Sams Teach Yourself Linux Programming In 24 Hours

A structured tutorial presenting the C++ language in a series of short, easy-to-understand lessons.

Annotation In just 24 sessions of one hour or less, "Sams Teach Yourself Arduino Programming in 24 Hours "teaches you C programmingon Arduino, so you can start creating inspired "DIY" hardwareprojects of your own Using this book's straightforward, step-by-stepapproach, you'll walk through everything from setting up yourprogramming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've alreadylearned, giving you a rock-solid foundation for real-world success " "Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out cautions alert you to possible problems and give you advice on how to avoid them. Learn how to ... Get the right Arduino hardware and accessories for your needsDownload the Arduino IDE, install it, and link it to your ArduinoQuickly create, compile, upload, and run your first Arduino programMaster C syntax, decision control, strings, data structures, and functionsUse pointers to work with memory--and avoid common mistakesStore data on

your Arduino's EEPROM or an external SD cardUse existing hardware libraries, or create your ownSend output and read input from analog devices or digital interfacesCreate and handle interrupts in software and hardwareCommunicate with devices via the SPI interface and I2C protocolWork with analog and digital sensorsWrite Arduino C programs that control motorsConnect an LCD to your Arduino, and code the outputInstall an Ethernet shield, configure an Ethernet connection, and write networking programsCreate prototyping environments, use prototyping shields, and interface electronics to your Arduino.

If you're an intermediate or advanced computer programmer looking to master Linux, then Teach Yourself Linux is your key to success. Written in jargon-free language, Teach Yourself Linux is full of cross-references, visual step-by-step procedures, and real-world applications that enable you to master the Open Source operating system that's taking the PC world by storm. This book helps you become proficient by explaining the following: Installing and configuring Linux, understanding Linux commands, and using text editing features Finding help and performing a full backup Navigating the Linux desktop, from the X Window system to applications Working with Microsoft Windows Connecting to the Web and using Internet tools Setting up your own Web server Building an advanced system configuration Two bonus CD-ROMs are packed with Linux software, including Red Hat Linux 6.1 and Internet access programs, as well as information on how to upgrade your Linux software.

In just 24 lessons of one hour or less, you will uncover the inner workings of TCP/IP. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of TCP/IP from the ground up. Practical discussions provide an inside look at TCP/IP components and protocols. Step-by-step instructions walk you through many common tasks. Q&As at the end of each hour help you test your knowledge. Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. If you're looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. Learn about... Protocols at each layer of the TCP/IP stack Routers and gateways IP addressing Subnetting TCP/IP networks Name resolution techniques TCP/IP utilities such as ping and traceroute TCP/IP over wireless networks IP version 6 The World Wide Web and how it works TCP/IP mail protocols such as POP3, IMAP4, and SMTP Casting, streaming, and automation Web services Detecting and stopping network attacks Part I: TCP/IP Basics Hour 1 What Is TCP/IP? 7 Hour 2 How TCP/IP Works 21 Part II: The TCP/IP Protocol System Hour 3 The Network Access Layer 35 Hour 4 The Internet Layer 47 Hour 5 Subnetting and CIDR 69 Hour 6 The Transport Layer 83 Hour 7 The Application Layer 107 Part III: Networking with TCP/IP Hour 8 Routing 121 Hour 9 Getting Connected 143 Hour 10 Firewalls 175 Hour 11 Name Resolution 185 Hour 12 Automatic Configuration 215 Hour 13 IPv6--The Next Generation 229 Part IV: TCP/IP

Utilities Hour 14 TCP/IP Utilities 243 Hour 15 Monitoring and Remote Access 275 Part V: TCP/IP and the Internet Hour 16 The Internet: A Closer Look 297 Hour 17 HTTP, HTML, and the World Wide Web 305 Hour 18 Email 321 Hour 19 Streaming and Casting 339 Part VI: Advanced Topics Hour 20 Web Services 353 Hour 21 The New Web 363 Hour 22 Network Intrusion 375 Hour 23 TCP/IP Security 391 Hour 24 Implementing a TCP/IP Network--Seven Days in the Life of a Sys Admin 413 Index

This book will take you, step by step, through learning C#, the computer industry's newest and most productive language. This complete guide covers topics from basic program construction to intermediate level application engineering. Following "21 days" formula, this book is a three week intensive course for the beginning programmer who wishes to get started with this exiting new coding standard. The comprehensive lesson plan will enable the reader to understand, design and build applications that are compatible with the new Microsoft .net framework.

