter 2.2. Simple Calculations - Exam Problems - practical problems with console input / output and simple calculations, with solution guidelines, from programming basics exams Chapter 3.1. Simple Conditions - using simple conditional statements, comparing numbers, simple if-else conditions, variable scope, sequence of if-else conditions, using the debugger, practical exercises with simple conditions with solution guidelines Chapter 3.2. Simple Conditions - Exam Problems - practical problems with simple if-else conditions, with solution guidelines, from programming basics exams Chapter 4.1. More Complex Conditions - nested if conditions (if-else inside if-else), using the logical "OR", "AND" and "NOT" operators, using the switch-case conditional statements, building GUI app for visualizing a point in a rectangle, practical exercises with solution guidelines Chapter 4.2. More Complex Conditions -
Exam Problems - practical problems with more complex if-else conditions and nested if conditions, with solution guidelines, from programming basics exams
Chapter 5.1. Repetitions (Loops) - using simple for-loops, iterating over the numbers from 1 to n, reading and processing sequences of numbers from the console, using the for-loop code snipped in Visual Studio, many practical exercises with loops, with solution guidelines, summing numbers, finding min / max element, drawing with the "turtle graphics" in a GUI app Chapter 5.2. Loops - Exam Problems - practical problems with simple loops, with solution guidelines, from programming basics exams Chapter 6.1. Nested Loops - using nested loops (loops inside other loops), implementing more complex logic with loops and conditional statements, printing simple and more complex 2D figures on the console using nested loops, calculations and if conditions, practical exercises with nested loops with solution guidelines, building a simple Web app to draw ratings in Visual Studio using ASP.NET MVC Chapter 6.2. Nested Loops - Exam Problems - practical problems with nested loops and more complex logic, with solution guidelines, from programming basics exams Chapter 7.1. More Complex Loops - using for-loops with a step, loops with decreasing loop variable, using while loops, and do-while loops, solving non-trivial problems like calculating GCD (greatest common divisor) and finding the prime numbers in certain range, infinite loops with break inside, using simple try-catch statements to handle errors, building a simple Web based game using Visual Studio and ASP.NET MVC, practical exercises with more complex loops with solution guidelines Chapter 7.2. More Complex Loops - Exam Problems - practical problems with nested and more complex loops with non-trivial logic, with solution guidelines, from programming basics exams Chapter 8.1. Practical Exam Preparations - Part I - sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 8.2. Practical Exam Preparations - Part II - another sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 9.1. Problems for Champions - Part I - a sample set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 9.2. Problems for Champions - Part II - another set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 10. Methods - what is method, when to use methods, defining and calling methods (functions), passing parameters and returning values, returning multiple values, overloading methods, using nested methods (local functions), naming methods correctly, good practices for using methods Chapter 11. Tricks and Hacks - some special techniques, tricks and hacks for improving our performance with C# and Visual Studio: hints how to format the code, conventions an guidelines about naming the code elements, using keyboard shortcuts in VS, defining and using code snippets in VS, debugging code, using breakpoints and watches Conclusion - the skills of the software engineers, how to continue learning software development after this book (study software engineering in SoftUni, study in your own way), how to get learning resources and how many time it takes to become a skillful software engineer and start a job
An Introduction to Programming with Threads-Andrew D. Birrell 1989
Programming principles-R. Oliver 1989
C for Programmers with an Introduction to C11-Paul Deitel 2013-04-19 The professional programmer’s Deitel® guide to procedural programming in C through 130 working code examples Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching the C language and the C Standard Library. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features approximately 5,000 lines of proven C code and hundreds of savvy tips that will help you build robust applications. Start with an introduction to C, then rapidly move on to more advanced topics, including building custom data structures, the Standard Library, select features of the new C11 standard such as multithreading to help you write high-performance applications for today’s multicore systems, and secure C programming sections that show you how to write software that is more robust and less vulnerable. You’ll enjoy the Deitels’ classic treatment of procedural programming. When you’re finished, you’ll have everything you need to start building industrial-strength C applications. Practical, example-rich coverage of: C programming fundamentals Compiling and debugging with GNU gcc and gdb, and Visual C++® Key new C11 standard features: Type generic expressions, anonymous structures and unions, memory alignment, enhanced Unicode® support, _Static assert, quick_exit and at_quick_exit, _Noreturn function specifier, C11 headers C11 multithreading for enhanced performance on today’s multicore systems Secure C Programming sections Data structures, searching and sorting Order

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of evaluation issues, preprocessor Designated initializers, compound literals, bool type, complex numbers, variable-length arrays, restricted pointers, type generic
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Introduction to Programming with Visual Basic 6.0 4th Ed.-David I. Schneider 2002-05 This book is an excellent introduction to programming using Visual
Basic.NET. The examples start with basics and gradually develop to solve real-life problems. - Amit Kalani, CIStems Solutions LLC. Schneider's proven approach
works as effectively with VB.NET as it does with Visual Basic 6.0; the use of a variety of short examples makes the concepts being presented clear and
understandable. The end-of-chapter programming projects build on this base and lead to a thorough understanding of the context for these concepts. - Chris Panell,
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