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C++/ Cli In Action
Learn C# Programming
Creating Games in C++
Expert F# 2.0
Network Programming in .NET

The Common Language Infrastructure Annotated Standard

Expert F# 2.0 is about practical programming in a beautiful language that puts the power and elegance of functional programming into the hands of professional developers. In combination with .NET, F# achieves unrivaled levels of programmer productivity and program clarity. Expert F# 2.0 is The authoritative guide to F# by the inventor of F# A comprehensive reference of F# concepts, syntax, and features A treasury of expert F# techniques for practical, real-world programming F# isn't just another functional programming language. It's a general-purpose language ideal for real-world development. F# seamlessly integrates functional, imperative, and object-oriented programming styles so you can flexibly and elegantly solve any programming problem. Whatever your background, you'll find that F# is easy to learn, fun to use, and extraordinarily powerful. F# will change the way you think about—and go about—programming. Written by F#'s inventor and two major contributors to its development, Expert F# 2.0 is the authoritative, comprehensive, and in-depth guide to the language and its use. Designed to help others become experts, the first part of the book quickly yet carefully describes the F# language. The second part then shows how to use F# elegantly for a wide variety of practical programming tasks. The world's foremost experts in F# show you how to program in F# the way they do!

Microsoft Visual C++/CLI Step by Step

Your hands-on guide to Visual C++/CLI fundamentals Expand your expertise—and teach yourself the fundamentals of the Microsoft Visual C++/CLI language. If you have previous programming experience but are new to Visual C++, this tutorial

delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to:
Write and debug object-oriented C++ programs in Visual Studio 2012 Utilize the various features of the C++/CLI language
Make use of the Microsoft .NET Framework Class Library Create a simple Windows Store app Use .NET features such as properties, delegates and events Access data from disparate sources using ADO.NET Create and consume web services using Windows Communication Foundation Work effectively with legacy code and COM

Expert Visual C++/CLI

This new edition of Pro C# 5.0 and the .NET 4.5 Platform has been completely revised and rewritten to reflect the latest changes to the C# language specification and new advances in the .NET Framework. You'll find new chapters covering all the important new features that make .NET 4.5 the most comprehensive release yet, including: .NET APIs for Windows 8 style UI apps New asynchronous task-based model for async operations How HTML5 support is being wrapped into C# web applications New programming interfaces for HTTP applications, including improved IPv6 support Expanded WPF, WCF and WF libraries giving C# more power than ever before This comes on top of award winning coverage of core C# features, both old and new, that have made the previous editions of this book so popular (you'll find everything from generics to pLINQ covered here). The mission of this text is to provide you with a rock-solid foundation in the C# programming language and the core aspects of the .NET platform (assemblies, remoting, Windows Forms, Web Forms, ADO.NET, XML web services, etc.). Once you digest the information presented in these 25 chapters, you'll be in a perfect position to apply this knowledge to your specific programming assignments, and you'll be well equipped to explore the .NET universe on your own terms.

Advanced C# Programming

The Comprehensive, Expert Guide to C# Language Programming “This book has been a classic for years, and remains one of the most venerable and trusted titles in the world of C# content, and probably far beyond! . . . Mark is super smart, insists on understanding everything to the core, and has phenomenal insight into how things affect real developers. . . . He goes right to the essence and communicates with great integrity—no sugarcoating—and has a keen eye for practical value and real-world problems.” -Mads Torgersen, C# Program Manager, Microsoft Essential C# 7.0 is a well-organized, no-fluff guide to C# 7.0 for programmers at all levels of experience. Reflecting the most important C# features from 3.0 through 7.0 and including modern programming patterns, it will help you write code that's simple, powerful, robust, secure, and maintainable. Author Mark Michaelis is a world-class C# expert: a long-time Microsoft MVP and Regional Director who also has served on Microsoft's C# design review team. He presents a comprehensive tutorial and reference for the entire language, including expert coverage of key C# 7.0 enhancements, C# 7.0's use with .NET Core/.NET Standard, and cross-

