Using Turbo C

Using Turbo PascalObject-Oriented Programming with ANSI and Turbo C++Power Graphics Using Turbo C++?Object Oriented Programming Using Turbo C++Turbo C++Object Oriented Programming Using C++Compute!'s Advanced Turbo C ProgrammingThe Waite Group's C Programming Using Turbo C++Computer Concepts and Programming in CArtificial Intelligence and Turbo CAdvanced Turbo C ProgrammingStructuring TechniquesInfoWorldAdvanced Turbo CObject-Oriented Programming in C++Turbo C/C++Turbo C programmingInfoWorldAdvanced Turbo C ProgrammingObject-oriented Programming Using Turbo C++Power Graphics Using Turbo C?++C Programming Using Turbo C++Practical C++ ProgrammingThe Waite Group's Microsoft C Programming for the PCInfoWorldTurbo C++Using Turbo C++Disk 5. 25 to Graphic Programming Using Turbo C 2. 0Illustrated Turbo C++Programming In C: A Practical ApproachUsing Turbo Debugger and Tools 2.0Graphics Programming in Turbo C 2.0Using Turbo C++Programming with ANSI and Turbo CThe Waites Group's C Programming Using Turbo C[plus Plus]The Waite Group's Turbo C Programming for the PCProgramming with ANSI and Turbo CObject-Oriented Programming in Turbo C++Tech C C++InfoWorld

Using Turbo Pascal

Assuming no prior knowledge of C, this introductory-level book demonstrates and explains how to write useful and marketable programs in Turbo C on the IBM PC, XT, AT, and PC/Z computers.

Object-Oriented Programming with ANSI and Turbo C++

An A to Z tutorial covers basic programming, program control and data structures, structured programming, and object-oriented programming, and discusses higher-level programming topics through version 3.0. Original. (Beginner).

Power Graphics Using Turbo C++?

Object Oriented Programming Using Turbo C++

Advanced Turbo C Programming provides the necessary programming tools for programmers who are interested in learning new skills in developing some useful tools and PC applications using the Turbo C Version 1.5 programming language and environment. This book covers both the advanced programming features of the IBM PC and Turbo C. It is organized into five sections. In Section 1 the proposed ANSI standard features, tips and techniques about C programming style, working with the C preprocessor, and tips for using pointers and managing memory allocation tasks are introduced. Section 2 discusses techniques for constructing useful and reliable data structures from linked lists to binary trees. The third section provides the complete Turbo C I/O system and takes an in-depth look at the many tools that Turbo C provides for accessing files and other I/O devices. Section 4 explains the techniques for interacting with DOS and the special features of Turbo C such as the Borland Graphic Interface (BGI). The final section, Section 5

presents the tools and techniques for developing Turbo C-like user interfaces, such as pop-up windows, pop-up menus, and pulldown menus. Computer programmers will find the text invaluable.

Turbo C++

Object Oriented Programming Using C++

This introduction to both structured programming and object-oriented programming using the C++ language and the Turbo C++ compiler starts from the beginning, assuming no previous knowledge of any programming language. Covers topics such as getting acquainted with computers, programs and Turbo C++, writing simple C++ programs, and includes an introduction to OOP.

Compute!'s Advanced Turbo C Programming

Covers commands, functions, and programming techniques for Turbo C, Turbo C++, and Borland C++, and includes sample applications and information on debugging, library functions, and Windows programming

The Waite Group's C Programming Using Turbo C++

Object-Oriented Programming (OOP) is the most dramatic and potentially confusing-innovation in software development since the dawn of the computer age. Based on the idea of treating functions and data as objects, OOP results in programs that are more flexible, more easily maintained, and, on the whole, more powerful. Suitable for students, hackers, and enthusiasts, Object-Oriented Programming in Turbo C++ is written by best-selling author Robert Lafore. Step-by-step lessons teach the Basics of Object-Oriented Programming with Turbo C++ and its new Windows-compatible sibling, Borland C++. Object-Oriented Programming in Turbo C++ focuses on C++ as a separate language, distinct from C, and assumes no prior experience with C.

Computer Concepts and Programming in C

This book, based on a best-seller, is appropriate for introductory computer science courses using Turbo C++. The authors cover the discipline, methodologies, and techniques of software engineering and programming using the modern Turbo C++ environment; and introduce reader to the breadth of the computer science discipline.

