

Python In 24 Hours Sams Teach Yourself 2nd Edition

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

A complete beginner's guide to game development with the powerful Unity game engine. CS Instructor and game designer, Mike Geig, offers a do-it-yourself approach to game development - with all of the main essentials covered. In just 24 hours, learn how to get started developing games with Unity with a hands-on and modular approach. Each chapter covers an essential component of the game development process, illustrated with sample projects, and including full source code, all 3rd party art assets (textures, fonts, models), and all 3rd party sound assets.

Provides step-by-step lessons that teach Python programming on Raspberry Pi, covering such topics as working with modules, writing scripts, using loops, creating functions, and exploring object-oriented programming.

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

In just 24 lessons of one hour or less, Sams Teach Yourself R in 24 Hours helps you learn all the R skills you need to solve a wide spectrum of real-world data analysis problems. You'll master the entire data analysis workflow, learning to build code that's efficient, reproducible, and suitable for sharing with others. This book's straightforward, step-by-step approach teaches you how to import, manipulate, summarize, model, and plot data with R; formalize your analytical code; and build powerful R packages using current best practices. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn How To Install, configure, and explore the R environment, including RStudio Use basic R syntax, objects, and packages Create and manage data structures, including vectors, matrices, and arrays Understand lists and data frames Work with dates, times, and factors Use common R functions, and learn to write your own Import and export data and connect to databases and spreadsheets Use the popular tidy, dplyr and data.table packages Write more efficient R code with profiling, vectorization, and

initialization Plot data and extend your graphical capabilities with ggplot2 and Lattice graphics
Develop common types of models Construct high-quality packages, both simple and complex
Write R classes: S3, S4, and Reference Classes Use R to generate dynamic reports Build web applications with Shiny Register your book at informit.com/register for convenient access to updates and corrections as they become available. This book's source code can be found at <http://www.mango-solutions.com/wp/teach-yourself-r-in-24-hours-book>.

In just 24 sessions of one hour or less, learn how to use today's key networking techniques and technologies to build, secure, and troubleshoot both wired and wireless networks. Using this book's straightforward, step-by-step approach, you master every skill you need—from working with Ethernet and Bluetooth to spam prevention to network troubleshooting. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common networking tasks. Q&A sections at the end of each hour help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Choose the right network hardware and software and use it to build efficient, reliable networks Implement secure, high-speed Internet connections Provide reliable remote access to your users Administer networks to support users of Microsoft, Linux, and UNIX environments Use low-cost Linux servers to provide file and print services to Windows PCs Protect your networks and data against today's most dangerous threats Use virtualization to save money and improve business flexibility Utilize RAID technologies to provide flexible storage at lower cost Troubleshoot and fix network problems one step at a time Preview and prepare for the future of networking

In just 24 sessions of one hour or less, Sams Teach Yourself ASP.NET Core in 24 Hours, will help you build professional-quality, cloud-based, web-connected solutions with ASP.NET Core. This book's straightforward, step-by-step approach guides you from the basics to advanced techniques, using practical examples to help you make the most of Microsoft's radically revamped ASP.NET Core framework. ASP.NET Program Manager Jeffrey T. Fritz guides you from jumpstarting development with templates to implementing cutting-edge security and containerization. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common ASP.NET Core tasks and techniques Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Learn how to... Set up your work environment on Windows or non-Windows operating systems Develop solutions more quickly by starting with project templates Configure ASP.NET Core, services, and applications Access data with Entity Framework Core Build modern architectures, controllers, and views with the new version of MVC Scaffold user interfaces and incorporate reusable UI components Read and write data using web API end-points Manage client-side packages with npm and bower Integrate Angular with ASP.NET Core Authenticate users, and protect your website with ASP.NET Core Authorization Deploy ASP.NET Core solutions into production Work with Docker containers in the ASP.NET Core environment

Sams Teach Yourself COBOL in 24 Hours teaches the basics of COBOL programming in 24 step-by-step lessons. Each lesson builds on the previous one providing a solid foundation in COBOL programming concepts and techniques. This hands-on guide is the easiest, fastest way to begin creating standard COBOL compliant code. Business professionals and programmers from other languages will find this hands-on, task-oriented tutorial extremely useful for learning the essential features and concepts of COBOL programming. Writing a program can be a complex task. Concentrating on one development tool guides you to good results every time. There will be no programs that will not compile!

In just 24 sessions of one hour or less, this guide will help you create great 2D

and 3D games for any platform with the 100% free Godot 3.0 game engine. Its straightforward, step-by-step approach guides you from basic scenes, graphics, and game flow through advanced shaders, environments, particle rendering, and networked games. Godot's co-creator and main contributor walk you through building three complete games, offering advanced techniques you won't find anywhere else. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Godot engine programming tasks and techniques. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts, solutions, and problems to avoid. Learn how to...

- Install Godot, create projects, and use the visual editor
- Master the scene system, and organize games with Scene Trees
- Create 2D graphics, 3D graphics, and animations
- Use basic and advanced scripting to perform many game tasks
- Process player input from any source
- Control game flow, configurations, and resources
- Maximize realism with Godot's physics and particle systems
- Make the most of 3D shaders, materials, lighting, and shadows
- Control effects and post-processing
- Build richer, more sophisticated game universes with viewports
- Develop networked games, from concepts to communication and input
- Export games to the devices you've targeted
- Integrate native code, third-party APIs, and engine extensions (bonus chapter)

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time. Integrated, well-organized coverage expertly shows how to use all these key technologies together. Short, simple lessons teach hands-on skills readers can apply immediately. By best-selling author Julie Meloni. Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

In just 24 lessons of one hour or less, you will uncover the inner workings of

TCP/IP. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of TCP/IP from the ground up. Practical discussions provide an inside look at TCP/IP components and protocols. Step-by-step instructions walk you through many common tasks. Q&As at the end of each hour help you test your knowledge. Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. If you're looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. Learn about...

Protocols at each layer of the TCP/IP stack
Routers and gateways
IP addressing
Subnetting
TCP/IP networks
Name resolution techniques
TCP/IP utilities such as ping and traceroute
TCP/IP over wireless networks
IP version 6
The World Wide Web and how it works
TCP/IP mail protocols such as POP3, IMAP4, and SMTP
Casting, streaming, and automation
Web services
Detecting and stopping network attacks

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In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to...

- Create end-to-end applications entirely in JavaScript
- Master essential Node.js concepts like callbacks and quickly create your first program
- Create basic sites with the HTTP module and Express web framework
- Manage data

- persistence with Node.js and MongoDB
- Debug and test Node.js applications
- Deploy Node.js applications to thirdparty services, such as Heroku and Nodester
- Build powerful real-time solutions, from chat servers to Twitter clients
- Create JSON APIs using JavaScript on the server
- Use core components of the Node.js API, including processes, child processes, events, buffers, and streams
- Create and publish a Node.js module

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. In just one hour a day, you'll have all the skills you need to begin programming in C++. With this complete tutorial, you'll quickly master the basics, and then move on to more advanced features and concepts. Completely updated for the C++14 standard, with a preview of C++17, this book presents the language from a practical point of view, helping you learn how to use C++ to create faster, simpler, and more efficient C++ applications. Master the fundamentals of C++ and object-oriented programming Understand how C++ features help you write compact and efficient code using concepts such as lambda expressions, move constructors, and assignment operators Learn best practices and avoid pitfalls via useful Do's and Don'ts Learn the Standard Template Library, including containers and algorithms used in most real-world C++ applications Test your knowledge and expertise with exercises at the end of every lesson Learn on your own time, at your own pace: No previous programming experience required Write fast and powerful C++ programs, compile the source code, and create executable files Learn object-oriented programming concepts such as encapsulation, abstraction, inheritance, and polymorphism Use the Standard Template Library's algorithms and containers to write feature-rich yet stable C++ applications Learn how automatic type deduction helps simplify C++ code Develop sophisticated programming techniques using lambda expressions, smart pointers, and move constructors Master the features of C++ by learning from programming experts Learn C++ features that allow you to program compact and high-performance C++ applications Preview what's new in C++17

