Programmare Con C

C Programming

C++ was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs.This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject .We hope you find this book useful in shaping your future career & Business.

Programmare in C++

Il linguaggio di programmazione C# è il punto di riferimento della programmazione su piattaforma .NET da oltre 10 anni, infatti è stato introdotto appositamente a tale scopo e ogni novità che riguarda la piattaforma è introdotta per prima in questo linguaggio, seguendo anche le indicazioni e i bisogni della comunità di sviluppatori. I sistema operativi Microsoft Windows 8, per PC e tablet, e Windows Phone 8, per smartphone, sono basati su .NET, e C# è il linguaggio che consente di iniziare a sviluppare su queste e altre piattaforme nel modo più rapido e produttivo. Lo scopo di questo libro è illustrare le basi fondamentali del linguaggio vero e proprio, quindi la sintassi e i suoi costrutti, applicate naturalmente al paradigma di programmazione orientato agli oggetti, arrivando ai concetti avanzati che permettono di sfruttare C# in tutte le sue sfaccettature: generics, eccezioni, delegate, espressioni lambda, LINQ, programmazione asincrona, multithreading. Grazie alle basi poste nella prima parte si passerà poi a problemi e concetti di sviluppo tipici del mondo reale: file, database, sviluppo di applicazioni con interfaccia grafica, sviluppo di applicazioni web, sviluppo di app per Windows 8 e Windows Phone 8. Il libro, grazie alla sua completezza, è adatto sia a chi non ha mai affrontato alcun linguaggio di programmazione e vuole imparare da zero, sia a chi invece proviene da altre piattaforme o linguaggi e vuole imparare a sviluppare in C# e .NET.

Programmare con C# 5

Vuoi imparare le tecniche di base per programmare in C# 11 e acquisire un livello di conoscenza sufficiente per iniziare a creare le tue applicazioni? Vuoi conoscere come funzionano .NET 7.0, il compilatore, il Garbage Collector e Visual Studio 2022? Vuoi iniziare a porre le basi per la tua nuova professione nel campo dello sviluppo di software? Oppure semplicemente devi superare degli esami universitari di informatica o di ingegneria informatica e hai bisogno di un testo di facile lettura e veramente efficace per capire la programmazione orientata agli oggetti? Questo è il libro che fa per te! Questa guida, tuttavia, è utile anche come manuale di riferimento da tenere vicino alla postazione di lavoro, per lo sviluppatore già esperto che ha bisogno di consultarlo di tanto in tanto.

Programmazione in C++

Il testo, diviso in tre parti che possono anche essere lette separatamente, tratta la programmazione a oggetti e il linguaggio C++, introducendo elementi di base come ADT e classi, ereditarietà, eccezioni, programmazione generica e un'introduzione alla Standard Template Library. La descrizione degli elementi del linguaggio include le novità principali introdotte dal C++11, come gli smart pointer, le espressioni

lambda e la semantica move. Sono presentati e discussi principi base per la corretta progettazione object oriented, con particolare riferimento ai 5 principi SOLID. Nella seconda parte del libro si introducono i design pattern, mostrando come implementarli in C++ e analizzando quali principi di progettazione sono in essi seguiti. In particolare sono stati selezionati l'Adapter, l'Observer ed il suo uso nel Model-View-Controller, Factory e Singleton. Infine, nell'ultima parte si presentano buone pratiche di programmazione, dalle linee guida di stile a unit testing, refactoring e versionamento del codice. Il libro è nato dall'esperienza di insegnamento nei corsi "Programmazione" (prime due parti) e "Laboratorio di Programmazione" (terza parte) del corso di laurea in Ingegneria Informatica dell'Università di Firenze, ma è pensato per essere accessibile a chiunque sia interessato a migliorare le proprie conoscenze di programmazione e progettazione object oriented in C++.

Programmare con PHP 4

Vuoi imparare le tecniche di base per programmare in C# 10 e acquisire un livello di conoscenza sufficiente per iniziare a creare le tue applicazioni? Vuoi conoscere come funzionano .NET 6.0, il compilatore, il Garbage Collector e Visual Studio 2022? Vuoi iniziare a porre le basi per la tua nuova professione nel campo dello sviluppo del software? Oppure semplicemente devi superare degli esami universitari di informatica o di ingegneria informatica e hai bisogno di un testo di facile lettura e veramente efficace per capire la programmazione orientata agli oggetti? Questo è il libro che fa per te! Questa guida, tuttavia, è utile anche come manuale di riferimento da tenere vicino alla postazione di lavoro, per lo sviluppatore già esperto che ha bisogno di consultarlo di tanto in tanto.