Artificial Intelligence and Turbo C

Advanced Turbo C Programming

Structuring Techniques

InfoWorld

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Advanced Turbo C

The most recent, unannounced release of Microsoft C will provide serious programmers and software developers with current developments in C programming. Robert Lafore's title has become the de facto standard for C programmers and developers with easy-to-understand steps, programs, and questions and answers.

Object-Oriented Programming in C++

Turbo C/C++

Discusses different aspects of OOP like Classes, Polymorphism, Inheritance, Virtual Functions and Friend Functions apart from fundamental concepts. In this book, extensive coverage has been given to illustrate standard templates like Vectors, Queues, Stacks, List and Maps.

Turbo C programming

InfoWorld

Turbo C++ is an excellent platform for learning C. This book provides examples and step-by-step instructions for learning C by using Turbo C++. It also touches on C++ and object-oriented programming. The disk includes code examples from the book, questions and exercises, and other information.

Advanced Turbo C Programming

Object-oriented Programming Using Turbo C++

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Power Graphics Using Turbo C?++

C Programming Using Turbo C++

On computer graphics with Turbo C++

Practical C++ Programming

The Waite Group's Microsoft C Programming for the PC

Advanced Turbo C Programming provides the necessary programming tools for programmers who are interested in learning new skills in developing some useful tools and PC applications using the Turbo C Version 1.5 programming language and environment. This book covers both the advanced programming features of the IBM PC and Turbo C. It is organized into five sections. In Section 1 the proposed ANSI standard features, tips and techniques about C programming style, working with the C preprocessor, and tips for using pointers and managing memory allocation tasks are introduced. Section 2 discusses techniques for constructing useful and reliable data structures from linked lists to binary trees. The third section provides the complete Turbo C I/O system and takes an in-depth look at the many tools that Turbo C provides for accessing files and other I/O devices. Section 4 explains the techniques for interacting with DOS and the special features of Turbo C such as the Borland Graphic Interface (BGI). The final section, Section 5 presents the tools and techniques for developing Turbo C-like user interfaces, such as pop-up windows, pop-up menus, and pulldown menus. Computer programmers will find the text invaluable.

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Turbo C++

Using Turbo C++

Disk 5. 25 to Graphic Programming Using Turbo C 2. 0

Unlock the mysteries of object-oriented programming with a book dedicated to the hottest new area of computer programming. Source disk containing ready to run "OOP" source code included.

Illustrated Turbo C++

Programming In C: A Practical Approach

Using Turbo Debugger and Tools 2.0

Graphics Programming in Turbo C 2.0

Object-Oriented Programming in C++ begins with the basic principles of the C++ programming language and systematically introduces increasingly advanced topics while illustrating the OOP methodology. While the structure of this book is similar to that of the previous edition, each chapter reflects the latest ANSI C++ standard and the examples have been thoroughly revised to reflect current practices and standards. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

Using Turbo C++

This text examines Borland's latest package, Turbo C, and is an advanced programming guide for the experienced programmer with knowledge of C or an y other language. In the course of reading the book, the user will actually write a TSR (Terminate and Stay Resident) utility.

Programming with ANSI and Turbo C

This book is the gateway to the successful mastery of programming in Borland's Turbo C++. The approach is evolutionary, with C as a starting point, allowing the reader to immediately use Turbo C++ to his/her advantage. Turbo C++ combines a powerful development environment with the C++ language and library.

The Waites Group's C Programming Using Turbo C[plus Plus]

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The Waite Group's Turbo C Programming for the PC

Programming with ANSI and Turbo C

This is for programmers who want to explore the graphic programming features of Turbo C++. Covers the Turbo C++ features, which enable the user to do sophisticated graphics programming. The ``hands-on'' method of the book, which covers applications and techniques for two- and three-dimensional graphics, and for customizing CAD/CAM animation, will help programmers develop powerful and very versatile graphics skills and tools for enhancing their own programs.

Object-Oriented Programming in Turbo C++

Tech C C++

This guide shows users how to add graphics in Turbo C and includes examples of working programs for all functions and full coverage of release 2.0

InfoWorld

C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language.The new second edition of "Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this new edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code.In short, to-the-point chapters, all aspects of programming are covered including style, software engineering, programming design, object-oriented design, and debugging.It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Steve Oualline's clear, easy-going writing style and hands-on approach to learning make "Practical C++ Programming a nearly painless way to master this complex but powerful programming language.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION