

Visual Como Programar Deitel

Java How To Program, Late Objects, Global Edition Paul Deitel,Harvey M. Deitel.2019-08-05 The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Late Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you will receive via email the code and instructions on how to access this product. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

C++ How To Program (cd) 5th Edition Deitel H M.

C# Herbert Schildt.2002 The perfect book for programmers who are going to need a large language reference to refer to as they become familiar with C#. The book provides the functionality programmers need, and the context to implement C# into large projects.

Algoritmos e programação II Andrey Araujo Masiero.2020-10-01 A Série Universitária foi desenvolvida pelo Senac São Paulo com o intuito de preparar profissionais para o mercado de trabalho. Os títulos abrangem diversas áreas, abordando desde conhecimentos teóricos e práticos adequados às exigências profissionais até a formação ética e sólida. Algoritmos e programação II trata dos principais temas relacionados à análise do potencial de um algoritmo e dos elementos que compõem estruturas de dados, os quais permitem a realização de pequenos ajustes para otimizar a solução de problemas. O livro também apresenta o conceito de recursão aplicado aos algoritmos e como ele pode solucionar problemas complexos de forma simples. O objetivo é auxiliar o leitor a identificar um algoritmo que seja capaz de executar seu processamento em um menor tempo ou de manter um armazenamento menor em sua memória. Assim, as implementações podem atender às diversas necessidades das aplicações existentes no mercado.

Head First C# Jennifer Greene,Andrew Stellman.2013-08-23 Head First C# is a complete learning experience for learning how to program with C#, XAML, the .NET Framework, and Visual Studio. Fun and highly visual, this introduction to C# is designed to keep you engaged and entertained from first page to last. Updated for Windows 8.1 and Visual Studio 2013, and includes projects for all previous versions of Windows (included in the book, no additional downloading or printing required). You'll build a fully functional video game in the opening chapter, and then learn how to use classes and object-oriented programming, draw graphics and animation, and query data with LINQ and serialize it to files. And you'll do it all by creating games, solving puzzles, and doing hands-on projects. By the time you're done, you'll be a solid C# programmer—and you'll have a great time along the way! Create a fun arcade game in the first chapter, and build games and other projects throughout the book Learn how to use XAML to design attractive and interactive pages and windows Build modern Windows Store apps using the latest Microsoft technology Learn WPF (Windows Presentation Foundation) using the downloadable WPF Learner's Guide Using the Model-View-ViewModel (MVVM) pattern to create robust architecture Build a bonus Windows Phone project and run it in the Visual Studio Windows Phone emulator Projects in the book work with all editions of Visual Studio, including the free Express editions.

Head First PHP & MySQL Lynn Beighley,Michael Morrison.2009 With this book, Web designers who usually turn out static Websites with HTML and CSS can make the leap to the next level of Web development--full-fledged, dynamic, database-driven Websites using PHP and SQL.

C++ how to Program Paul J. Deitel,Harvey M. Deitel.2008 Introduces the fundamentals of object-oriented programming and generic programming in C++. Topics include classes, objects, and encapsulation, inheritance and polymorphism, and object-oriented design with the UML.

C Paul J. Deitel,Harvey M. Deitel.2016 For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel Live Code approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

C++ how to Program Paul J. Deitel,Harvey M. Deitel.2017

Cómo programar en C/C+ Harvey M. Deitel,Paul J. Deitel.1995

C++ how to Program Harvey M. Deitel,Paul J. Deitel.2003 This book explains c++'s extraordinary capabilities by presenting an optional object-orientated design and implementation case study with the Unified Modeling Language (UML) from the Object Management Group 8.5. - back cover.

Cómo programar en C/C++ y Java Harvey M. Deitel,Paul J. Deitel.2004 Esta cuarta edición del libro de C más utilizado a nivel mundial, explica de manera clara y sencilla el lenguaje C, y presenta temas importantes de C++ y Java. En esta nueva edición de Cómo programar en C/C++ y Java, los Deitel explican cinco de los modelos más populares de la programación: por procedimientos, basada en objetos, orientada a objetos, genérica y controlada por eventos. Entre los temas clave que trata este libro se encuentran: instrucciones y funciones de control en C; arreglos, apuntadores y estructuras de datos ligadas en C; procesamiento de caracteres y cadenas en C; estructuras, uniones y manipulación de bits en C; entrada/salida con formato y archivos en C; enumeraciones en C y el preprocesador; programación por procedimientos (en C); clases y objetos (en C++ y Java); herencia y polimorfismo (en C++ y Java); programación genérica (plantillas de C++); gráficos, GUI y multimedia (en Java);programación controlada por eventos (en Java).