platform compilation. He illustrates key C# constructs with succinct examples, and presents best-practice coding guidelines. To help you maintain existing code, separate indexes provide version-specific answers for C# 5.0, 6.0, and 7.0, and visual icons show when each language innovation was introduced. Make the most of C# 7.0 enhancements, including tuples, deconstructors, pattern matching, local functions, and ref returns Work efficiently with C# data types, operators, control flow, methods, and parameters Write more robust code with C# object-oriented constructs Implement reliable, effective exception handling Reduce code complexity with generics, delegates, lambda expressions, and events Leverage advanced dynamic and declarative programming techniques Query diverse data collections using LINQ with query expressions Create custom collections that operate against business objects Access .NET collections via collection interfaces and standard query operators Master multithreading and synchronization, including the async/await paradigm Optimize performance and interoperability with P/Invoke and unsafe code Run your code on Linux or macOS with C# 7.0 cross-platform compilation Includes C# 7.1, 7.2, and 7.3 language enhancements This guide offers you a complete foundation for successful development with modern versions of the C# language in any project or environment.

Pro C# 5.0 and the .NET 4.5 Framework

Pro Visual C++/CLI and the .NET 3.5 Platform is about writing .NET applications using C++/CLI. While readers are learning the ins and outs of .NET application development, they will also be learning the syntax of C++, both old and new to .NET. Readers will also gain a good understanding of the .NET architecture. This is truly a .NET book applying C++ as its development language—not another C++ syntax book that happens to cover .NET.

Visual C++ .Net Developer's Guide

Do you love video games? Ever wondered if you could create one of your own, with all the bells and whistles? It's not as complicated as you'd think, and you don't need to be a math whiz or a programming genius to do it. In fact, everything you need to create your first game, "Invasion of the Slugwroths," is included in this book and CD-ROM. Author David Conger starts at square one, introducing the tools of the trade and all the basic concepts for getting started programming with C++, the language that powers most current commercial games. Plus, he's put a wealth of top-notch (and free) tools on the CD-ROM, including the Dev-C++ compiler, linker, and debugger--and his own LlamaWorks2D game engine. Step-by-step instructions and ample illustrations take you through game program structure, integrating sound and music into games, floating-point math, C++ arrays, and much more. Using the sample programs and the source code to run them, you can follow along as you learn. Bio: David Conger has been programming professionally for over 23 years. Along with countless custom business applications, he has written several PC and online games. Conger also worked on graphics firmware for military aircraft, and taught computer science at the university level for four years. Conger has written numerous books on

C, C++, and other computer-related topics. He lives in western Washington State and has also published a collection of Indian folk tales.

Model Rules of Professional Conduct

This book is your hands-on reference guide to developing applications with the common language runtime (CLR) and Microsoft .NET Framework 2.0, with examples in C++. Programmers who are fluent in a development language and familiar with the basics of the Microsoft .NET Framework can do more with their code. By mastering the common language runtime (CLR), programmers reap the benefits of more efficiency and reusability, better resource management, better administration and deployment, and more robust security. This book, thoroughly revised for .NET Framework 2.0 and Microsoft Visual Studio 2005, delivers focused, pragmatic guidance on how to exploit the CLR to build, package, and deploy any kind of application or component. Targeted to advanced developers and software designers, this book takes you under the covers of .NET for an in-depth understanding of its structure, functions, and operational components, demonstrating the most practical ways to apply this knowledge to your own development efforts. You'll master fundamental design tenets and get expert insights for creating high-performance applications more easily and efficiently. The book features extensive code samples in the C++ programming language. The Microsoft .NET Framework provides a dependable foundation for constructing smart client, Web, and mobile device-based applications that integrate by design and deploy efficiently across the enterprise. The key components of the .NET Framework are the CLR and the .NET Framework class library, which includes Microsoft ADO.NET, Microsoft ASP.NET, and Microsoft Windows Forms. The .NET Framework provides a managed execution environment, simplified development and deployment, and integration with a wide variety of programming languages. In version 2.0, the .NET Framework further extends the capabilities of developers by introducing significant enhancements across each of its functional areas. New classes give developers more efficient access to frequently used components, such as printers, the file system, and the registry. It also provides significant improvements to reliability and scalability.

Agile Principles, Patterns, and Practices in C#

The purpose of this book is to provide tools to design and implement network-orientated applications in .NET. It is also a guide for software designers to choose the best and most efficient way to implement mission critical solutions. The book addresses real-world issues facing professional developers, such as using third-party components as opposed in-house development. It differentiates itself from existing .NET publications because it is aimed at experienced professionals and concentrates on practical, ready-to-use information. The book is written in two languages C# and VB.NET, and covers never-before published information on Telephony in .NET and packet-level networking. This is the second book in the Digital Press

Software Development Series. Coverage of lower level protocols allows implementation of performance-centric applications Demonstrates the feasibility of developing telephony solutions in-house rather than outsourcing Written in VB.NET and C# to assist readers working in either language Coverage of Email, FTP and the WWW allows implementation of applications in all three areas

Pro Visual C++/CLI and the .NET 2.0 Platform

Your expert guide to building modern applications with Visual Basic 2010 Take control of Visual Basic 2010—for everything from basic Windows and web development to advanced multithreaded applications. Written by Visual Basic experts, this handbook provides an in-depth reference on language concepts and features, as well as scenario-based guidance for putting Visual Basic to work. It's ideal whether you're creating new applications with Visual Basic 2010 or upgrading projects built with an earlier version of the language. Discover how to: Use Visual Basic 2010 for Windows Forms and Windows Presentation Foundation projects Build robust code using object-oriented programming techniques, such as classes and types Work with events and delegates—and add your own events to custom classes Program arrays, collections, and other data structures in the Microsoft .NET Framework Solve problems quickly and easily using My namespace in Visual Basic Dive into Microsoft LINQ, including LINQ to XML and LINQ to Entities Tackle threading, multitasking, and multiprocessor development and debugging

Expert Access 2007 Programming

Professional C# 7 and .NET Core 2.0

C++/CLI in Action is a practical guide that will help you breathe new life into your legacy C++ programs. The book begins with a concise C++/CLI tutorial. It then quickly moves to the key themes of native/managed code interop and mixed-mode programming. You'll learn to take advantage of GUI frameworks like Windows Forms and WPF while keeping your native C++ business logic. The book also covers methods for accessing C# or VB.NET components and libraries.

Expert Delphi

Get started with C# and strengthen your knowledge of core programming concepts such as procedural, object-oriented, generic, functional, and asynchronous programming along with the latest features of C# 8 Key Features Learn the fundamentals of C# with the help of easy-to-follow examples and explanations Leverage the latest features of C# 8,

including nullable reference types, pattern matching enhancements, and asynchronous streams Explore object-oriented programming, functional programming, and multithreading concepts Book Description The C# programming language is often developers' primary choice for creating a wide range of applications for desktop, cloud, and mobile. In nearly two decades of its existence, C# has evolved from a general-purpose, object-oriented language to a multi-paradigm language with impressive features. This book will take you through C# from the ground up in a step-by-step manner. You'll start with the building blocks of C#, which include basic data types, variables, strings, arrays, operators, control statements, and loops. Once comfortable with the basics, you'll then progress to learning object-oriented programming concepts such as classes and structures, objects, interfaces, and abstraction. Generics, functional programming, dynamic, and asynchronous programming are covered in detail. This book also takes you through regular expressions, reflection, memory management, pattern matching, exceptions, and many other advanced topics. As you advance, you'll explore the .NET Core 3 framework and learn how to use the dotnet command-line interface (CLI), consume NuGet packages, develop for Linux, and migrate apps built with .NET Framework. Finally, you'll understand how to run unit tests with the Microsoft unit testing frameworks available in Visual Studio. By the end of this book, you'll be well-versed with the essentials of the C# language and be ready to start creating apps with it. What you will learn Get to grips with all the new features of C# 8 Discover how to use attributes and reflection to build extendable applications Utilize LINQ to uniformly query various sources of data Use files and streams and serialize data to JSON and XML Write asynchronous code with the async-await pattern Employ .NET Core tools to create, compile, and publish your applications Create unit tests with Visual Studio and the Microsoft unit testing frameworks Who this book is for If you have little experience in coding or C# and want to learn the essentials of C# programming to develop powerful programming techniques, this book is for you. It will also help aspiring programmers to write scripts or programs to accomplish specific tasks.