Sams Teach Yourself SQL in 10 Minutes, Fourth Edition New full-color code examples help you see how SQL statements are structured Whether you're an application developer, database administrator, web application designer, mobile app developer, or Microsoft Office users, a good working knowledge of SQL is an important part of interacting with databases. And Sams Teach Yourself SQL in 10 Minutes offers the straightforward, practical answers you need to help you do your job. Expert trainer and popular author Ben Forta teaches you just the parts of SQL you need to know—starting with simple data retrieval and quickly going on to more complex topics including the use of joins, subqueries, stored procedures, cursors, triggers, and table constraints. You'll learn methodically, systematically, and simply—in 22 short, quick lessons that will each take only 10 minutes or less to complete. With the Fourth Edition of this worldwide bestseller, the book has

been thoroughly updated, expanded, and improved. Lessons now cover the latest versions of IBM DB2, Microsoft Access, Microsoft SQL Server, MySQL, Oracle, PostgreSQL, SQLite, MariaDB, and Apache Open Office Base. And new full-color SQL code listings help the beginner clearly see the elements and structure of the language. 10 minutes is all you need to learn how to... Use the major SQL statements Construct complex SQL statements using multiple clauses and operators Retrieve, sort, and format database contents Pinpoint the data you need using a variety of filtering techniques Use aggregate functions to summarize data Join two or more related tables Insert, update, and delete data Create and alter database tables Work with views, stored procedures, and more

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Learn to use Unix, OS X, or Linux quickly and easily! In just 24 lessons of one hour or less, Sams Teach Yourself Unix in 24 Hours helps you get up and running with Unix and Unix-based operating systems such as Mac OS X and Linux. Designed for beginners with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn. Each lesson clearly explains essential Unix tools and techniques from the ground up, helping you to become productive as quickly and efficiently as possible. Step-by-step instructions carefully walk you through the most common Unix tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions Learn how to... Pick the command shell that's best for you Organize the Unix file system (and why) Manage file and directory ownership and permissions Maximize your productivity with power filters and pipes Use the vi and emacs editors Create your own commands and shell scripts Connect to remote systems using SSH and SFTP Troubleshoot common problems List files and manage disk usage Get started with Unix shell programming Set up printing in a Unix environment Archive and back up files Search for information and files Use Perl as an alternative Unix programming language Set up, tweak, and make use of the GNOME graphical environment

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Python Programming for Raspberry Pi® In just 24 sessions of one hour or less, Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours teaches you Python programming on Raspberry Pi, so you can start creating awesome projects for home automation, home theater, gaming, and more. Using this book's straight-forward, step-by-step approach, you'll move from the absolute basics all the way through network and web connections, multimedia, and even connecting with electronic circuits for sensing and robotics. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Raspberry Pi Python programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Richard Blum has administered systems and networks for more than 25 years. He has published numerous Linux and open source books, and is an online instructor for web programming and Linux courses used by colleges across the United States. His books include Ubuntu Linux Secrets; Linux for Dummies, Ninth Edition; PostgreSQL 8 for Windows; and Professional Linux Programming. Christine Bresnahan began working as a systems administrator more than 25 years ago. Now an Adjunct Professor at Ivy Tech Community College, she teaches Python programming, Linux administration and computer security. She is coauthor of The Linux Bible, Eighth Edition. With Blum, she also coauthored Linux Command Line & Shell Scripting Bible, Second Edition. Get your Raspberry Pi and choose the right low-cost peripherals Set up Raspian Linux and the Python programming environment Learn Python basics, including arithmetic and structured commands Master Python 3 lists, tuples, dictionaries, sets, strings, files, and modules Reuse the same Python code in multiple locations with functions Manipulate string data efficiently with regular expressions Practice simple object-oriented programming techniques Use exception handling to make your code more reliable Program modern graphical user interfaces with Raspberry Pi and

OpenGL Create Raspberry Pi games with the PyGame library Learn network, web, and database techniques you can also use in business software Write Python scripts that send email Interact with other devices through Raspberry Pi's GPIO interface Walk through example Raspberry Pi projects that inspire you to do even more On the Web: Register your book at informit.com/title/9780672337642 for access to all code examples from the book, as well as update and corrections as they become available.

Computer programming with Java is easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, an Android app, and even Minecraft mods in Java. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to...

- Set up your Java programming environment
- Write your first working program in just minutes
- Control program decisions and behavior
- Store and work with information
- Build straightforward user interfaces
- Create interactive web programs
- Use threading to build more responsive programs
- Read and write files and XML data
- Master best practices for object-oriented programming
- Use Java 9's new HTTP client
- Use Java to create an Android app
- Expand your skills with closures
- Create Minecraft mods with Java

Contents at a Glance Part I Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work Part II Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops Part III Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object is Like 12 Making the Most of Existing Objects Part IV Moving into Advanced Topics 13 Storing Objects in Data Structures 14 Handling Errors in a Program 15 Creating a Threaded Program 16 Using Inner Classes and Closures Part V Programming a Graphical User Interface 17 Building a Simple User Interface in Swing 18 Laying Out a User Interface 19 Responding to User Input Part VI Writing Internet Applications 20 Reading and Writing Files 21 Using Java 9's New HTTP Client 22 Creating Java2D Graphics 23 Creating Minecraft Mods with Java 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here Java Resources C This Book's Web Site D Fixing a Problem with the Android Studio Emulator

