

Baixar Livro Java Como Programar Baixedetudo S

This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website.

What You Will Learn:

- How to get started with programming using the C language
- How to use the basics of C
- How to program with sequence, selection and repetition logic
- How to work with characters
- How to work with

functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.

An updated, concise reference for the Java programming language, version 8.0, and essential parts of its class languages, offering more detail than a standard textbook. The third edition of Java Precisely provides a concise description of the Java programming language, version 8.0. It offers a quick reference for the reader who has already learned (or is learning) Java from a standard textbook and who wants to know the language in more detail. The book presents the entire Java programming language and essential parts of the class libraries: the collection classes, the input-output classes, the stream libraries and Java 8's facilities for parallel programming, and the functional interfaces used for that. Though written informally, the book describes the language in detail and offers many examples. For clarity, most of the general rules appear on left-hand pages with the relevant examples directly opposite on the right-hand pages. All examples are fragments of legal Java programs. The complete ready-to-run example programs are available on the book's website. This third edition adds material about functional parallel processing of arrays; default and static methods on interfaces; a brief description of the memory model and visibility across concurrent threads; lambda expressions, method reference expressions, and the related functional interfaces; and stream processing, including parallel programming and collectors. Você é um programador com boa fluência em Java? Está na hora de dar mais um

passo. Quase 20 anos após sua primeira versão, um novo Java surge com novidades importantes. Entre os principais recursos, a linguagem recebe default methods, method references e lambdas. São conceitos simples mas que trazem importantes possibilidades. Durante o livro exploraremos esses e outros avanços. Sempre com exemplos práticos e apresentando onde utilizá-los, migrando o código legado do dia a dia para o novo paradigma funcional do Java 8. Com esse tripé de conceitos, a API conseguiu evoluir de uma maneira interessante. Os pacotes `java.util.stream` e `java.util.function` serão explorados com profundidade, apresentando formas sucintas para trabalhar com coleções e outros tipos de dados. Streams e Collectors farão parte da sua rotina e serão tão essenciais nas suas aplicações quanto já são as Collections e o `java.io`. Por último, veremos como a nova API de `java.time` vem mudar da água pro vinho a forma de trabalhar com datas e horários.

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.

C How to Program, 6e, is ideal for introductory courses in C Programming. Also for courses in Programming for Engineers, Programming for Business, and Programming for Technology. This text provides a valuable reference for programmers and anyone interested in learning the C programming language. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming

concepts and intermediate-level topics for further study. Using the Deitels' signature "Live-Code™ Approach," this complete, authoritative introduction to C programming offers strong treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs. Includes rich, 300-page treatment of object-oriented programming in C++ that helps readers interpret the code more effectively.

Authored by Roberto Ierusalimsky, the chief architect of the language, this volume covers all aspects of Lua 5---from the basics to its API with C---explaining how to make good use of its features and giving numerous code examples. (Computer Books)

Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of JavaScript and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and

immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to:

- Understand the essential elements of programming, including syntax, control, and data
- Organize and clarify your code with object-oriented and functional programming techniques
- Script the browser and make basic web applications
- Use the DOM effectively to interact with browsers
- Harness Node.js to build servers and utilities

Isn't it time you became fluent in the language of the Web? * All source code is available online in an inter-active sandbox, where you can edit the code, run it, and see its output instantly.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. *Android How to Program, Second Edition* provides a clear and entertaining App-driven introduction to Android 4.3 and 4.4 development for both introductory- and intermediate-level programming courses. It also serves as a great reference and tutorial to learn Android programming. The Deitels' App-driven Approach is simply the best way to

master Android programming! The Deitels teach Android programming through seven complete, working Android Apps in the print book and more online. Each chapter presents new concepts through a single App. The authors first provide an introduction to the app, an app test-drive showing one or more sample executions , and a technologies overview . Next, the authors proceed with a detailed code walkthrough of the app's source code in which they discuss the programming concepts and demonstrate the functionality of the Android APIs used in the app. The book also has an extensive introduction to programming using the Java language, making this book appropriate for Java courses that want to add an App-programming flavor. Teaching and Learning Experience This program will provide a better teaching and learning experience—for you and your students. Add an App Component to your Java Course: The appendices provide a condensed, friendly introduction to Java and the object-oriented programming techniques students will need to develop Android apps. Motivate Students with an App-driven Approach to Android 4.3 and 4.4 Development: Concepts are presented in the context of 7 complete working Android Apps, using the latest mobile computing technologies. Enhance Learning with Outstanding Pedagogical Features: The Deitels present hundreds of Android short-answer questions and app-development exercises complete with syntax coloring, code walkthroughs and sample outputs.

