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ANTWAN HULL

Java iUniverse
 Computer Science: An Overview uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field. Accessible to students from all backgrounds, Glenn Brookshear uses a language-independent context to encourage the development of a practical, realistic understanding of the field. An overview of each of the important areas of Computer Science (e.g. Networking, OS, Computer Architecture, Algorithms) provides students with a general level of proficiency for future courses. The Eleventh Edition features two new contributing authors (David Smith -- Indiana University of PA; Dennis Brylow --

Marquette University), new, modern examples, and updated coverage based on current technology.

Absolute Java: International Edition John Wiley & Sons

Walter Savitch's Problem Solving with C++, Fifth Edition is available with Savitch's Visual C++ 6.0 Companion, providing everything needed to learn to write and run C++ programs in the Visual C++ environment. Problem Solving with C++ teaches programming techniques and the C++ language, while the Visual C++ 6.0 Companion discusses Visual C++ C++ language enhanced by Microsoft with an editor, a compiler, and a debugger which is designed to accommodate and take full advantage of the Windows operating system. A CD-ROM featuring the Visual C++ language is also included. This book brings the best-selling text book for

introducing C++ to fully embrace the most up-to-date C++ standards. Suitable for beginning students, the text covers C++ and basic programming techniques. Students will learn how to define their own classes while gaining a solid understanding of basic tools such as simple control structures and function definitions. By defining their own classes early, students are getting a hands-on experience unrivaled by any other text on the market. Flexible by design, the order in which chapters and sections are covered can easily be changed without any loss on continuity in reading. Instructors can therefore mold this text around the way they want to teach rather than have the text dictate their course's organization.

Data Structures Using C++ Addison-Wesley Longman

Finally, a great introduction to ANCI C++ for working programmers! Lippmann--who worked under the leadership of Bjarne Stroustrup, wrote the classic "C++ Primer", and now works as a C++ programmer at DreamWorks--teaches programmers exactly what they need to know to get immediate results. From start to finish, each concept and technique is presented through real programs designed to solve the problems C++ programmers are most likely to encounter.

Absolute Java, Student Value Edition Plus Myprogramminglab with Pearson Etext -- Access Card Package Pearson Higher Ed

For courses in computer programming and engineering. Beginner to Intermediate Programming in Java This book is designed to serve as a textbook and reference for programming in the Java language. Although it does include programming techniques, it is organised around the features of the Java language rather than any particular curriculum of programming techniques. The main audience is undergraduate students who have not had extensive programming experience with the Java language. The introductory chapters are written at a level that is accessible to beginners, while the boxed sections of those chapters serve to quickly introduce more experienced programmers to basic Java syntax. Later chapters are still designed to be accessible, but are written at a level suitable for students who have progressed to these more advanced 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'll gain instant access to this eBook. 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.

Terrorism Informatics John Wiley & Sons An Introduction to Object-Oriented Programming with Java provides an accessible and thorough introduction to the basics of programming in java. This much-anticipated revision continues its emphasis on object-oriented programming. Objects are used early so students begin thinking in an object-oriented way, then later Wu teaches students to define their own classes. In the third edition, the author has eliminated the author-written classes, so students get

accustomed to using the standard java libraries. In the new update, the author has included the Scanner Class for input, a new feature of Java 1.5. Also new is the use of smaller complete code examples to enhance student learning. The larger sample development programs are continued in this edition, giving students an opportunity to walk incrementally walk through program design, learning the fundamentals of software engineering. The number and variety of examples makes this a student-friendly text that teaches by showing. Object diagrams continue to be an important element of Wu's approach. The consistent, visual approach assists students in understanding concepts.