Learn Python 3 the Hard Way

This book gives developers - both the experienced and those who have only taken their first few steps - a small, fast-paced primer that will kick-start them into the world of C++/CLI. In twenty no-fluff chapters Microsoft insiders take readers into the heart of the C++/CLI language and explain both how the language elements work and how Microsoft intends them to be used. At the end of this short book readers will have a deep thorough grounding in the core language elements and the confidence to explore further that comes from a solid understanding of a language's syntax and grammar.

Essential C# 7.0

Foundations of C++/CLI: The Visual C++ Language for .NET 3.5 introduces C++/CLI, Microsoft's extensions to the C++ syntax that allow you to target the common language runtime, the key to the heart of the .NET Framework 3.5. This book

gives you a small, fast-paced primer that will kick-start your journey into the world of C++/CLI. In 13 no-fluff chapters, Microsoft insiders take readers into the core of the C++/CLI language and explain both how the language elements work and how Microsoft intends them to be used. This book is a beginner's guide, but it assumes a familiarity with programming basics. And it concentrates on explaining the aspects of C++/CLI that make it the most powerful and fun language of the .NET Framework. As such, this book is ideal if you're thinking of migrating to C++/CLI from another language. By the end of this book, you'll have a thorough grounding in the core language elements together with the confidence to explore further that comes from a solid understanding of a language's syntax and grammar.

Professional F# 2.0

With the award-winning book Agile Software Development: Principles, Patterns, and Practices, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, Agile Principles, Patterns, and Practices in C#. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, Agile Principles, Patterns, and Practices in C# is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

CUDA Application Design and Development

Learn the fundamentals, practical applications, and latest features of C# 8.0 and .NET Core 3.0 from expert teacher Mark J. Price. Key Features Build modern, cross-platform applications with .NET Core 3.0 Get up to speed with C#, and up to date with all the latest features of C# 8.0 Start creating professional web applications with ASP.NET Core 3.0 Book Description In C# 8.0 and .NET Core 3.0 – Modern Cross-Platform Development, Fourth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with new chapters on Content Management

Systems (CMS) and machine learning with ML.NET. The book covers all the topics you need. Part 1 teaches the fundamentals of C#, including object-oriented programming, and new C# 8.0 features such as nullable reference types, simplified switch pattern matching, and default interface methods. Part 2 covers the .NET Standard APIs, such as managing and querying data, monitoring and improving performance, working with the filesystem, async streams, serialization, and encryption. Part 3 provides examples of cross-platform applications you can build and deploy, such as web apps using ASP.NET Core or mobile apps using Xamarin.Forms. The book introduces three technologies for building Windows desktop applications including Windows Forms, Windows Presentation Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learn Build cross-platform applications for Windows, macOS, Linux, iOS, and Android Explore application development with C# 8.0 and .NET Core 3.0 Explore ASP.NET Core 3.0 and create professional web applications Learn object-oriented programming and C# multitasking Query and manipulate data using LINQ Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for Readers with some prior programming experience or with a science, technology, engineering, or mathematics (STEM) background, who want to gain a solid foundation with C# 8.0 and .NET Core 3.0.

.NET IL Assembler

This book is the most comprehensive and up to date introduction to ASP.NET ever written. Focussing solely on C#, with no code samples duplicated in other languages, award winning author Matthew MacDonald introduces you to the very latest thinking and best practices for the ASP.NET 4.5 technology. Assuming no prior coding experience, you'll be taught everything you need to know from the ground up. Starting from first principals, you'll learn the skills you need to be an effective ASP.NET developer who is ready to progress to more sophisticated projects and professional work. You'll be taught how to use object orientation and code-behind techniques to lay out your code clearly in a way other developers can easily understand. You'll learn how to query databases from within you web pages, spice up your layouts using ASP.NET AJAX and deploy your finished websites to production servers. You'll also learn how to debug your code when things go wrong and the performance and scalability issues that can affect your web projects as they grow. With you book you can take your first step towards becoming a successful ASP.NET developer with confidence.