A guide to the open-source operating system explains how to install Calder OpenLinux, configure Internet connections, work within the K Desktop environment, and maximize the potential of StarOffice

A collection of tutorials guides the user through the process of customizing the Linux operating system and offers advice on creating useful applications

In just 24 sessions of one hour or less, Sams Teach Yourself Go in 24 Hours will help new and experienced programmers build software that’s simpler, more reliable, and far

more scalable. This book's straightforward, step-by-step approach guides you from setting up your environment through testing and deploying powerful solutions. Using practical examples, expert Go developer George Ornbo walks you through Go's fundamental constructs, demonstrates its breakthrough features for concurrent and network programming, and illuminates Go's powerful new idioms. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Go programming tasks and techniques Quizzes and exercises help you test your knowledge and stretch your skills Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Two bonus chapters available online: Hour 25, "Creating a RESTful JSON API," and Hour 26 "Creating a TCP Chat Server" Learn how to… · Get productive quickly with Go development tools and web servers · Master core features, including strings, functions, structs, and methods · Work with types, variables, functions, and control structures · Make the most of Go's arrays, slices, and maps · Write powerful concurrent software with Goroutines and channels · Handle program errors smoothly · Promote code reuse with packages · Master Go's unique idioms for highly effective coding · Use regular expressions and time/date functions · Test and benchmark Go code · Write basic command-line programs, HTTP servers, and HTTP clients · Efficiently move Go code into production · Build basic TCP chat servers and JSON APIs Register your book at

informit.com/register for convenient access to the two bonus chapters online, downloads, updates, and/or corrections as they become available.

This guide aims to simplify Emacs by organizing the program by function and platform. It not only teaches GNU Emacs but also the basics of other forms, such as XEmacs. The CD-ROM features extra tools including a FAQ section, source/binaries for Emacs, and quick reference cards.

Sams Teach Yourself Linux Programming in 21 Days will cover the various aspects of developing for the Linux environment. Even though Linux is similar to Unix, the development community is totally different. While Unix is more traditional, Linux is a product that caters more to the individual. Unix programmers tend to be part of a formal team whereas Linux programmers are diverse and operate in loose groups connected through common interests. Sams Teach Yourself Linux Programming in 21 Days caters to these developers, teaching them how to incorporate diverse code bases and relate within this community. The first part of the book will build a strong foundation for programming in Linux, how the various components are structured and organized. Permissions and security, user input/output and system calls related to the environment will be covered. The next part will show how to exploit the built-in command structure through prebuilt scripts. It will cover what scripting is, why to use it, its limits, strengths, etc. The remaining chapters will cover command shell scripting and how to automate many tasks without involving compiled langu

UNIX, UNIX LINUX & UNIX TCL/TK. Write software that makes the most effective use of the Linux system, including the kernel and core system libraries. The majority of both Unix and Linux code is still written at the system level, and this book helps you focus on everything above the kernel, where applications such as Apache, bash, cp, vim, Emacs, gcc, gdb, glibc, ls, mv, and X exist. Written primarily for engineers looking to program at the low level, this updated edition of Linux System Programming gives you an understanding of core internals that makes for better code, no matter where it appears in the stack. -- Provided by publisher.

Learn to use Unix, OS X, or Linux quickly and easily! In just 24 lessons of one hour or less, Sams Teach Yourself Unix in 24 Hours helps you get up and running with Unix and Unix-based operating systems such as Mac OS X and Linux. Designed for beginners with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn. Each lesson clearly explains essential Unix tools and techniques from the ground up, helping you to become productive as quickly and efficiently as possible. Step-by-step instructions carefully walk you through the most common Unix tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions Learn how to… Pick the command shell that's best for you Organize the Unix file system (and why) Manage file and directory ownership and permissions Maximize your productivity with power filters and pipes Use