As the majority of Java developers are only Web-tier developers; Java technologies like

JavaServer Pages (JSP), JavaServer Faces (JSF), and Apache Tomcat are mainly applicable and relevant to their needs. This comprehensive and user-friendly book is the first and maybe even the only starter-level work of its kind combining the naturally complimentary JSP, JSF and Tomcat Web technologies into one consolidated treatment for developers focusing on just Java Web application development and deployment. This book is examples-driven using practical, real-time e-commerce case studies and scenarios throughout.

Data science libraries, frameworks, modules, and toolkits are great for doing data science, but they're also a good way to dive into the discipline without actually understanding data science. In this book, you'll learn how many of the most fundamental data science tools and algorithms work by implementing them from scratch. If you have an aptitude for mathematics and some programming skills, author Joel Grus will help you get comfortable with the math and statistics at the core of data science, and with hacking skills you need to get started as a data scientist. Today's messy glut of data holds answers to questions no one's even thought to ask. This book provides you with the know-how to dig those answers out. Get a crash course in Python Learn the basics of linear algebra, statistics, and probability—and understand how and when they're used in data science Collect, explore, clean, munge, and manipulate data Dive into the fundamentals of machine learning Implement models such as k-nearest Neighbors, Naive Bayes, linear and logistic regression, decision trees, neural networks,

and clustering Explore recommender systems, natural language processing, network analysis, MapReduce, and databases

The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as “Doing More with Rich Internet Applications” and “Deployment in Depth,” and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, “Preparing for Java Programming Language Certification,” lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date.

Quer aprender a habilidade em demanda de programação PHP... E fazê-lo rápido?

Você é novo na programação de computadores ou apenas quer melhorar em algumas habilidades? Se assim for, este livro é um recurso maravilhoso para você. PHP é uma das mais amplamente utilizadas linguagens de programação open source, do lado do servidor. Se você está interessado em começar com programação e deseja obter algum conhecimento básico da linguagem PHP, então este livro é para você! Sites de famosos, incluindo Facebook e Yahoo são sustentados pelo PHP. É, em certo sentido, a linguagem do mundo! Conceitos básicos PHP, exemplos e exercícios incluídos. O livro aborda conceitos básicos PHP, começando do básico e movendo-se para PHP avançado, orientado aos objetos. Explica e demonstra tudo pelo caminho. Você estará a programar em PHP num instante. Ótimo para iniciantes ou aqueles que têm alguma experiência de codificação. Este é um livro profundo, escrito por um perito para pessoas como você. Você pode saber algumas coisas sobre programação ou codificação de computadores, mas ainda quer aprender mais. Você encontrará que este livro é tão simples de digerir e fornece instruções passo a passo para que você não tenha nenhum problema a acompanhar. Aqui está apenas algo do que você vai aprender:

- O que é o PHP, por que você deve usá-lo, e exatamente como ele funciona.
- Como preparar seu computador para a programação em PHP. (Imagens incluídas)
- Como criar rapidamente e facilmente as suas próprias aplicações web baseadas em PHP.
- Muitas dicas úteis e truques sobre como programar em PHP com facilidade.
- Muito mais...

Ah, there's just nothing better than singing in the shower. The acoustics are perfect and you don't sound half bad, if you do say so yourself. In fact, with a little practice you could be the next "American Idol" platinum-selling recording artist, or stage sensation. It's time for Pavarotti to step down and for you to step up as monarch of songdom. Whether you're a beginning vocalist or a seasoned songster, *Singing for Dummies* makes it easy for you to achieve your songbird dreams. *Singing for Dummies* gives you step-by-step instructions and lots of helpful tips, hints, vocal exercises, reminders, and warnings for both men and women, including advice on:

- The mechanics of singing
- Discovering your singing voice
- Developing technique
- Singing in performance
- Maintaining vocal health
- Performing like a pro

Singing for Dummies is written by Dr. Pamela Phillips, Chair of Voice and Music at New York University's Undergraduate Drama Department. Dr. Phillips shares all of her professional expertise to help you sing your way to the top. She gives you all the information you need to know about:

- Proper posture and breathing
- Perfecting your articulation
- Finding the right voice teacher for you
- How to train for singing
- Selecting your music materials
- Acting the song
- Overcoming stage fright
- Auditioning for musical theater

In addition to Dr. Phillips' wisdom, *Singing for Dummies* comes with a CD packed full of useful instruction and songs, including:

- Demonstrations of proper technique
- Exercises to develop technique and strength
- Scales and pitch drills
- Practice songs for beginning, intermediate, and advanced singers

Singing for Dummies contains all the information, practices, techniques, and

expert advice you need to hone your vocal skills with ease.