Value Pack Addison-Wesley Professional If you've thought of programmers as elite intelligentsia who possess expertise (and perhaps genes) the rest of us will never have, think again. C++ For Dummies, 5th Edition, debunks the myths, blasts the barriers, shares the secrets, and gets you started. In fact, by the end of Chapter 1, you'll be able to create a C++ program. OK, it won't be newest, flashiest video game, but it might be a practical, customized inventory control or record-keeping program. Most people catch on faster when they actually DO something, so C++ For Dummies includes a CD-ROM that gives you all you need to start programming (except the guidance in the book, of course), including: Dev-C, a full-featured, integrated C++ compiler and editor you install to get down to business The source code for the programs in the book, including code for BUDGET, programs that demonstrate principles in the book Documentation for the Standard Template Library Online C++ help files Written by Stephen Randy Davis, author of C++ Weekend Crash Course, C++ for Dummies, takes you through the programming process step-by-step. You'll discover how to: Generate an executable Create source code, commenting it as you go and using consistent code indentation and naming conventions Write declarations and name variables, and calculate expressions Write and use a function, store sequences in arrays, and declare and use pointer variables Understand classes and object-oriented programming Work with constructors and destructors Use inheritance to extend classes Use stream I/O Comment your code as you go, and use consistent code indentation and naming conventions Automate programming with the Standard Template Library (STL) C++ for Dummies 5th Edition is updated for the newest ANSI standard to make sure you're up to code. Note: CD-ROM/DVD and other

supplementary materials are not included as part of eBook file.

Absolute C++ Jones & Bartlett Publishers This text uses Java to teach data structures and algorithms from the perspective of abstract thinking and problem solving.

Programming and Problem Solving with C++ Addison Wesley Publishing Company "Praised for providing an engaging balance of thoughtful examples and illustrative discussion, Absolute Java, Fourth Edition, is the most comprehensive book available for both beginning and intermediate Java programming students. Best-selling author Walter Savitch and contributor Kenrick Mock explain Java programming in a straightforward style using clear language as well as code enhanced by a suite of pedagogical tools. Its features include: coverage of web programming with JSP that introduces readers to the client/server side model; an extensive set of videonotes, step-by-step video tutorials, that bring programming concepts to life and allow beginning students to see first-hand how experienced programmers solve problems; and additional programming projects that offer even more opportunity for programming practice."--Publisher's description.

Java All-in-One For Dummies Addison-Wesley Professional

Search has been vital to artificial intelligence from the very beginning as a core technique in problem solving. The authors present a thorough overview of heuristic search with a balance of discussion between theoretical analysis and efficient implementation and application to real-world problems. Current developments in search such as pattern databases and search with efficient use of external memory and parallel processing units on main boards and graphics cards are detailed. Heuristic search as a problem solving tool is demonstrated in applications for puzzle solving, game playing, constraint satisfaction and machine learning. While no previous familiarity with heuristic search is necessary the reader should have a basic knowledge of algorithms, data structures, and calculus. Real-world case studies and chapter ending exercises help to create a full and realized picture of how search fits into the world of artificial intelligence and the one around us. Provides real-world success stories and case studies for heuristic search algorithms Includes many AI developments not yet covered in textbooks such as pattern databases, symbolic search, and parallel processing units

An Introduction to Object-Oriented

Programming with Java 1. 5 Update with OLC Bi-Card Addison-Wesley

Note: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133862119/ISBN-13: 9780133862119. That package includes ISBN-10: 0133766268/ISBN-13: 9780133766264 and ISBN-10: 0133841030 /ISBN-13: 9780133841039. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. Java: An Introduction to Problem Solving and Programming, 7e, is ideal for introductory Computer Science courses using Java, and other introductory programming courses in departments of Computer Science, Computer Engineering, CIS, MIS, IT, and Business. It also serves as a useful Java fundamentals reference for programmers. Students are introduced to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces inheritance, and exception handling. The Java coverage is a concise, accessible introduction that covers key language features. Objects are covered thoroughly and early in the text, with an emphasis on application programs over applets. MyProgrammingLab for Java is a total learning package.

MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better performance in the course—and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Personalized Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. A Concise, Accessible Introduction to Java: Key Java language features are covered in an accessible manner that resonates with introductory programmers. Tried-and-true Pedagogy: Numerous case studies, programming examples, and programming tips are used to help teach problem-solving and programming techniques. Flexible Coverage that Fits your Course: Flexibility charts and optional graphics sections allow instructors to order chapters and sections based on their course needs. Instructor and Student Resources that Enhance Learning:

Resources are available to expand on the topics presented in the text.