the vi and emacs editors Create your own commands and shell scripts Connect to remote systems using SSH and SFTP Troubleshoot common problems List files and manage disk usage Get started with Unix shell programming Set up printing in a Unix environment Archive and back up files Search for information and files Use Perl as an alternative Unix programming language Set up, tweak, and make use of the GNOME graphical environment Contents at a Glance HOUR 1: What Is This Unix Stuff? HOUR 2: Getting onto the System and Using the Command Line HOUR 3: Moving About the File System HOUR 4: Listing Files and Managing Disk Usage HOUR 5: Ownership and Permissions HOUR 6: Creating, Moving, Renaming, and Deleting Files and Directories HOUR 7: Looking into Files HOUR 8: Filters, Pipes, and Wildcards! HOUR 9: Slicing and Dicing Command-Pipe Data HOUR 10: An Introduction to the vi Editor HOUR 11: Advanced vi Tricks, Tools, and Techniquess HOUR 12: An Overview of the emacs Editor HOUR 13: Introduction to Command Shells HOUR 14: Advanced Shell Interaction HOUR 15: Job Control HOUR 16: Shell Programming Overview HOUR 17: Advanced Shell Programming HOUR 18: Printing in the Unix Environment HOUR 19: Archives and Backups HOUR 20: Using Email to Communicate HOUR 21: Connecting to Remote Systems Using SSH and SFTP HOUR 22: Searching for Information and Files HOUR 23: Perl Programming in Unix HOUR 24: GNOME and the GUI Environment Appendix A: Common Unix Questions and Answers

Learn how to develop powerful and robust shell scripts in order to get the most out of

your Unix/Linux system.

Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

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

Covers UML syntax and diagrams, object-oriented design, links, associations,

inheritance, the development process, and modeling systems
Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++–one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you've created, to what's coming in C++0x, the next version of C++. Each lesson builds on what you've already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself to make sure you're ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform–Windows, Mac or Linux Learn how to… Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web

application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book's official website at http://cplusplus.cadenhead.org. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book's examples Register your book at informit.com/register for convenient access to updates and corrections as they become available.

Ready-to-use building blocks for integrated circuit design. Why start coding from scratch when you can work from this library of pre-tested routines, created by an HDL expert? There are plenty of introductory texts to describe the basics of Verilog, but "Verilog Designer's Library" is the only book that offers real, reusable routines that you can put to work right away. "Verilog Designer's Library" organizes Verilog routines according to functionality, making it easy to locate the material you need. Each function is described by a behavioral model to use for simulation, followed by the RTL code you'll use to synthesize the gate-level implementation. Extensive test code is included for each function, to assist you with your own verification efforts. Coverage includes: Essential Verilog coding techniques Basic building blocks of successful routines State machines and memories Practical debugging guidelines Although "Verilog Designer's Library" assumes a basic familiarity with Verilog structure and syntax, it does not require a background in programming. Beginners can work through the book in sequence to develop their skills, while experienced Verilog users can go directly to the

routines they need. Hardware designers, systems analysts, VARs, OEMs, software developers, and system integrators will find it an ideal sourcebook on all aspects of Verilog development.

In just 24 sessions of one hour or less, Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours teaches you Python programming on Raspberry Pi, so you can start creating awesome projects for home automation, home theater, gaming, and more. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics all the way through network and web connections, multimedia, and even connecting with electronic circuits for sensing and robotics. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Raspberry Pi Python programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Get your Raspberry Pi and choose the right low-cost peripherals Set up Raspian Linux and the Python programming environment Learn Python basics, including arithmetic and structured commands Master Python 3 lists, tuples, dictionaries, sets, strings, files, and modules Reuse the same Python code in multiple locations with functions Manipulate string data efficiently with regular expressions

Practice simple object-oriented programming techniques Use exception handling to make your code more reliable Program modern graphical user interfaces with Raspberry Pi and OpenGL Create Raspberry Pi games with the PyGame library Learn network, web, and database techniques you can also use in business software Write Python scripts that send email Interact with other devices through Raspberry Pi's GPIO interface Walk through example Raspberry Pi projects that inspire you to do even more A guide to Linux's most recent Red Hat distribution explores installation, configuration, customizing and negotiating the new desktop environment, peripherals, troubleshooting, debugging, and locating system support.