Summary Objective-C Fundamentals is a hands-on tutorial that leads you from your first line of Objective-C code through the process of building native apps for the iPhone using the latest version of the SDK. You'll learn to avoid the most common pitfalls, while exploring the expressive Objective-C language through numerous example projects. About the Technology The iPhone is a sophisticated device, and mastering the Objective C language is the key to unlocking its awesome potential as a mobile computing platform. Objective C's concise, rich syntax and feature set, when matched with the iPhone SDK and the powerful Xcode environment, offers a developers from any background a smooth transition into mobile app development for the iPhone. About the Book Objective-C Fundamentals guides you gradually from your first line of Objective-C code through the process of building native apps for the iPhone. Starting with chapter one, you'll dive into iPhone development by building a simple game that you can run immediately. You'll use tools like Xcode 4 and the debugger that will help you become a more efficient programmer. By working through numerous easy-to-follow examples, you'll learn practical techniques and patterns you can use to create solid and stable apps. And you'll find out how to avoid the most common pitfalls. No iOS or mobile experience is required to benefit from this book but familiarity with programming in general is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's

Inside Objective-C from the ground up Developing with Xcode 4 Examples that work unmodified on iPhone Table of Contents PART 1 GETTING STARTED WITH OBJECTIVE-C Building your first iOS application Data types, variables, and constants An introduction to objects Storing data in collections PART 2 BUILDING YOUR OWN OBJECTS Creating classes Extending classes Protocols Dynamic typing and runtime type information Memory management PART 3 MAKING MAXIMUM USE OF FRAMEWORK FUNCTIONALITY Error and exception handling Key-Value Coding and NSPredicate Reading and writing application data Blocks and Grand Central Dispatch Debugging techniques

Introdução aos computadores, à Internet e à World Wide Web. Introdução aos aplicativos Java. Introdução a classes e objetos. Instruções de controle: Parte 1. Instruções de controle: Parte 2. Métodos: uma visão mais aprofundada. Arrays e ArrayLists. Classes e objetos: uma visão mais aprofundada. Programação orientada a objetos: herança. Programação orientada a objetos: polimorfismo. Tratamento de exceções. Estudo de caso de ATM, Parte 1: projeto orientado a objetos com UML. Estudo de caso de ATM, Parte 2: implementando um projeto orientado a objetos. Componentes GUI: Parte 1. Imagens gráficas e Java 2DTM. Strings, caracteres e expressões regulares. Arquivos, fluxos e serialização de objetos. Recursão; Pesquisa, classificação e Big O. Coleções genéricas. Classes e métodos genéricos. Estruturas de dados genéricas personalizadas. Applets e Java Web Start. Multimídia: applets e

aplicativos. Componentes GUI: Parte 2. Multithreading. Redes. Acesso a banco de dados com o JDBC. Aplicativos Web JavaServerTM Faces. Aplicativos Web JavaServerTM Faces compatíveis com Ajax. Serviços web.

In *Java Concepts*, Cay Horstmann provides a comprehensive introduction to fundamental programming techniques and design skills helping the student master basic concepts. Realistic programming examples, homework assignments, and lab exercises build student problem-solving abilities.

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.

Want to learn the Python language without slogging your way through how-to manuals? With *Head First Python*, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring database management, exception handling, and data wrangling. If

you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Python uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Introduces Java Data Objects and its capabilities, explains how to make classes persistent, how to configure JDO, how to make queries, how to perform transactions, and its use in Web applications and J2EE environments.

bull; Covers basic J2ME profiles and popular mobile Java APIs fresh from the Java Community Process bull; Explains wireless Java technologies that enable mobile commerce and Web services bull; Provides complete sample code for each technology covered bull; Written by award-winning author, Michael Yuan -- JavaWorld columnist for the "Wireless Java " column

A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate) In Pro JavaFX 2: A Definitive Guide to Rich Clients with Java Technology, Jim Weaver,

Weiqi Gao, Stephen Chin, Dean Iverson, and Johan Vos show you how you can use the JavaFX platform to create rich-client Java applications. You'll see how JavaFX provides a powerful Java-based UI platform capable of handling large-scale data-driven business applications. Covering the JavaFX API, development tools, and best practices, this book provides code examples that explore the exciting new features provided with JavaFX 2. It contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation. Written in an engaging and friendly style, Pro JavaFX 2 is an essential guide to JavaFX 2.