C++/CLI

Based on newest version of Visual Studio .NET (2005) and .NET Framework version 2.0 All topic areas include specific code examples Bridges the gap between classic C++ and Visual C++ .NET Update of a highly successful first edition

bookdown

The Model Rules of Professional Conduct provides an up-to-date resource for information on legal ethics. Federal, state and local courts in all jurisdictions look to the Rules for guidance in solving lawyer malpractice cases, disciplinary actions, disqualification issues, sanctions questions and much more. In this volume, black-letter Rules of Professional Conduct are followed by numbered Comments that explain each Rule's purpose and provide suggestions for its practical application. The Rules will help you identify proper conduct in a variety of given situations, review those instances where discretionary action is possible, and define the nature of the relationship between you and your clients, colleagues and the courts.

Clr Via C++ / Cli

Fundamentals of Computer Programming with C#

Stan Lippman is one of the best-selling authors on C++ and has long been one of the major contributors to its growth and standardization. Written by experts, and full of sound expert insight and advice, this book can be read profitably by any C++ programmer. Short code examples concisely illustrate concepts, and more elaborate examples show how C++/CLI is best used. Even programmers new to C++/CLI, but planning to migrate to it from another language, can use this book to understand core language elements crucial to planning and migrating effectively.

C# 8.0 and .NET Core 3.0 - Modern Cross-Platform Development

Praise for How Learning Works "How Learning Works is the perfect title for this excellent book. Drawing upon new research in psychology, education, and cognitive science, the authors have demystified a complex topic into clear explanations of seven powerful learning principles. Full of great ideas and practical suggestions, all based on solid research evidence, this book is essential reading for instructors at all levels who wish to improve their students' learning." —Barbara Gross Davis, assistant vice chancellor for educational development, University of California, Berkeley, and author, Tools for Teaching "This book is a must-read for every instructor, new or experienced. Although I have been teaching for almost thirty years, as I read this book I found myself resonating with many of its ideas, and I discovered new ways of thinking about teaching." —Eugenia T. Paulus, professor of chemistry, North Hennepin Community College, and 2008 U.S. Community Colleges Professor of the Year from The Carnegie Foundation for the Advancement of Teaching and the Council for Advancement and Support of Education "Thank you Carnegie Mellon for making accessible what has previously been inaccessible to those of us who are not learning scientists. Your focus on the essence of learning combined with concrete examples of the daily

challenges of teaching and clear tactical strategies for faculty to consider is a welcome work. I will recommend this book to all my colleagues." —Catherine M. Casserly, senior partner, The Carnegie Foundation for the Advancement of Teaching "As you read about each of the seven basic learning principles in this book, you will find advice that is grounded in learning theory, based on research evidence, relevant to college teaching, and easy to understand. The authors have extensive knowledge and experience in applying the science of learning to college teaching, and they graciously share it with you in this organized and readable book." —From the Foreword by Richard E. Mayer, professor of psychology, University of California, Santa Barbara; coauthor, e-Learning and the Science of Instruction; and author, Multimedia Learning

Expert C++

Become a developer superhero and build stunning cross-platform apps with Delphi About This Book A one-stop guide on Delphi to help you build cross-platform apps This book covers important concepts such as the FireMonkey library, shows you how to interact with the Internet of Things, and enables you to integrate with Cloud services The code is explained in detail with observations on how to create native apps for ios and Android with a single code base Who This Book Is For If you want to create stunning applications for mobile, desktop, the cloud, and the Internet of Things, then this book is for you. This book is for developers who would like to build native cross-platform apps with a single codebase for iOS and Android. A basic knowledge of Delphi is assumed, although we do cover a primer on the language. What You Will Learn Understand the basics of Delphi and the FireMonkey application platform as well as the specifics of Android and iOS platforms Complete complex apps quickly with access to platform features and APIs using a single, easy-to-maintain code base Work with local data sources, including embedded SQL databases, REST servers, and Backend-as-a-Service providers Take full advantage of mobile hardware capabilities by working with sensors and Internet of Things gadgets and devices Integrate with cloud services and data using REST APIs and scalable multi-tier frameworks for outstanding multi-user and social experience Architect and deploy powerful mobile back-end services and get super-productive by leveraging Delphi IDE agile functionality Get to know the best practices for writing a high-quality, reliable, and maintainable codebase in the Delphi Object Pascal language In Detail Delphi is the most powerful Object Pascal IDE and component library for cross-platform native app development. It enables building natively compiled, blazingly fast apps for all major platforms including Android, iOS, Windows, Mac, and Linux. If you want to build server-side applications, create web services, and have clear GUIs for your project, then this book is for you. The book begins with a basic primer on Delphi helping you get accustomed to the IDE and the Object Pascal language and will then quickly move on to advanced-level concepts. Through this book, we'll help you understand the architecture of applications and will teach you the important concepts of the FireMonkey library, show you how to build server-side services, and enable you to interact with the Internet of Things. Towards the end, you will learn to integrate your app with various web services and deploy them. By the end of the book, you will be able to build powerful, cross-platform, native apps for iOS and Android with a single code base. Style and approach This book will

help you build cross-platform mobile apps with Delphi using a step-by-step approach.

CLR Via C#

This developer's guide provides a resource for the professional developer seeking to create complex, robust and high performance applications with visual C++.Net. It covers how to build multiple applications for the Web and the desktop through extensive coverage on ADO, ADO+, threads, active directory, attributed programming, security, debugging, graphic animation and streaming video. It explains visual C++.NET's relationship to the .NET framework and how to utilize Visual C++.NET's debugging capability. Readers can learn programming techniques to integrate graphic animation and streaming video into a site and how to make applications PDA-compatible and understand and design a secure application. The CD contains all of the book's source code.

Professional .NET Framework 2.0

Learn from F#'s inventor to become an expert in the latest version of this powerful programming language so you can seamlessly integrate functional, imperative, object-oriented, and query programming style flexibly and elegantly to solve any programming problem. Expert F# 4.0 will help you achieve unrivaled levels of programmer productivity and program clarity across multiple platforms including Windows, Linux, Android, OSX, and iOS as well as HTML5 and GPUs. F# 4.0 is a mature, open source, cross-platform, functional-first programming language which empowers users and organizations to tackle complex computing problems with simple, maintainable, and robust code. Expert F# 4.0 is: A comprehensive guide to the latest version of F# by the inventor of the language A treasury of F# techniques for practical problem-solving An in-depth case book of F# applications and F# 4.0 concepts, syntax, and features Written by F#'s inventor and two major F# community members, Expert F# 4.0 is a comprehensive and in-depth guide to the language and its use. Designed to help others become experts, the book quickly yet carefully describes the paradigms supported by F# language, and then shows how to use F# elegantly for a practical web, data, parallel and analytical programming tasks. The world's experts in F# show you how to program in F# the way they do!

The Linux Command Line

This is a programmer's complete guide to Visual Basic .NET. Starting with a sample application and a high-level map, the book jumps right into showing how the parts of .NET fit with VB .NET. Topics include the common language runtime, Windows Forms, ASP.NET, Web Forms, Web Services, ADO.NET, transactional applications, internationalization, security, and debugging.

How Learning Works

Machine generated contents note: 1. How to think in CUDA 2. Tools to build, debug and profile 3. The GPU performance envelope 4. The CUDA memory subsystems 5. Exploiting the CUDA execution grid 6. MultiGPU applications and scaling 7. Numerical CUDA, libraries and high-level language bindings 8. Mixing CUDA with rendering 9. High Performance Machine Learning 10. Scientific Visualization 11. Multimedia with OpenCV 12. Ultra Low-power Devices: Tegra.

Modern C++ Programming Cookbook

bookdown: Authoring Books and Technical Documents with R Markdown presents a much easier way to write books and technical publications than traditional tools such as LaTeX and Word. The bookdown package inherits the simplicity of syntax and flexibility for data analysis from R Markdown, and extends R Markdown for technical writing, so that you can make better use of document elements such as figures, tables, equations, theorems, citations, and references. Similar to LaTeX, you can number and cross-reference these elements with bookdown. Your document can even include live examples so readers can interact with them while reading the book. The book can be rendered to multiple output formats, including LaTeX/PDF, HTML, EPUB, and Word, thus making it easy to put your documents online. The style and theme of these output formats can be customized. We used books and R primarily for examples in this book, but bookdown is not only for books or R. Most features introduced in this book also apply to other types of publications: journal papers, reports, dissertations, course handouts, study notes, and even novels. You do not have to use R, either. Other choices of computing languages include Python, C, C++, SQL, Bash, Stan, JavaScript, and so on, although R is best supported. You can also leave out computing, for example, to write a fiction. This book itself is an example of publishing with bookdown and R Markdown, and its source is fully available on GitHub.