C++ how to Program Paul J. Deitel,Harvey M. Deitel.2011 Late Objects Version: C++ How to Program, 7/e is ideal for Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs and takes a late objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. The Seventh Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers. The Late Objects Version delays coverage of class development until Chapter 9, presenting control statements, functions, arrays and pointers in a non-object-oriented, procedural programming context.

Computational Science and Its Applications - ICCSA 2010 David Taniar,Osvaldo Gervasi,Beniamino Murgante,Eric Pardede,Bernady O.

Apuhan.2010-03-16 The four-volume set LNCS 6016 - 6019 constitutes the refereed proceedings of the International Conference on Computational Science and Its Applications, ICCSA 2010, held in Fukuoka, Japan, in March 2010. The four volumes contain papers presenting a wealth of original research results in the field of computational science, from foundational issues in computer science and mathematics to advanced applications in virtually all sciences making use of computational techniques. The topics of the fully refereed papers are structured according to the five major conference themes: computational methods, algorithms and scientific application, high performance computing and networks, geometric modelling, graphics and visualization, advanced and emerging applications, and information systems and technologies. Moreover, submissions from more than 30 special sessions and workshops contribute to this publication. These cover These cover topics such as geographical analysis, urban modeling, spatial statistics, wireless and ad hoc networking, logical, scientific and computational aspects of pulse phenomena in transitions, high-performance

computing and information visualization, sensor network and its applications, molecular simulations structures and processes, collective evolutionary systems, software engineering processes and applications, molecular simulations structures and processes, internet communication security, security and privacy in pervasive computing environments, and mobile communications.

C Paul J. Deitel,Harvey M. Deitel.2010-01 The Deitels' 'How to Program' books offer unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This complete, authoritative introduction to C programming offers treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs.

Como programar en java H. M. Deitel.1998

C# Harvey M. Deitel.2002-01 C# builds on the skills already mastered by C++ and Java programmers, enabling them to create powerful Web applications and components - ranging from XML-based Web services on Microsoft's .NET platform to middle-tier business objects and system-level applications.

JavaScript for Programmers Paul Deitel,Harvey M. Deitel.2009-03-16 The practicing programmer's Deitel® guide to XHTML®, CSS®, JavaScript™, XML® and Ajax RIA development. This book applies the Deitel signature live-code approach to teaching the client side of Rich Internet Applications (RIA) development. The book presents concepts in the context of 100+ fully tested programs (6,000+ lines of code), complete with syntax shading, detailed descriptions and sample outputs. The book features over 150 tips that will help you build robust client-side web applications. Start with an introduction to Extensible HyperText Markup Language (XHTML®) and Cascading Style Sheets (CSS®), then rapidly move on to the details of JavaScript™ programming. Finish with more advanced client-side development technologies including XHTML's Document Object Model (DOM®), Extensible Markup Language (XML®), XML's DOM, JavaScript Object Notation (JSON) and Asynchronous JavaScript and XML (Ajax). When you're finished, you'll have everything you need to build the client side of Web 2.0 Rich Internet Applications (RIAs). The book culminates with several substantial Ajax-enabled RIAs, including a book cover viewer (JavaScript/DOM), an address book (Ajax/consuming web services) and a calendar application (Ajax/Dojo/consuming web services). TheDeitel® Developer Series is designed for professional programmers. The series presents focused treatments of emerging technologies, including .NET, Java™, web services, Internet and web development and more.

diseno e implementacion de un sistema de posicion de los dedos se la mano con aplicaciones en el tratamiento de trastornos de procesamiento auditivo-visual .