Java. Fondamenti di programmazione. Con CD-ROM

Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

C++. Manuale di programmazione orientata agli oggetti. Con CD-ROM

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 Java¬Script 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.

Visual C++.net. Con CD-ROM

This revised and expanded new edition elucidates the elegance and simplicity of the fundamental theory underlying formal languages and compilation. Retaining the reader-friendly style of the 1st edition, this versatile textbook describes the essential principles and methods used for defining the syntax of artificial languages, and for designing efficient parsing algorithms and syntax-directed translators with semantic attributes. Features: presents a novel conceptual approach to parsing algorithms that applies to extended BNF grammars, together with a parallel parsing algorithm (NEW); supplies supplementary teaching tools at an associated website; systematically discusses ambiguous forms, allowing readers to avoid pitfalls; describes all algorithms in pseudocode; makes extensive usage of theoretical models of automata, transducers and formal grammars; includes concise coverage of algorithms for processing regular expressions and finite automata; introduces static program analysis based on flow equations.

C++ Fondamenti di programmazione

Arduino Internals guides you to the heart of the Arduino board. Author Dale Wheat shares his intimate knowledge of the Arduino board—its secrets, its strengths and possible alternatives to its constituent parts are laid open to scrutiny in this book. You'll learn to build new, improved Arduino boards and peripherals, while conforming to the Arduino reference design. Arduino Internals begins by reviewing the current Arduino hardware and software landscape. In particular, it offers a clear analysis of how the ATmega8 board works and when and where to use its derivatives. The chapter on the \"hardware heart\" is vital for the rest of the book and should be studied in some detail. Furthermore, Arduino Internals offers important information about the CPU running the Arduino board, the memory contained within it and the peripherals mounted on it. To be able to write software that runs optimally on what is a fairly small embedded board, one must understand how the different parts interact. Later in the book, you'll learn how to replace certain parts with more powerful alternatives and how to design Arduino peripherals and shields. Since Arduino Internals addresses both sides of the Arduino hardware-software boundary, the author analyzes the compiler toolchain and again provides suggestions on how to replace it with something more suitable for your own purposes. You'll also learn about how libraries enable you to change the way Arduino and software interact, and how to write your own library implementing algorithms you've devised yourself. Arduino Internals also suggests alternative programming environments, since many Arduino hackers have a background language other than C or Java. Of course, it is possible to optimize the way in which hardware and software interact—an entire chapter is dedicated to this field. Arduino Internals doesn't just focus on the different parts of Arduino architecture, but also on the ways in which example projects can take advantage of the new and improved Arduino board. Wheat employs example projects to exemplify the hacks and algorithms taught throughout the book. Arduino projects straddling the hardware-software boundary often require collaboration between people of different talents and skills which cannot be taken for granted. For this reason, Arduino Internals contains a whole chapter dedicated to collaboration and open source cooperation to make those tools and skills explicit. One of the crowning achievements of an Arduino hacker is to design a shield or peripheral residing on the Arduino board, which is the focus of the following chapter. A later chapter takes specialization further by examining Arduino protocols and communications, a field immediately relevant to shields and the communication between peripherals and the board. Finally, Arduino Internals integrates different skills and design techniques by presenting several projects that challenge you to put your newly-acquired skills to the test! Please note: the print version of this title is black & white; the eBook is full color.

Programmare con Java

Python is one of the most powerful, easy-to-read programming languages around, but it does have its limitations. This general purpose, high-level language that can be extended and embedded is a smart option for many programming problems, but a poor solution to others. Python For Dummies is the quick-and-easy guide to getting the most out of this robust program. This hands-on book will show you everything you need to know about building programs, debugging code, and simplifying development, as well as defining what actions it can perform. You'll wrap yourself around all of its advanced features and become an expert Python

user in no time. This guide gives you the tools you need to: Master basic elements and syntax Document, design, and debug programs Work with strings like a pro Direct a program with control structures Integrate integers, complex numbers, and modules Build lists, stacks, and queues Create an organized dictionary Handle functions, data, and namespace Construct applications with modules and packages Call, create, extend, and override classes Access the Internet to enhance your library Understand the new features of Python 2.5 Packed with critical idioms and great resources to maximize your productivity, Python For Dummies is the ultimate one-stop information guide. In a matter of minutes you'll be familiar with Python's building blocks, strings, dictionaries, and sets; and be on your way to writing the program that you've dreamed about!