Microsoft Visual Basic 2010 Developer's Handbook

You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management *

Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

Programming Visual Basic .NET

Advanced .NET IL Assembler is a comprehensive drill-down into the inner workings of the .NET Framework. Acknowledged runtime expert and Microsoft insider Serge Lidin steps through the internal structures and operations that take place when .NET code is executed, showing how the syntax and grammar of the coding language is broken down into low-level units that can be expressed through the ILAsm language that runs behind the scenes in .NET. By reading this book you will develop the skills you need to write tighter, faster, .NET code; to debug complex error handling situations; and to oversee multi-language and multi-platform projects with confidence.

Foundations of C++/CLI

Author has unique knowledge of Visual C++ 2005 development at Microsoft, including many undocumented features, hints and tips which he records for the first time in this book Presents a fast-track entry for developers familiar with C#, into the VC++ world Complete coverage of Visual C++ 2005 to ensure that readers will have broad understanding necessary to leverage the unique, powerful features

Expert F# 4.0

A guide to the workings of the common language runtime, Microsoft .NET, and C#.

Pro Visual C++ 2005 for C# Developers

Over 100 recipes to help you overcome your difficulties with C++ programming and gain a deeper understanding of the working of modern C++ About This Book Explore the most important language and library features of C++17, including containers, algorithms, regular expressions, threads, and more, Get going with unit testing frameworks Boost.Test, Google Test and Catch, Extend your C++ knowledge and take your development skills to new heights by making your applications fast, robust, and scalable. Who This Book Is For If you want to overcome difficult phases of development with C++ and

leverage its features using modern programming practices, then this book is for you. The book is designed for both experienced C++ programmers as well as people with strong knowledge of OOP concepts. What You Will Learn Get to know about the new core language features and the problems they were intended to solve Understand the standard support for threading and concurrency and know how to put them on work for daily basic tasks Leverage C++'s features to get increased robustness and performance Explore the widely-used testing frameworks for C++ and implement various useful patterns and idioms Work with various types of strings and look at the various aspects of compilation Explore functions and callable objects with a focus on modern features Leverage the standard library and work with containers, algorithms, and iterators Use regular expressions for find and replace string operations Take advantage of the new filesystem library to work with files and directories Use the new utility additions to the standard library to solve common problems developers encounter including `string_view`, `any`, `optional` and `variant` types In Detail C++ is one of the most widely used programming languages. Fast, efficient, and flexible, it is used to solve many problems. The latest versions of C++ have seen programmers change the way they code, giving up on the old-fashioned C-style programming and adopting modern C++ instead. Beginning with the modern language features, each recipe addresses a specific problem, with a discussion that explains the solution and offers insight into how it works. You will learn major concepts about the core programming language as well as common tasks faced while building a wide variety of software. You will learn about concepts such as concurrency, performance, meta-programming, lambda expressions, regular expressions, testing, and many more in the form of recipes. These recipes will ensure you can make your applications robust and fast. By the end of the book, you will understand the newer aspects of C++11/14/17 and will be able to overcome tasks that are time-consuming or would break your stride while developing. Style and approach This book follows a recipe-based approach, with examples that will empower you to implement the core programming language features and explore the newer aspects of C++.

Beginning ASP.NET 4.5 in C#

This advanced resource is ideal for experienced programmers seeking practical solutions to real problems. Discover valuable coding techniques and best practices while learning to master Microsoft's newest cross-platform programming language. This definitive guide will show you how to expertly apply and integrate C# into your business applications. Create user controls, special effects text, dynamic user interfaces, custom attributes--plus, you'll also find reliable security and authentication methods.