Innovation and Research - A Driving Force for Socio-Econo-Technological Development Marcelo Zambrano Vizuete,Miguel Botto-Tobar,Angela Diaz Cadena,Benjamin Durakovic.2022-08-01 This book presents the proceedings of the 2nd International Congress on Innovation and Research—A Driving Force for Socio-Econo-Technological Development (CI3 2021). CI3 was held on September 1–3, 2021. It was organized by the Instituto Tecnológico Superior Rumiñahui and GDEON, in co-organization with Higher Institutes: Bolivariano de Tecnología, Central Técnico, Espíritu Santo, José Chiriboga Grijalva, ISMAC, Policía Nacional del Ecuador Vida Nueva; and sponsored by the Universidad Nacional Mayor de San Marcos (Peru), Universidade Federal de Goiás (Brazil) and City University of New York (United States). CI3 aims to disseminate the research project results that are being carried out in different Higher Education Institutions, research centers, and the business sector.

C# for Programmers Harvey M. Deitel,Paul Deitel.2005-11-21 The practicing programmer's DEITEL® guide to C# and the powerful Microsoft .NET Framework Written for programmers with a background in C++, Java, or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UML™ ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical, Example-Rich Coverage Of: C# 2.0, .NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and ADO.NET 2.0 Networking and .NET Remoting XML, Web Services Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UML™ ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived Issues of the DEITEL® BUZZ ONLINE Get corporate training information

Televisão digital: viabilidade dos modelos tecnológico, de negócios e financeiro Roberto Dimas Ribeiro do Amaral.2015-06-01

Do PHP ao Laminas Flávio Lisboa.2018-03-23 Todo software passa por algum tipo de manutenção ao longo de sua vida. Por isso, é bom ter uma ferramenta para nos ajudar a criar programas fáceis de manter. É o que Zend Framework faz para a linguagem de programação PHP, usando o paradigma da Orientação a Objetos. Zend Framework 3 é um framework de código aberto para o desenvolvimento de aplicações e serviços Web com PHP, que segue uma filosofia de componentes use quando quiser. Neste livro, Flávio Lisboa se dirige a quem quer aprender Zend Framework 3 de verdade. Se você quer realmente aprender a programar em PHP e quer desenvolver com componentes reutilizáveis que podem ser adaptados às suas necessidades - pensando no melhor compromisso entre controle e desempenho -, este é o livro certo. Você verá como aplicar o padrão MVC com ZF3, abordando os componentes Zendvc, Zendiew, e o componente de geração de formulários dinâmicos, o Zendorm, além de vários padrões e recomendações de desenvolvimento gerais e orientados para PHP. As versões das ferramentas utilizadas no livro são: Zend Framework 3, PHP 5.6 ou 7 e Zend Eclipse PDT 12

Internet & World Wide Web Harvey M. Deitel,Paul J. Deitel,Tem R. Nieto.2002 For a wide variety of Web Programming, HTML, and JavaScript courses found in Computer Science, CIS, MIS, IT, Business, Engineering, and Continuing Education departments. Also appropriate for an introductory programming course (replacing traditional programming languages like C, C++ and Java) for schools wanting to integrate the Internet and World Wide Web into their curricula. The revision of this groundbreaking book in the Deitels'How to Program series offers a thorough treatment of programming concepts, with programs that yield visible or audible results in Web pages and Web-based applications. The book discusses effective Web-page design, server- and client-side scripting, ActiveX(R) controls and the essentials of electronic commerce. Internet & World Wide Web How to Program also offers an alternative to traditional introductory programming courses. The fundamentals of programming no longer have to be taught in languages like C, C++ and Java. With Internet/Web markup languages (such as HTML, Dynamic HTML and XML) and scripting languages (such as JavaScript(R), VBScript(R) and Perl/CGI), you can teach the fundamentals of programming wrapped in the Web-page metaphor.

Internet and the World Wide Web Philippa Wingate.1999 Provides a non-technical introduction to the Internet and World Wide Web, including explanations of hardware, software, e-mail, shopping, and Web design.

C++ How To Program,6/ed. Harvey Deitel.

Java for Absolute Beginners Iuliana Cosmina.2018-12-05 Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author

Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

C# DEITEL & ASSOCIATES INC..2003

E-business & E-commerce Harvey M. Deitel, Paul J. Deitel, Tem R. Nieto. 2001 2. Introduction to Internet Explorer 5 and the World Wide Web. 3. e-Business Models. 4. Internet Marketing. 5. Online Monetary Transactions. 6. Legal, Ethical and Social Issues; Internet Taxation. 7. Computer and Network Security. 8. Hardware, Software and Communications. 9. Introduction to HyperText Markup Language 4 (HTML 4). 10. Intermediate HTML 4. 11. Ultimate Paint. 12. Microsoft FrontPage Express. 13. JavaScript/JScript: Introduction to Scripting. 14. JavaScript/JScript: Control Structures I. 15. JavaScript/JScript: Control Structures II. 16. JavaScript/JScript: Functions. 17. JavaScript/JScript: Arrays. 18. JavaScript/JScript: Objects. 19. Dynamic HTML: Cascading Style Sheets (CSS). 20. Dynamic HTML: Object Model and Collections. 21. Dynamic HTML: Event Model. 22. Dynamic HTML: Filters and Transitions. 23. Dynamic HTML: Data Binding with Tabular Data Control. 24. Dynamic HTML: Client-Side Scripting with VBScript. 25. Active Server Pages (ASP). 26. ASP Case Studies. 27. XML (Extensible Markup Language). 28. Case Study: An Online Bookstore. 29. Perl 5 and CGI (Common Gateway Interface). 30. Dynamic HTML: Structured Graphics ActiveX Control. 31. Dynamic HTML: Path, Sequencer and Sprite ActiveX Controls. 32. Multimedia: Audio, Video, Speech Synthesis and Recognition. 33. Macromedia Flash 4: Building Interactive Animations. 34. Accessibility. Appendix A: HTML Special Characters. Appendix B: HTML Colors. Appendix C: ASCII Character Set. Appendix D: Operator Precedence Charts. Bibliography. Index.

Integrando Sistemas de Reconhecimento Automático de Fala em Aplicações Web Thiago Ferreira de Toledo. 2019-06-26 A obra Integrando Sistemas de Reconhecimento Automático de Fala em Aplicações Web aborda conceitos acerca das tecnologias empregadas em sistemas de reconhecimento automático de fala mais modernas da atualidade. O propósito geral desses sistemas é o de permitir a interação de seres humanos com dispositivos eletrônicos, por exemplo, a partir da fala do usuário, captada por um microfone e seu conteúdo podendo ser convertido em transcrição textual. A seleção dos sistemas de reconhecimento automático de fala foi baseada na avaliação dos principais sistemas existentes para a Língua Portuguesa do Brasil. Após essa avaliação, a aplicação Web apresentada nesta obra integrou dois sistemas: Google Web Speech API e Microsoft Bing Speech API. Para garantir a qualidade da aplicação Web, é apresentada a técnica Entrega em Estágio, presente em Engenharia de Software, utilizada para planejar e documentar todos os processos envolvidos que antecederam a codificação do sistema computacional. Também é apresentado um método de teste de usabilidade para a avaliação de sistemas computacionais. Além disso, esta obra possui um forte embasamento teórico, pois foi realizada uma extensa pesquisa sobre o tema em questão. Para os leitores ávidos em busca de novos conhecimentos, é apresentado, em detalhes, o protocolo utilizado - flexível e adaptável de acordo com o tema de interesse a ser pesquisado -, para, com isso, capacitar o leitor a planejar e conduzir a sua própria pesquisa. Vale ressaltar que esta obra não se limita apenas a profissionais da computação, uma vez que o tema de pesquisa enfocou a multidisciplinaridade. Dessa maneira, os profissionais da área médica também poderão vislumbrar novos horizontes das vantagens da utilização das tecnologias computacionais para melhorar os serviços de atendimento ao paciente. Este livro lança luz sobre novas possibilidades do emprego dessa tecnologia em outras áreas do conhecimento humano.

C Paul J. Deitel, Harvey M. Deitel. 2016

Swift for Programmers Paul J. Deitel, Harvey M. Deitel. 2015 'Swift for Programmers' is a programming-language focused book designed to get practicing programmers up-to-speed quickly in Swift programming. The Deitels provide thousands of lines of proven Swift code in the book, using a mix of code snippets and live-code examples. When they present code snippets rather than full-length complete programs, the snippet will be extracted from a Deitel-created, compiled, live-code example to ensure that the snippet is correct

Visual Basic 6 how to Program Harvey M. Deitel, Paul J. Deitel, Tem R. Nieto. 2003-05-01 45695-4 The Complete, authoritative introduction to Visual Basic 6 Visual Basic 6 is revolutionizing software development with multimedia-intensive, object-oriented, compiled code for conventional and Internet/Intranet-based applications, This new volumes in the Deitels' How to Program Series -- the world's most widely used introductory/intermediate, college-level programming language textbook series -- explains Visual Basic 6's extraordinary capabilities. Dr Harvey M. Deitel and Paul J. Deitel are the principals of Deitel & Associates, Inc., the internationally-recognized training organizations specializing in Java, C, C++, Visual Basic and object technologies. They are also the authors of the world's #1 introductory C, C++ and Java textbooks -- C How to Program, C++ How to Program, and Java How to Program. The Deitels and their colleague, Tem R. Nieto, introduce the fundamentals of object-oriented programming in Visual Basic 6. ADO * Multimedia: Images, animation, audio, video * Files, databases, networking * Graphics, string, data structures, collections * GUI, control creation Visual Basic 6 How to Program helps you build real-world VB6 applications. It includes: * Hundreds of live-code programs with screen captures that show exact outputs * Extensive exercises (many with answers) accompanying every chapter * Hundreds of tips, recommended practices, and cautions -- all marked with icons Visual Basic How to Program is the centerpiece of a complete family of resources for teaching and learning VB6, including a Web site (<http://www.prenhall.com.deitel>) with the book's source-code examples and other information for faculty, students and professional programmers; and optional interactive CD-ROM (Visual Basic 6 Multimedia Cyber Classroom) containing extensive interactivity features -- such as thousands of hyperlinks, audio walkthoroughs of the code examples and solutions to about half the exercises in Visual Basic 6 How to Program -- and e-mail access to the authors at deitel@deitel.com For information on corporate on-site seminars Basic software, documentation and demos <http://www.microsoft.com/vbasic> or <http://www.developer.com>

Visual C# Paul J. Deitel, Harvey M. Deitel. 2017 For all basic-to-intermediate level courses in Visual C# programming. An informative, engaging, challenging and entertaining introduction to Visual C# Created by world-renowned programming instructors Paul and Harvey Deitel, Visual C# How to Program, Sixth Edition introduces students to the world of desktop, mobile and web app development with Microsoft's(R) Visual C#(R) programming language. Students will use .NET platform and the Visual Studio(R) Integrated Development Environment to write, test, and debug applications and run them on a wide variety of Windows(R) devices. At the heart of the book is the Deitel signature live-code approach--rather than using code snippets, the authors present concepts in the context of complete working programs followed by sample executions. Students begin by getting comfortable with the Visual Studio Community edition IDE and basic C# syntax. Next, they build their skills one step at a time, mastering control structures, classes, objects, methods, variables, arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the authors introduce more sophisticated techniques, including searching, sorting, data structures, generics, and collections. Additional practice is provided through a broad range of example programs and exercises selected from computer science, business, education, social issues, personal utilities, sports, mathematics, puzzles, simulation, game playing, graphics, multimedia and many other areas.

Python for Programmers Paul Deitel, Harvey Deitel. 2019-03-15 The professional programmer's Deitel® guide to Python® with introductory artificial intelligence case studies Written for programmers with a background in another high-level language, Python for Programmers uses hands-on instruction to teach today's most compelling, leading-edge computing technologies and programming in Python—one of the world's most popular and fastest-growing languages. Please read the Table of Contents diagram inside the front cover and the Preface for more details. In the context of 500+, real-world examples ranging from individual snippets to 40 large scripts and full implementation case studies, you'll use the interactive

IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms. After covering Python Chapters 1-5 and a few key parts of Chapters 6-7, you'll be able to handle significant portions of the hands-on introductory AI case studies in Chapters 11-16, which are loaded with cool, powerful, contemporary examples. These include natural language processing, data mining Twitter® for sentiment analysis, cognitive computing with IBM® Watson™, supervised machine learning with classification and regression, unsupervised machine learning with clustering, computer vision through deep learning and convolutional neural networks, deep learning with recurrent neural networks, big data with Hadoop®, Spark™ and NoSQL databases, the Internet of Things and more. You'll also work directly or indirectly with cloud-based services, including Twitter, Google Translate™, IBM Watson, Microsoft® Azure®, OpenMapQuest, PubNub and more. Features 500+ hands-on, real-world, live-code examples from snippets to case studies IPython + code in Jupyter® Notebooks Library-focused: Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON serialization, CSV, exceptions Procedural, functional-style and object-oriented programming Collections: Lists, tuples, dictionaries, sets, NumPy arrays, pandas Series & DataFrames Static, dynamic and interactive visualizations Data experiences with real-world datasets and data sources Intro to Data Science sections: AI, basic stats, simulation, animation, random variables, data wrangling, regression AI, big data and cloud data science case studies: NLP, data mining Twitter®, IBM® Watson™, machine learning, deep learning, computer vision, Hadoop®, Spark™, NoSQL, IoT Open-source libraries: NumPy, pandas, Matplotlib, Seaborn, Folium, SciPy, NLTK, TextBlob, spaCy, Textatistic, Tweepy, scikit-learn®, Keras and more Accompanying code examples are available here:

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Java 9 for Programmers Paul Deitel,Harvey Deitel.2017-05-16 The professional programmer's Deitel® guide to Java® 9 and the powerful Java platform Written for programmers with a background in another high-level language, this book applies the Deitel signature live-code approach to teaching programming and explores the Java® 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting and program outputs. It features hundreds of complete Java 9 programs with thousands of lines of proven code, and hundreds of software-development tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including JavaFX GUI, graphics, animation and video, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic collections, database with JDBC™ and JPA, and compelling new Java 9 features, such as the Java Platform Module System, interactive Java with JShell (for discovery, experimentation and rapid prototyping) and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the object-oriented design ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build industrial-strength, object-oriented Java 9 applications. New Java® 9 Features Java® 9's Platform Module System Interactive Java via JShell—Java 9's REPL Collection Factory Methods, Matcher Methods, Stream Methods, JavaFX Updates, Using Modules in JShell, Completable Future Updates, Security Enhancements, Private Interface Methods and many other language and API updates. Core Java Features Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces Composition vs. Inheritance, "Programming to an Interface not an Implementation" Lambdas, Sequential and Parallel Streams, Functional Interfaces with Default and Static Methods, Immutability JavaFX GUI, 2D and 3D Graphics, Animation, Video, CSS, Scene Builder Files, I/O Streams, XML Serialization Concurrency for Optimal Multi-Core Performance, JavaFX Concurrency APIs Generics and Generic Collections Recursion, Database (JDBC™ and JPA) Keep in Touch Contact the authors at: deitel@deitel.com Join the Deitel social media communities LinkedIn® at bit.ly/DeitelLinkedIn Facebook® at facebook.com/DeitelFan Twitter® at twitter.com/deitel YouTube™ at youtube.com/DeitelTV Subscribe to the Deitel ® Buzz e-mail newsletter at www.deitel.com/newsletter/subscribe.html For source code and updates, visit: www.deitel.com/books/Java9FP

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Didáctica para el aprendizaje de Algoritmos José María Dueñas Meza,Jaime José Valdés Benjumea,María Consuelo Rodríguez Niño.2021-07-14 El libro "Didáctica para el aprendizaje de algoritmos" surge como una herramienta metodológica que apoya el proceso de enseñanza aprendizaje de los estudiantes para el dominio en la presentación y resolución de problemas, en efecto dar soluciones informáticas a través de los algoritmos; en tal sentido destacar que el estudio del mismo requiere de mucha disciplina y dedicación. Al realizar este libro se parte del interés de la metodología como se enseña una materia que al principio muchos estudiantes la ven compleja; pero que necesita mucha disciplina y dedicación para aprender a dominar la forma como se presentan y resuelven los problemas para dar soluciones informáticas a través de los algoritmos.

Java Harvey M. Deitel,Paul J. Deitel.2002 Accompanying CD-ROM contains Java 2 SDK standard edition, 1.3.1, Java Media Framework API 2.1.1, Forte for Java, release 2.0, Community ed., Java Plug-in HTML converter 1.3.

Java Paul J. Deitel,Harvey M. Deitel.2007 The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release Java Standard Edition 6 (Mustang) and several Java Enterprise Edition 5 topics. Contains an extensive OOD/UML 2 case study on developing an automated teller machine. Takes a new tools-based approach to Web application development that uses Netbeans 5.5 and Java Studio Creator 2 to create and consume Web Services. Features new AJAX-enabled, Web applications built with JavaServer Faces (JSF), Java Studio Creator 2 and the Java Blueprints AJAX Components. Includes new topics throughout, such as JDBC 4, SwingWorker for multithreaded GUIs, GroupLayout, Java Desktop Integration Components (JDIC), and much more. A valuable reference for programmers and anyone interested in learning the Java programming language.

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