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards

and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

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

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

In just 24 sessions of one hour or less, learn how to use today’s key networking techniques and technologies to build, secure, and troubleshoot both wired and wireless

networks. Using this book's straightforward, step-by-step approach, you master every skill you need–from working with Ethernet and Bluetooth to spam prevention to network troubleshooting. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common networking tasks. Q&A sections at the end of each hour help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to… Choose the right network hardware and software and use it to build efficient, reliable networks Implement secure, high-speed Internet connections Provide reliable remote access to your users Administer networks to support users of Microsoft, Linux, and UNIX environments Use low-cost Linux servers to provide file and print services to Windows PCs Protect your networks and data against today's most dangerous threats Use virtualization to save money and improve business flexibility Utilize RAID technologies to provide flexible storage at lower cost Troubleshoot and fix network problems one step at a time Preview and prepare for the future of networking

In just a short time, you can learn how to use Ajax, JavaScript, and PHP to create interactive interfaces to your web applications by combining these powerful technologies. No previous Ajax programming experience is required. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of

Ajax programming with JavaScript, PHP, and related technologies from the ground up. Regardless of whether you run Linux, Windows, or Mac OS X, the enclosed CD includes a complete Ajax programming starter kit that gives you all the programming tools, reference information, JavaScript libraries, and server software you need to set up a stable environment for learning, testing, and production. Learn how to… Build better, more interactive interfaces for your web applications Make JavaScript, HTML, XML, and PHP work together to create Ajax effects Compile an Ajax application Create and consume web services with SOAP and REST Avoid common errors and troubleshoot programs Use popular Ajax libraries to speed up and improve common programming tasks On the CD XAMPP for Windows, Mac OS X, and Linux—an easy-to-install package to set up a PHP- and MySQL-enabled Apache server on your computer The jEdit programming editor for Windows, Mac, and Linux Prototype, Scriptaculous, Rico, and XOAD—popular JavaScript libraries for creating Ajax applications and effects A complete Ajax, HTML, XML, and PHP tutorial reference library in searchable PDF format Source code for the examples in the book Phil Ballard is a software engineering consultant and developer specializing in website and intranet design and development for an international portfolio of clients. He has an honors degree from the University of Leeds, England, and has worked for several years in commercial and managerial roles in the high technology sector. Michael Moncur is a freelance webmaster and author. He runs a network of websites and has written several bestselling books about web development, networking, certification programs, and databases. Category: Web Development Covers: Ajax, JavaScript and PHP User Level: Beginning–Intermediate

Offers an updated tutorial for beginners explaining how to use Java to incorporate games,

animation, and special effects into Web pages.
Learn to use Unix, OS X, or Linux quickly and easily! In just 24 lessons of one hour or less, Sams Teach Yourself Unix in 24 Hours helps you get up and running with Unix and Unix-based operating systems such as Mac OS X and Linux. Designed for beginners with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn. Each lesson clearly explains essential Unix tools and techniques from the ground up, helping you to become productive as quickly and efficiently as possible. Step-by-step instructions carefully walk you through the most common Unix tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions Learn how to... Pick the command shell that's best for you Organize the Unix file system (and why) Manage file and directory ownership and permissions Maximize your productivity with power filters and pipes Use the vi and emacs editors Create your own commands and shell scripts Connect to remote systems using SSH and SFTP Troubleshoot common problems List files and manage disk usage Get started with Unix shell programming Set up printing in a Unix environment Archive and back up files Search for information and files Use Perl as an alternative Unix programming language Set up, tweak, and make use of the GNOME graphical environment Contents at a Glance HOUR 1: What Is This Unix Stuff? HOUR 2: Getting onto the System and Using the Command Line HOUR 3: Moving About the File System HOUR 4: Listing Files and Managing Disk Usage HOUR 5: Ownership and Permissions HOUR 6: Creating, Moving, Renaming, and Deleting Files and Directories HOUR 7: Looking into Files HOUR 8: Filters, Pipes, and Wildcards! HOUR 9: Slicing and Dicing Command-Pipe Data

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Sams Teach Yourself C++ Programming for Linux in 21 Days teaches you the C++ programming language using the Linux operating system. You will gain a thorough understanding of the basics of C++ programming from a Linux perspective. The Bonus Week includes topics such as XWindows, KDE with QT toolkit, APE Class Library, and Real -time Middleware.

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Advanced Linux Programming is divided into two parts. The first covers generic UNIX system services, but with a particular eye towards Linux specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section covers material that is entirely Linux specific. These are truly advanced topics, and are the techniques that the gurus use to build great applications. While this book will focus mostly on the Application Programming Interface (API) provided by the Linux kernel and the C

library, a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux.