Learn how to build scalable APIs using the Node.js platform and ES6 (EcmaScript 2015) with this quick, informative guide. Developing systems for the wide range of devices available in the modern world requires the construction of APIs designed to work only with data in a centralized manner, allowing client-side applications to be developed separately and have a unique interface for the final user. Node.js has proven itself to be an excellent platform for building REST APIs because of its single-thread architecture. It has a low learning curve and can be understood by anyone who has a basic understanding of the JavaScript language. Use Building APIs with Node.js today to understand how Node.js APIs work, and how you can build your own. What You Will Learn Build scalable APIs using the Node.js platform Use ES6, Express, Passport, ApiDoc, Mocha, Helmet and more Integrate an SQL database through Sequelize.js and

build a single page application using Vanilla.js Who This Book Is For Ideal for developers who have a basic understanding of JavaScript and Node.js.

If you're like most developers, you rely heavily on JavaScript to build interactive and quick-responding web applications. The problem is that all of those lines of JavaScript code can slow down your apps. This book reveals techniques and strategies to help you eliminate performance bottlenecks during development. You'll learn how to improve execution time, downloading, interaction with the DOM, page life cycle, and more.

Yahoo! frontend engineer Nicholas C. Zakas and five other JavaScript experts—Ross Harnes, Julien Lecomte, Steven Levithan, Stoyan Stefanov, and Matt Sweeney—demonstrate optimal ways to load code onto a page, and offer programming tips to help your JavaScript run as efficiently and quickly as possible. You'll learn the best practices to build and deploy your files to a production environment, and tools that can help you find problems once your site goes live. Identify problem code and use faster alternatives to accomplish the same task Improve scripts by learning how JavaScript stores and accesses data Implement JavaScript code so that it doesn't slow down interaction with the DOM Use optimization techniques to improve runtime performance Learn ways to ensure the UI is responsive at all times Achieve faster client-server communication Use a build system to minify files, and HTTP compression to deliver them to the browser

The Definitive Java Programming Guide Fully updated for Java SE 11, Java: The Complete

Reference, Eleventh Edition explains how to develop, compile, debug, and run Java programs. Best-selling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the very important module system is discussed in detail. This Oracle Press resource also offers an introduction to JShell, Java's interactive programming tool. Best of all, the book is written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Coverage includes:

- Data types, variables, arrays, and operators
- Control statements
- Classes, objects, and methods
- Method overloading and overriding
- Inheritance
- Local variable type inference
- Interfaces and packages
- Exception handling
- Multithreaded programming
- Enumerations, autoboxing, and annotations
- The I/O classes
- Generics
- Lambda expressions
- Modules
- String handling
- The Collections Framework
- Networking
- Event handling
- AWT
- Swing
- The Concurrent API
- The Stream API
- Regular expressions
- JavaBeans
- Servlets

Much, much more Code examples in the book are available for download at www.OraclePressBooks.com.

Presents a guide to Android application development using the app-driven approach for sixteen fully tested apps that include syntax, code walkthroughs, and sample outputs.

Although the number of commercial Java games is still small compared to those written in C or C++, the market is expanding rapidly. Recent updates to Java make it faster and easier to create powerful gaming applications-particularly Java 3D-is fueling an explosive growth in Java games. Java games like Puzzle Pirates, Chrome, Star Wars Galaxies, Runescape, Alien Flux,

Kingdom of Wars, Law and Order II, Roboforge, Tom Clancy's Politika, and scores of others have earned awards and become bestsellers. Java developers new to graphics and game programming, as well as game developers new to Java 3D, will find Killer Game Programming in Java invaluable. This new book is a practical introduction to the latest Java graphics and game programming technologies and techniques. It is the first book to thoroughly cover Java's 3D capabilities for all types of graphics and game development projects. Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games. In addition to the most thorough coverage of Java 3D available, Killer Game Programming in Java also clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. Killer Game Programming in Java is a must-have for anyone who wants to create adrenaline-fueled games in Java.

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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.

Acces PDF Baixar Livro Java Como Programar Baixedetudo S

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.