C++ For Dummies Addison-Wesley
You Will Learn C! Zed Shaw has crafted the perfect course for the beginning C programmer eager to advance their skills in any language. Follow it and you will learn the many skills early and junior programmers need to succeed—just like the hundreds of thousands of programmers Zed has taught to date! You bring discipline, commitment, persistence, and experience with any programming language; the author supplies everything else. In *Learn C the Hard Way*, you'll learn C by working through 52 brilliantly crafted exercises. Watch Zed Shaw's teaching video and read the exercise. Type his code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn what good, modern C programs look like; how to think more effectively about code; and how to find and fix mistakes far more efficiently. Most importantly, you'll master rigorous defensive programming techniques, so you can use any language to create software that protects itself from malicious activity and defects. Through practical projects you'll apply what you learn to build confidence in your new skills. Shaw teaches the key skills you need to start writing excellent C software, including Setting up a C environment Basic syntax and idioms Compilation, make files, and linkers Operators, variables, and data types Program control Arrays and strings Functions, pointers, and structs Memory allocation I/O and files Libraries Data structures, including linked lists, sort, and search Stacks and queues Debugging, defensive coding, and automated testing Fixing stack overflows, illegal memory access, and more Breaking and hacking your own C code 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 programming languages. You'll be a C programmer.

Value Pack Addison-Wesley
 A comprehensive introduction to the foundations of model checking, a fully automated technique for finding flaws in hardware and software; with extensive examples and both practical and theoretical exercises. Our growing dependence on increasingly complex computer and software systems necessitates the development of formalisms, techniques, and tools for assessing functional properties of these systems. One such technique that has emerged in the last twenty years is model

checking, which systematically (and automatically) checks whether a model of a given system satisfies a desired property such as deadlock freedom, invariants, and request-response properties. This automated technique for verification and debugging has developed into a mature and widely used approach with many applications. Principles of Model Checking offers a comprehensive introduction to model checking that is not only a text suitable for classroom use but also a valuable reference for researchers and practitioners in the field. The book begins with the basic principles for modeling concurrent and communicating systems, introduces different classes of properties (including safety and liveness), presents the notion of fairness, and provides automata-based algorithms for these properties. It introduces the temporal logics LTL and CTL, compares them, and covers algorithms for verifying these logics, discussing real-time systems as well as systems subject to random phenomena. Separate chapters treat such efficiency-improving techniques as abstraction and symbolic manipulation. The book includes an extensive set of examples (most of which run through several chapters) and a complete set of basic results accompanied by detailed proofs. Each chapter concludes with a summary, bibliographic notes, and an extensive list of exercises of both practical and theoretical nature.

C# Addison-Wesley Longman

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.

Absolute Java Addison-Wesley Longman
 New and classical results in computational complexity, including interactive proofs, PCP, derandomization, and quantum computation. Ideal for graduate students.
Heuristic Search Springer Science & Business Media

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0132989964/ISBN-13: 9780132989961. That package includes ISBN-10: 0132830310/ISBN-13: 9780132830317 and ISBN-10: 0132846381/ISBN-13: 9780132846387. MyProgrammingLab should only be purchased when required by an instructor. Praised for providing an engaging balance of thoughtful examples and explanatory

discussion, best-selling author Walter Savitch explains concepts and techniques in a straightforward style using understandable language and code enhanced by a suite of pedagogical tools. Absolute Java is appropriate for both introductory and intermediate programming courses introducing Java.