Sample programs and exercizes introduce the programmer to the programming language's arrays, pointers, data types, loops, strings, and structures, while demonstrating memory management techniques

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

Clearly document your code so others can work with it Store data in SQLite databases, write queries, and share data via JSON Simplify Python web development with the Flask framework Quickly program Python games with PyGame Avoid, troubleshoot, and fix problems with your code

Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C – including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2

The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers

Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. Using a straightforward, step-by-step approach, each lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of WPF from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way to do something. Watch Out! cautions advise

you about potential problems and help you steer clear of disaster. Learn how to... Use XAML to build user interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP Incorporate audio and video into your applications Customize controls with styles, templates, and animation Apply best practices for developing software with WPF Deploy WPF applications to the desktop and Web Take advantage of WPF's advanced printing capabilities Grow as a developer by improving your overall software design skills Introduction 1 Part I Getting Started 1 What WPF Is and Isn't 5 2 Understanding XAML 17 3 Introducing the Font Viewer 27 4 Handling Application Layout 41 5 Using Basic Controls 59 6 Introducing Data Binding 75 Part II Reaching the User 7 Designing an Application 93 8 Building a Text Document Editor 107 9 Getting a Handle on Events 121 10 Commands 145 11 Output 157 Part III Visualizing Data 12 Building a Contact Manager 177 13 Presenters and Views 193 14 Resources and Styles 211 15 Digging Deeper into Data Binding 229 16 Visualizing Lists 251 Part IV Creating Rich Experiences 17 Building a Media Viewer 267 18 Drawing with Shapes 291 19 Colors and Brushes 315 20 Transforms and Effects 331 21 Using Control Templates 347 22 Triggers 369 23 Animation 383 24 Best Practices 407 Part V Appendixes Appendix A: Tools and Resources 423 Appendix B: 3D Tutorial Using ZAM 3D 427 Appendix C: Project Source (downloadable) 437 Index 439

In just 24 lessons of one hour or less, you will be able to build full-featured production

websites using Django, the powerful web development framework based on Python. Designed for experienced website developers who have at least some familiarity with the Python programming language, this book uses a straightforward, step-by-step approach. Each lesson builds on the previous ones, enabling you to learn the essentials of implementing the Django framework on a website from the ground up. Step-by-step instructions carefully walk you through the most common Django tasks. Q&As, quizzes, and exercises at the end of each lesson help you test your knowledge. Notes and tips point out shortcuts and solutions. Learn how to… Install and configure the Django web development framework Cleanly separate data, logic, and view layers Implement site interfaces with build templates and views Utilize templates and views to store, access, and retrieve data Use the Django forms library Define custom tags and filters to minimize coding Secure sites with registration, authorization, logins, and permissions Manage sessions and cookies Implement middleware for request and response handling Create sitemaps to inform search engines of your content Internationalize your site Optimize performance with caching Deploy Django in multiple configurations Maintain sites with Django's administrator interface Introduction 1 Part I: Creating the Website Framework Hour 1: Understanding Django 7 Hour 2: Creating Your First Website 19 Hour 3: Adding Models and Objects to Your Website 37 Hour 4: Creating the Initial Views 63 Part II: Implementing the Website Interface Hour 5: Using Data from the Database in Views 81 Hour 6: Configuring Web Page Views 103 Hour 7:

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Python Programming for Raspberry Pi® In just 24 sessions of one hour or less, Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours teaches you Python programming on Raspberry Pi, so you can start creating awesome projects for home automation, home theater, gaming, and more. Using this book's straight-forward, step-by-step approach, you'll move from the absolute basics all the way through network and web connections, multimedia, and even connecting with electronic circuits for

sensing and robotics. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Raspberry Pi Python programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Richard Blum has administered systems and networks for more than 25 years. He has published numerous Linux and open source books, and is an online instructor for web programming and Linux courses used by colleges across the United States. His books include Ubuntu Linux Secrets; Linux for Dummies, Ninth Edition; PostgreSQL 8 for Windows; and Professional Linux Programming. Christine Bresnahan began working as a systems administrator more than 25 years ago. Now an Adjunct Professor at Ivy Tech Community College, she teaches Python programming, Linux administration and computer security. She is coauthor of The Linux Bible, Eighth Edition. With Blum, she also coauthored Linux Command Line & Shell Scripting Bible, Second Edition. Get your Raspberry Pi and choose the right low-cost peripherals Set up Raspian Linux and the Python programming environment Learn Python basics, including arithmetic and structured commands Master Python 3 lists, tuples, diction-aries, sets, strings, files, and modules Reuse the same Python code in multiple locations with functions Manipulate

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Explains how to select a Linux distribution, log on and off, compress and archive files, write basic shell scripts, and master the command line

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