A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties

Aprenda uma das linguagens de programação mais usadas nos nossos dias. Java é uma das linguagens de programação mais poderosas e amplamente utilizadas hoje em dia. Depois de aprender a programar em Java poderá criar aplicações que podem ser executadas em servidores, computadores pessoais, tablets, telefones, reprodutores de Blu-ray, entre outros. Escreva uma vez, execute em todo o lado! Além disso, se quiser garantir que os seus programas se comportam sempre da mesma forma, independentemente do sistema operativo onde são executados, a filosofia Java "write once, run anywhere" (Escreva uma vez, execute em todo o lado) aplica-se perfeitamente a si. O Java foi desenhado para ser independente de plataforma permitindo criar aplicações que são executadas numa grande variedade de sistemas operativos, incluindo Windows, Mac, Solaris e Linux. Eis o que poderá aprender com este livro... Como preparar o seu computador para programar em Java. (imagens incluídas) Convenções para atribuição de nomes em Java. Como trabalhar com vários tipos de dados incluindo Inteiros, números de vírgula flutuante, caracteres e booleanos. Que variáveis existem e quando as usar. Como executar operações matemáticas em Java Tomar decisões baseadas

em comparações Formas de controlar o fluxo dos programas Como manipular texto Tudo sobre matrizes – Como as criar, como as usar e mais Várias formas de executar as mesmas ações sem ter que repetir código 3 Tipos de ciclos Conceitos e técnicas da programação orientada aos objetos incluindo classes, métodos, herança e polimorfismo. Formas de lidar com erros que podem ocorrer quando alguém usa os seus programas Mais... Incluídos exercícios práticos para ajudar a tornar a programação em java um passo simples para si. Inclui um exercício no fim de cada ca

Python's simplicity lets you become productive quickly, but this often means you aren't using everything it has to offer. With this hands-on guide, you'll learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features. Author Luciano Ramalho takes you through Python's core language features and libraries, and shows you how to make your code shorter, faster, and more readable at the same time. Many experienced programmers try to bend Python to fit patterns they learned from other languages, and never discover Python features outside of their experience. With this book, those Python programmers will thoroughly learn how to become proficient in Python 3. This book covers: Python data model: understand how special methods are the key to the consistent behavior of objects Data structures: take full advantage of built-in types, and understand the text vs bytes duality in the Unicode age Functions as objects: view Python functions as first-class objects, and understand how this affects popular design patterns Object-oriented idioms: build classes by learning about references, mutability, interfaces, operator overloading, and multiple inheritance Control flow: leverage context managers, generators, coroutines, and concurrency with the concurrent.futures and asyncio packages Metaprogramming: understand how

properties, attribute descriptors, class decorators, and metaclasses work

Python for Software Design is a concise introduction to software design using the Python programming language. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practice each new concept.

Java How to Program (Late Objects), Tenth Edition is intended for use in the Java programming course. It also serves as a useful reference and self-study tutorial to Java programming. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Java How to Program (Late Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs. The Late Objects Version delays coverage of class development, first presenting control structures, methods and arrays material in a non-object-oriented, procedural programming context. Teaching and Learning Experience This program presents a better teaching and learning experience--for you and your students. Teach Programming with the Deitels' Signature Live Code Approach: Java language features are introduced with thousands of lines of code in hundreds of complete working programs. Use a Late Objects Approach: The Late Objects Version begins with a rich treatment of procedural programming, including two full chapters on control statements and 200+ exercises. Keep Your Course Current: This edition can be used with Java SE 7 or Java SE 8, and is up-to-date with the latest technologies and advancements. Facilitate Learning with Outstanding Applied Pedagogy: Making a Difference exercise sets, projects, and hundreds of valuable programming tips help students apply concepts. Support Instructors and Students:

Student and instructor resources are available to expand on the topics presented in the text. Assembly is a low-level programming language that's one step above a computer's native machine language. Although assembly language is commonly used for writing device drivers, emulators, and video games, many programmers find its somewhat unfriendly syntax intimidating to learn and use. Since 1996, Randall Hyde's *The Art of Assembly Language* has provided a comprehensive, plain-English, and patient introduction to 32-bit x86 assembly for non-assembly programmers. Hyde's primary teaching tool, High Level Assembler (or HLA), incorporates many of the features found in high-level languages (like C, C++, and Java) to help you quickly grasp basic assembly concepts. HLA lets you write true low-level code while enjoying the benefits of high-level language programming. As you read *The Art of Assembly Language*, you'll learn the low-level theory fundamental to computer science and turn that understanding into real, functional code. You'll learn how to: –Edit, compile, and run HLA programs –Declare and use constants, scalar variables, pointers, arrays, structures, unions, and namespaces –Translate arithmetic expressions (integer and floating point) –Convert high-level control structures This much anticipated second edition of *The Art of Assembly Language* has been updated to reflect recent changes to HLA and to support Linux, Mac OS X, and FreeBSD. Whether you're new to programming or you have experience with high-level languages, *The Art of Assembly Language, 2nd Edition* is your essential guide to learning this complex, low-level language.

A full-color introduction to the basics of HTML and CSS from the publishers of Wrox! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work

(update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781119038634; and in softcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781118907443.

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