Pro Visual C++/CLI and the .NET 3.5 Platform

The professional's guide to C# 7, with expert guidance on the newest features Professional C# 7 and .NET Core 2.0 provides experienced programmers with the information they need to work effectively with the world's leading

programming language. The latest C# update added many new features that help you get more done in less time, and this book is your ideal guide for getting up to speed quickly. C# 7 focuses on data consumption, code simplification, and performance, with new support for local functions, tuple types, record types, pattern matching, non-nullable reference types, immutable types, and better support for variables. Improvements to Visual Studio will bring significant changes to the way C# developers interact with the space, bringing .NET to non-Microsoft platforms and incorporating tools from other platforms like Docker, Gulp, and NPM. Guided by a leading .NET expert and steeped in real-world practicality, this guide is designed to get you up to date and back to work. With Microsoft speeding up its release cadence while offering more significant improvement with each update, it has never been more important to get a handle on new tools and features quickly. This book is designed to do just that, and more—everything you need to know about C# is right here, in the single-volume resource on every developer's shelf. Tour the many new and enhanced features packed into C# 7 and .NET Core 2.0 Learn how the latest Visual Studio update makes developers' jobs easier Streamline your workflow with a new focus on code simplification and performance enhancement Delve into improvements made for localization, networking, diagnostics, deployments, and more Whether you're entirely new to C# or just transitioning to C# 7, having a solid grasp of the latest features allows you to exploit the language's full functionality to create robust, high-quality apps. Professional C# 7 and .NET Core 2.0 is the one-stop guide to everything you need to know.

C++/ Cli In Action

Design and architect real-world scalable C++ applications by exploring advanced techniques in low-level programming, object-oriented programming (OOP), the Standard Template Library (STL), metaprogramming, and concurrency Key Features Design professional-grade, maintainable apps by learning advanced concepts such as functional programming, templates, and networking Apply design patterns and best practices to solve real-world problems Improve the performance of your projects by designing concurrent data structures and algorithms Book Description C++ has evolved over the years and the latest release - C++20 - is now available. Since C++11, C++ has been constantly enhancing the language feature set. With the new version, you'll explore an array of features such as concepts, modules, ranges, and coroutines. This book will be your guide to learning the intricacies of the language, techniques, C++ tools, and the new features introduced in C++20, while also helping you apply these when building modern and resilient software. You'll start by exploring the latest features of C++, and then move on to advanced techniques such as multithreading, concurrency, debugging, monitoring, and high-performance programming. The book will delve into object-oriented programming principles and the C++ Standard Template Library, and even show you how to create custom templates. After this, you'll learn about different approaches such as test-driven development (TDD), behavior-driven development (BDD), and domain-driven design (DDD), before taking a look at the coding best practices and design patterns essential for building professional-grade applications. Toward the end of the book, you will gain useful insights into the recent C++ advancements in AI and machine learning. By

the end of this C++ programming book, you'll have gained expertise in real-world application development, including the process of designing complex software. What you will learn Understand memory management and low-level programming in C++ to write secure and stable applications Discover the latest C++20 features such as modules, concepts, ranges, and coroutines Understand debugging and testing techniques and reduce issues in your programs Design and implement GUI applications using Qt5 Use multithreading and concurrency to make your programs run faster Develop high-end games by using the object-oriented capabilities of C++ Explore AI and machine learning concepts with C++ Who this book is for This C++ book is for experienced C++ developers who are looking to take their knowledge to the next level and perfect their skills in building professional-grade applications.

Learn C# Programming

Zita is determined to find her way home to Earth, but her exploits have made her an intergalactic megastar, and as her true self is eclipsed by her public persona, she faces a robot doppelganger, unsure of who she can trust.

Creating Games in C++

You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

Expert F# 2.0

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Network Programming in .NET

Offering authoritative, field-proven advice from a Microsoft insider, this book teaches the underlying commonalities that developers can use regardless of their language choice or development tools Extensive use of examples and working code provides developers with practical and authoritative coverage of the CLR (common language runtime) and APIs, the building blocks that make it possible to write in any choice of language Primary topics discussed include generics, MSIL (Microsoft Intermediate Language)-based framework libraries, advanced framework libraries, distributed development foundations, and more Version 2.0 is the version that provides the foundation for Visual Studio 2005

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