Data Structures & Other Objects Using C++ BPB Publications

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For courses in computer programming and engineering. Beginner to Intermediate Programming in Java Absolute Java provides a comprehensive reference to programming in the Java language. Accessible to both beginner and intermediate programmers, the text focuses around specifically using the Java language to practice programming techniques. The Sixth Edition is extremely flexible and easily applicable to a wide range of users. Standalone and optional chapters allow instructors to adapt the text to a variety of course content. Highly up-to-date with new content and information regarding the use of Java, this text introduces readers to the world of programming through a widely used and relevant language. Also Available with MyProgrammingLab (tm) This title is also available with MyProgrammingLab - an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. Students, if interested in purchasing this title with MyProgrammingLab, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. Interactive Practice helps students gain first-hand programming experience in an interactive online environment. Step-by-step VideoNote Tutorials enhance the programming concepts presented in your Pearson textbook by allowing students to

view the entire problem-solving process outside of the classroom-when they need help the most. Pearson eText gives students access to their textbook anytime, anywhere. In addition to note taking, highlighting, and bookmarking, the Pearson eText offers interactive and sharing features. Rich media options let students watch lecture and example videos as they read or do their homework. Instructors can share their comments or highlights, and students can add their own, creating a tight community of learners in your class. The Pearson eText companion app allows existing subscribers to access their titles on an iPad or Android tablet for either online or offline viewing. Dynamic grading and assessment ensure your students' submissions are automatically graded, both saving you time, and offering students immediate learning opportunities. Gradebook results can be exported to Excel to use with your LMS.

Operating System McGraw-Hill Science, Engineering & Mathematics Comprehensive, entertaining and reader-friendly, Access is an award-winning textbook-workbook that provides you with a unique, real-world, insider's view of the travel and hospitality industries.

Computer Science For Dummies Your one-stop guide to programming with Java If you've always wanted to program with Java but didn't know where to start, this will be the java-stained reference you'll turn to again and again. Fully updated for the JDK 9, this deep reference on the world's most popular programming language is the perfect starting point for building things with Java—and an invaluable ongoing reference as you continue to deepen your knowledge. Clocking in at over 900 pages, Java All-in-One For Dummies takes the intimidation out of learning Java and offers clear, step-by-step guidance on how to download and install Java tools; work with variables, numbers, expressions, statements, loops, methods, and exceptions; create applets, servlets, and JavaServer pages; handle and organize data; and so much more. Focuses on the vital information that enables you to get up and running quickly with Java Provides details on the new features of JDK 9 Shows you how to create simple Swing programs Includes design tips on layout, buttons, and labels Everything you need to know to program with Java is included in this practical, easy-to-use guide!

A First Book of C++ Marc Mancini Seminars & Consulting Incorporated Operating System is the most essential program of all, without which it becomes cumbersome to work with a computer. It is the interface between the hardware and computer users making the computer a pleasant device to use. The Operating System: Concepts and Techniques clearly defines and explains the concepts: process (responsibility, creation, living, and termination), thread (responsibility, creation, living, and termination), multiprogramming, multiprocessing, scheduling, memory management (non-virtual and virtual), inter-process communication/synchronization (busy-wait-based, semaphore-based, and message-based), deadlock, and starvation. Real-life techniques presented are based on UNIX, Linux, and contemporary Windows. The book has briefly discussed agent-based operating systems, macro-kernel, microkernel, extensible kernels, distributed, and real-time operating systems. The book is for everyone who is using a computer but is still not at ease with the way the operating system manages programs and available resources in order to perform requests correctly and speedily. High school and university students will benefit the most, as they are the ones who turn to computers for all sorts of activities, including email, Internet, chat, education, programming, research, playing games etc. It is especially beneficial for university students of Information Technology, Computer Science and Engineering. Compared to other university textbooks on similar subjects, this book is downsized by eliminating lengthy discussions on subjects that only have historical value.

Essential C++ Addison-Wesley Longman In the tradition of Pascal and Turbo Pascal, authors Nell Dale and Chip Weems have teamed up with Mark Headington to offer Programming and Problem Solving with C++ for students in the CS1/C101 course. Written in the same style as the successful Pascal books, this text provides an accessible introduction to programming using C++ for beginning students. The first half of the text gives students a solid foundation in top-down programming techniques. The second half builds on this foundation and explains ADTs, the C++ class, encapsulation, information hiding, and object-oriented software development.

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