Apache Spark is a fast, scalable, and flexible open source distributed processing engine for big data systems and is one of the most active open source big data projects to date. In just 24 lessons of one hour or less, Sams Teach Yourself Apache Spark in 24 Hours helps you build practical Big Data solutions that leverage Spark's amazing speed, scalability, simplicity, and versatility. This book's straightforward, step-by-step approach shows you how to deploy, program, optimize, manage, integrate, and extend Spark—now, and for years to come. You'll discover how to create powerful solutions encompassing cloud computing, real-time stream processing, machine learning, and more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Whether you are a data analyst, data engineer, data scientist, or data steward, learning Spark will help you to advance your career or embark on a new career in the booming area of Big Data. Learn how to

- Discover what Apache Spark does and how it fits into the Big Data landscape
- Deploy and run Spark locally or in the cloud
- Interact with Spark from the shell
- Make the most of the Spark Cluster Architecture
- Develop Spark applications with Scala and functional Python
- Program with the

Spark API, including transformations and actions • Apply practical data engineering/analysis approaches designed for Spark • Use Resilient Distributed Datasets (RDDs) for caching, persistence, and output • Optimize Spark solution performance • Use Spark with SQL (via Spark SQL) and with NoSQL (via Cassandra) • Leverage cutting-edge functional programming techniques • Extend Spark with streaming, R, and Sparkling Water • Start building Spark-based machine learning and graph-processing applications • Explore advanced messaging technologies, including Kafka • Preview and prepare for Spark's next generation of innovations Instructions walk you through common questions, issues, and tasks; Q-and-As, Quizzes, and Exercises build and test your knowledge; "Did You Know?" tips offer insider advice and shortcuts; and "Watch Out!" alerts help you avoid pitfalls. By the time you're finished, you'll be comfortable using Apache Spark to solve a wide spectrum of Big Data problems.

NoSQL database usage is growing at a stunning 50% per year, as organizations discover NoSQL's potential to address even the most challenging Big Data and real-time database problems. Every NoSQL database is different, but one is the most popular by far: MongoDB. Now, in just 24 lessons of one hour or less, you can learn how to leverage MongoDB's immense power. Each short, easy lesson builds on all that's come before, teaching NoSQL concepts and MongoDB techniques from the ground up. Sams Teach Yourself NoSQL with MongoDB in 24 Hours covers all this, and much more: Learning how NoSQL is different, when to use it, and when to use traditional RDBMSes instead Designing and implementing MongoDB databases of diverse types and sizes Storing and interacting with data via Java, PHP, Python, and Node.js/Mongoose Choosing the right NoSQL distribution model for your application Installing and configuring MongoDB Designing MongoDB data models, including collections, indexes, and GridFS Balancing consistency, performance, and durability Leveraging the immense power of Map-Reduce Administering, monitoring, securing, backing up, and repairing MongoDB databases Mastering advanced techniques such as sharding and replication Optimizing performance

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

In just 24 lessons of one hour or less, you will be able to build full-featured production websites using Django, the powerful web development framework based on Python. Designed for

experienced website developers who have at least some familiarity with the Python programming language, this book uses a straightforward, step-by-step approach. Each lesson builds on the previous ones, enabling you to learn the essentials of implementing the Django framework on a website from the ground up. Step-by-step instructions carefully walk you through the most common Django tasks. Q&As, quizzes, and exercises at the end of each lesson help you test your knowledge. Notes and tips point out shortcuts and solutions. Learn how to...

- Install and configure the Django web development framework
- Cleanly separate data, logic, and view layers
- Implement site interfaces with build templates and views
- Utilize templates and views to store, access, and retrieve data
- Use the Django forms library
- Define custom tags and filters to minimize coding
- Secure sites with registration, authorization, logins, and permissions
- Manage sessions and cookies
- Implement middleware for request and response handling
- Create sitemaps to inform search engines of your content
- Internationalize your site
- Optimize performance with caching
- Deploy Django in multiple configurations
- Maintain sites with Django's administrator interface

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Offers an updated tutorial for beginners explaining how to use Java to incorporate games, animation, and special effects into Web pages.