Red Hat Linux 9. Con 2 CD-ROM

This is a cookbook that shows results obtained on real images with detailed explanations and the relevant screenshots. The recipes contain code accompanied with suitable explanations that will facilitate your learning. If you are a novice C++ programmer who wants to learn how to use the OpenCV library to build computer vision applications, then this cookbook is appropriate for you. It is also suitable for professional software developers wishing to be introduced to the concepts of computer vision programming. It can be used as a companion book in university-level computer vision courses. It constitutes an excellent reference for graduate students and researchers in image processing and computer vision. The book provides a good combination of basic to advanced recipes. Basic knowledge of C++ is required.

Fondamenti di programmazione in C# 11

The new C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, has reorganized, extended, and completely rewritten his definitive reference and tutorial for programmers who want to use C++ most effectively. The C++ Programming Language, Fourth Edition, delivers meticulous, richly explained, and integrated coverage of the entire language—its facilities, abstraction mechanisms, standard libraries, and key design techniques. Throughout, Stroustrup presents concise, "pure C++11" examples, which have been carefully crafted to clarify both usage and program design. To promote deeper understanding, the author provides extensive cross-references, both within the book and to the ISO standard. New C++11 coverage includes Support for concurrency Regular expressions, resource management pointers, random numbers, and improved containers General and uniform initialization, simplified for-statements, move semantics, and Unicode support Lambdas, general constant expressions, control over class defaults, variadic templates, template aliases, and user-defined literals Compatibility issues Topics addressed in this comprehensive book include Basic facilities: type, object, scope, storage, computation fundamentals, and more Modularity, as supported by namespaces, source files, and exception handling C++ abstraction, including classes, class hierarchies, and templates in support of a synthesis of traditional programming, object-oriented programming, and generic programming Standard Library: containers, algorithms, iterators, utilities, strings, stream I/O, locales, numerics, and more The C++ basic memory model, in depth This fourth edition makes C++11 thoroughly accessible to programmers moving from C++98 or other languages, while introducing insights and techniques that even cutting-edge C++11 programmers will find indispensable. This book features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—noticeable by a small space inside the spine—also increases durability.

Programmazione Object-Oriented in C++

Programming Language C++ is a general-purpose object-oriented programming (OOP) language, developed by Bjarne Stroustrup, and is an extension of the C language. It is therefore possible to code C++ in a \"C style\" or \"object-oriented style.\" In certain scenarios, it can be coded in either way and is thus an effective example of a hybrid language. This manual will covers troduction to C++, Local Environment Setup, Basic

Syntax, Variable And Types, Decision Making Statement and Array.

Programmazione ad oggetti e tipi di dati astratti con il C++

Teach Your Kids to Code is a parent's and teacher's guide to teaching kids basic programming and problem solving using Python, the powerful language used in college courses and by tech companies like Google and IBM. Step-by-step explanations will have kids learning computational thinking right away, while visual and game-oriented examples hold their attention. Friendly introductions to fundamental programming concepts such as variables, loops, and functions will help even the youngest programmers build the skills they need to make their own cool games and applications. Whether you've been coding for years or have never programmed anything at all, Teach Your Kids to Code will help you show your young programmer how to: –Explore geometry by drawing colorful shapes with Turtle graphics –Write programs to encode and decode messages, play Rock-Paper-Scissors, and calculate how tall someone is in Ping-Pong balls –Create fun, playable games like War, Yahtzee, and Pong –Add interactivity, animation, and sound to their apps Teach Your Kids to Code is the perfect companion to any introductory programming class or after-school meet-up, or simply your educational efforts at home. Spend some fun, productive afternoons at the computer with your kids—you can all learn something!

PROGRAMMARE IN C# 10 - Tecniche di base

This fourth edition gives an accessible introduction to the Java language and a grounding in the fundamental computer science concepts. It includes expanded coverage of graphical user interfaces (GUIs) and Applets as well as updated examples and exercises.

Introduzione alla programmazione con il linguaggio Java

If you liked his first C book \"Beginner's Guide to Embedded C Programming\" then you will love this one. In this \"Volume 2\" Chuck takes the reader to the next level by introducing how to drive displays, how to use interrupts, how to use serial communication, how to use the internal hardware peripherals of the PIC16F690 Microcontroller such as SPI, PWM and Timers. He even introduces how to drive a stepper motor for those looking for electromechanical design help. He tackles these topics with his typical down to earth style of writing that makes the reader comfortable as they learn what some consider very difficult topics for the beginner. In addition he continues to use the very powerful HI-TECH C compiler in its free Lite mode so the reader can program along with little or no expense. This is a great companion to the \"Beginner's Guide to Embedded C Programming\" but also stands well on its own.

C++. Tecniche avanzate di programmazione

In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

Programmare con .NET Framework 3.X

Programmare in Linux. Tutto & Oltre

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