Effective Tcl Tk Programming Writing Better Programs In Tcl And Tk

C++ Gotchas
Python in Neuroscience
Tcl and the Tk Toolkit
Tcl/Tk
Tcl/Tk Programming for the Absolute Beginner
Exploring Expect
Design Patterns
Advanced CORBA® Programming with C++
Tcl/Tk in a Nutshell
Mastering Perl/Tk
Firewalls and Internet Security
Tcl and the Tk Toolkit
Practical Programming in Tcl & Tk
The Tcl Programming Language
Python for Beginners
Advanced UNIX Programming
Effective C++
Effective Tcl/Tk Programming
Managing Corporate Information Systems Evolution and Maintenance
Tcl and the Tk Toolkit
The Art of UNIX Programming
Unix in a Nutshell
Python GUI Programming Cookbook

TcL Scripting for Cisco IOS
Tcl and the Tk Toolkit
Programming and GUI Fundamentals
Learning Processing
Tcl/Tk Programmer's Reference
Tcl and the Tk Toolkit
Building Secure Software
TCP/IP Illustrated, Volume 2
Beginning Linux?Programming
Interconnections
Effective STL
Practical Java
A Philosophy of Software Design
Tcl/Tk 8.5 Programming Cookbook
Tcl/Tk
Practical Programming in Tcl and Tk
Programming with POSIX Threads

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BELTRAN MARTINEZ

C++ Gotchas Frontiers Media SA

The Tcl language and Tk graphical toolkit are simple and powerful building blocks for custom applications. The Tcl/Tk combination is increasingly popular because it lets you produce sophisticated graphical interfaces with a few easy commands, develop and change scripts quickly, and conveniently tie together existing utilities or programming libraries.One of the attractive features of Tcl/Tk is the wide variety of commands, many offering a wealth of options. Most of the things you'd like to do have been anticipated by the language's creator, John Ousterhout, or one of the developers of Tcl/Tk's many powerful extensions. Thus, you'll find that a command or option probably exists to provide just what you need.And that's why it's valuable to have a quick reference that briefly describes every command and option in the core Tcl/Tk distribution as well as the most popular extensions. Keep this book on your desk as you write scripts, and you'll be able to find almost instantly the particular option you need.Most chapters consist of alphabetical listings. Since Tk and mega-widget

packages break down commands by widget, the chapters on these topics are organized by widget along with a section of core commands where appropriate. Contents include: Core Tcl and Tk commands and Tk widgets C interface (prototypes) Expect [incr Tcl] and [incr Tk] Tix TclX BLT Oratcl, SybTcl, and Tclodbc

Python in Neuroscience Pearson Education

Over 100 great recipes to effectively learn Tcl/Tk 8.5.

Tcl and the Tk Toolkit Pearson Education

Over 80 object-oriented recipes to help you create mind-blowing GUIs in Python About This Book Use object-oriented programming to develop amazing GUIs in Python Create a working GUI project as a central resource for developing your Python GUIs Packed with easy-to-follow recipes to help you develop code using the latest released version of Python Who This Book Is For If you are a Python programmer with intermediate level knowledge of GUI programming and want to learn how to create beautiful, effective, and responsive GUIs using the freely available Python GUI frameworks, this book is for you. What You Will Learn Create amazing GUIs with Python's built-in Tkinter module Customize the GUIs by using layout managers to arrange the GUI widgets Advance to an object-oriented programming style using Python Develop beautiful charts using the free Matplotlib Python module Use threading in a networked environment to make the GUIs responsive Discover ways to connect the GUIs to a database Understand how unit tests can be created and internationalize the GUI Extend the GUIs with free Python frameworks using best practices In Detail Python is a multi-domain, interpreted programming language. It is a widely used general-purpose, high-level programming language. It is often used as a scripting language because of its forgiving syntax and compatibility with a wide variety of different eco-systems. Its flexible syntax enables developers to write short scripts while at the same time, they can use object-oriented concepts to develop very large projects. Python GUI Programming Cookbook follows a task-based approach to help you create beautiful and very effective GUIs with the least amount of code necessary. This book uses the simplest programming style, using the fewest lines of code to create a GUI in Python, and then advances to using object-oriented programming in later chapters. If you are new to object-oriented programming (OOP), this book will teach you how to take advantage of the OOP coding style in the context of creating GUIs written in Python. Throughout the book, you will develop an entire GUI application, building recipe upon recipe, connecting the GUI to a database. In the later chapters, you will explore additional Python GUI frameworks, using best practices. You will also learn how to use threading to ensure your GUI doesn't go unresponsive. By the end of the book, you will be an expert in Python GUI programming to develop a common set of GUI applications. Style and approach Every recipe in this programming cookbook solves a problem you might encounter in your programming career. At the same time, most of the recipes build on each other to create an entire, real-life GUI application.