Provides lessons and case study applications that cover such topics as using loops, making objects, using modules, expanding classes, and fixing problem code.

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

This book's straightforward, step-by-step approach guides you from setting up your environment through testing and deploying powerful solutions. Using practical examples, expert Go developer George Ornbo walks you through Go's fundamental constructs, demonstrates its breakthrough features for concurrent and network programming, and illuminates Go's powerful new idioms. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Go programming tasks and techniques. Quizzes and exercises help you test your knowledge and stretch your skills. Practical, hands-on examples show you how to apply what you learn. Notes and Tips point out shortcuts, solutions, and problems to avoid. Two bonus chapters available online: Hour 25, "Creating a RESTful JSON API," and Hour 26 "Creating a TCP Chat Server"

Learn how to...

- Get productive quickly with Go development tools and web servers
- Master core features, including strings, functions, structs, and methods
- Work with types, variables, functions, and control structures
- Make the most of Go's arrays, slices, and maps
- Write powerful concurrent software with Goroutines

and channels · Handle program errors smoothly · Promote code reuse with packages · Master Go's unique idioms for highly effective coding · Use regular expressions and time/date functions · Test and benchmark Go code · Write basic command-line programs, HTTP servers, and HTTP clients · Efficiently move Go code into production · Build basic TCP chat servers and JSON APIs Register your book at informit.com/register for convenient access to the two bonus chapters online, downloads, updates, and/or corrections as they become available.

This Barnes & Noble custom edition contains an exclusive chapter on "Taking Your Python to the Real World" — understanding the difference between Python 2 and Python 3, exploring and adding Python libraries, data analysis with Python, introducing Object-Oriented Python, and finding a Python job. Sams Teach Yourself Beginning Programming in 24 Hours (Barnes & Nobles Exclusive) explains the basics of programming in the successful 24 Hours format. The book's examples are easily readable and understandable by even those with no previous exposure to programming. This book covers the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? Readers will learn how to program the computer and will explore some of the most popular programming languages in use. This book will introduce the reader to common programming fundamentals using Python and progress to provide an overview of other common programming languages and their uses.

You Will Learn Python! Zed Shaw has perfected the world's best system for learning Python. Follow it and you will succeed—just like the hundreds of thousands of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In *Learn Python the Hard Way, Third Edition*, 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 software works; what good programs look like; how to read, write, and think about code; and how to find and fix your mistakes using tricks professional programmers use. Most importantly, you'll learn the following, which you need to start writing excellent Python software of your own: Installing a complete Python environment Organizing and writing code Basic mathematics Variables Strings and text Interacting with users Working 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 Debugging 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 tutorial 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. Watch Zed, too! The accompanying DVD contains 5+ hours of passionate, powerful teaching: a complete Python video course!

Sams Teach Yourself SQL in 10 Minutes offers straightforward, practical answers when you need fast results. By working through the book's 22 lessons of 10 minutes or less, you'll learn what you need to know to take advantage of the SQL language. Lessons cover IBM DB2, Microsoft SQL Server and SQL Server Express, MariaDB, MySQL, Oracle and Oracle express, PostgreSQL, and SQLite. Full-color code examples help you understand how SQL statements are structured Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes explain additional concepts, and provide additional information 10 minutes is all you need to learn how to... Use the major SQL statements Construct complex SQL statements using multiple clauses and operators Retrieve, sort, and format database contents Pinpoint the data you need using a variety of filtering techniques Use aggregate functions to summarize data Join two or more related tables Insert, update, and delete data Create and alter database tables Work with views, stored procedures, and more

Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++—one of the most popular and

powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you've created, to what's coming in C++0x, the next version of C++. Each lesson builds on what you've already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks. Quizzes and Exercises at the end of each chapter help you test yourself to make sure you're ready to go on. Starter Kit software provides everything you need to create and compile C++ programs on any platform—Windows, Mac or Linux. Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux. Build object-oriented programs in C++. Master core C++ concepts such as functions, classes, arrays, and pointers. Add rich functionality with linked lists and templates. Debug your programs for flawless code. Learn exception and error-handling techniques. Discover what's new in C++0x, the next version of C++. Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book's official website at <http://cplusplus.cadenhead.org>. CD-ROM Includes C++ compiler, Visual development environment for Windows, Mac and Linux. Source code for the book's examples. Register your book at informit.com/register for convenient access to updates and corrections as they become available.

Annotation In just 24 sessions of one hour or less, "Sams Teach Yourself Arduino Programming in 24 Hours" teaches you C programming on Arduino, so you can start creating inspired "DIY" hardware projects of your own. Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've already learned, giving you a rock-solid foundation for real-world success. "Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out cautions alert you to possible problems and give you advice on how to avoid them. Learn how to ... Get the right Arduino hardware and accessories for your needs. Download the Arduino IDE, install it, and link it to your Arduino. Quickly create, compile, upload, and run your first Arduino program. Master C syntax, decision control, strings, data structures, and functions. Use pointers to work with memory--and avoid common mistakes. Store data on your Arduino's EEPROM or an external SD card. Use existing hardware libraries, or create your own. Send output and read input from analog devices or digital interfaces. Create and handle interrupts in software and hardware. Communicate with devices via the SPI interface and I2C protocol. Work with analog and digital sensors. Write Arduino C programs that control motors. Connect an LCD to your Arduino, and code the output. Install an Ethernet shield, configure an Ethernet connection, and write networking programs. Create prototyping environments, use prototyping shields, and interface electronics to your Arduino.

In just 24 sessions of one hour or less, Sams Teach Yourself Python in 24 Hours will help you get started fast, master all the core concepts of programming, and build anything from websites to games. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics through functions, objects, classes, modules, database integration, and more. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Python development tasks. Quizzes and Exercises at the end of

each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Warnings alert you to possible problems and give you advice on how to avoid them. Learn how to ... Install and run the right version of Python for your operating system Store, manipulate, reformat, combine, and organize information Create logic to control how programs run and what they do Interact with users or other programs, wherever they are Save time and improve reliability by creating reusable functions Master Python data types: numbers, text, lists, and dictionaries Write object-oriented programs that work better and are easier to improve Expand Python classes to make them even more powerful Use third-party modules to perform complex tasks without writing new code Split programs to make them more maintainable and reusable Clearly document your code so others can work with it Store data in SQLite databases, write queries, and share data via JSON Simplify Python web development with the Flask framework Quickly program Python games with PyGame Avoid, troubleshoot, and fix problems with your code.

Python is a remarkably powerful dynamic programming language used in a wide variety of situations such as Web, database access, desktop GUIs, game and software development, and network programming. Fans of Python use the phrase "batteries included" to describe the standard library, which covers everything from asynchronous processing to zip files. The language itself is a flexible powerhouse that can handle practically any application domain. This task-based tutorial on Python is for those new to the language and walks you through the fundamentals. You'll learn about arithmetic, strings, and variables; writing programs; flow of control, functions; strings; data structures; input and output; and exception handling. At the end of the book, a special section walks you through a longer, realistic application, tying the concepts of the book together.

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

Immerse yourself in learning Python and introductory data analytics with this book's project-based approach. Through the structure of a ten-week coding bootcamp course, you'll learn key concepts and gain hands-on experience through weekly projects. Each chapter in this book is presented as a full week of topics, with Monday through Thursday covering specific concepts, leading up to Friday, when you are challenged to create a project using the skills learned throughout the week. Topics include Python basics and essential intermediate concepts such as list comprehension, generators and iterators, understanding algorithmic complexity, and data analysis with pandas. From beginning to end, this book builds up your abilities through exercises and challenges, culminating in your solid understanding of Python. Challenge yourself with the intensity of a coding bootcamp experience or learn at your own pace. With this hands-on learning approach, you will gain the skills you need to jumpstart a new career in programming or further your current one as a software developer. What You Will Learn Understand beginning and more advanced concepts of the Python language Be introduced to data analysis using pandas, the Python Data Analysis library Walk through the process of interviewing and answering technical questions Create real-world applications with the Python language Learn how to use Anaconda, Jupyter Notebooks, and the Python Shell Who This Book Is For Those trying to jumpstart a new

career into programming, and those already in the software development industry and would like to learn Python programming.

Sams Teach Yourself Beginning Programming in 24 Hours explains the basics of programming in the successful 24 Hours format. The book's examples are easily readable and understandable by even those with no previous exposure to programming. This book covers the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? Readers will learn how to program the computer and will explore some of the most popular programming languages in use. This book will introduce the reader to common programming fundamentals using Python and will provide an overview of other common programming languages and their uses.

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

Python in 24 Hours, Sams Teach Yourself Sams Publishing

Learn how to develop powerful and robust shell scripts in order to get the most out of your Unix/Linux system.

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