Tcl/Tk Pearson Education

Introduces the authors' philosophy of Internet security, explores possible attacks on hosts and networks, discusses firewalls and virtual private networks, and analyzes the state of communication security.

Tcl/Tk Programming for the Absolute Beginner Addison-Wesley

Professional
Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience required—this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve

Exploring Expect Pearson Education
You need a graphical user interface, and it needs to run on multiple platforms. You don't have much time, and you're not a wizard with X/Motif, the Win32 GUI, or the Mac GUI. The project seems impossible, but with Tcl/Tk it's simple and fun. The Tcl scripting language and the Tk toolkit create a powerful programming environment for building graphical user interfaces. With two lines of code you can create a simple button; with two hundred lines of code, a desktop calculator; and with a thousand lines of code, an industrial-strength groupware calendar and appointment minder. Your applications run on all of the major platforms: UNIX, Windows 95/NT, and Macintosh. You can even embed your programs in a Web page to make them available online. Mark Harrison and Michael McLennan, two noted Tcl/Tk experts, combine their extensive experience in this practical programming guide. It is ideal for developers who are acquainted with the basics of Tcl/Tk and are now moving on to build real applications. Effective Tcl/Tk Programming shows you how to build Tcl/Tk applications effectively and efficiently through plenty of real-world advice. It clarifies some of the more powerful aspects of Tcl/Tk, such as the packer, the canvas widget, and binding tags. The authors describe valuable design strategies and coding techniques that will make your Tcl/Tk projects successful. You will learn how to: Create interactive displays with the canvas widget Create customized editors with the text widget Create new geometry managers, like tabbed notebooks or paned windows Implement client/server architectures Handle data structures Interface with existing applications Package Tcl/Tk code into reusable libraries Deliver Tcl/Tk applications that are

easy to configure and install Embed applications in a Web page Build applications that will run on multiple platforms Throughout the book, the authors develop numerous applications and a library of reusable components. Learn from their approach, follow their strategies, and steal their code for your own applications! But don't bother retyping all of the examples.
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Design Patterns "O'Reilly Media, Inc."
Covers basic and advanced applications of Perl/Tk, discussing topics including basic Perl/Tk widgets and geometry managers, how to use callbacks and bindings effectively, working with images, and developing a Tk widget in C.
Advanced CORBA® Programming with C++ Pearson Education
John K. Ousterhout’s Definitive Introduction to Tcl/Tk–Now Fully Updated for Tcl/Tk 8.5 Tcl and the Tk Toolkit, Second Edition, is the fastest way for newcomers to master Tcl/Tk and is the most authoritative resource for experienced programmers seeking to gain from Tcl/Tk 8.5’s powerful enhancements. Written by Tcl/Tk creator John K. Ousterhout and top Tcl/Tk trainer Ken Jones, this updated volume provides the same extraordinary clarity and careful organization that made the first edition the world’s number one Tcl/Tk tutorial. Part I introduces Tcl/Tk through simple scripts that demonstrate its value and offer a flavor of the Tcl/Tk scripting experience. The authors then present detailed, practical guidance on every feature necessary to build effective, efficient production applications–including variables, expressions, strings, lists, dictionaries, control flow, procedures, namespaces, file and directory management, interprocess communication, error and exception handling, creating and using libraries, and more. Part II turns to the Tk extension and Tk 8.5’s new themed widgets, showing how to organize sophisticated user interface elements into modern GUI applications for Tcl. Part III presents incomparable coverage of Tcl’s C functions, which are used to create new commands and packages and to integrate Tcl with existing C software–thereby leveraging Tcl’s simplicity while accessing C libraries or executing performance-intensive tasks. Throughout, the authors illuminate all of Tcl/Tk 8.5’s newest, most powerful improvements. You’ll learn how to use new Starkits and Starpacks to distribute run-time environments and applications through a single file; how to take full advantage of the new virtual file system support to treat entities such as zip archives and HTTP sites as mountable file systems; and more. From basic syntax to simple Tcl commands, user interface development to C integration, this fully updated classic covers it all. Whether you’re using Tcl/Tk to automate system/network administration, streamline testing, control hardware, or even build desktop or Web applications, this is the one Tcl/Tk book you’ll always turn to for answers.
Tcl/Tk in a Nutshell John Wiley & Sons
The Gang of Four’s seminal catalog of 23 patterns to solve commonly occurring design problems Patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves. Highly influential, Design Patterns is a modern classic that introduces what patterns are and how they can help you design object-oriented software and provides a catalog of simple solutions for those already programming in at last one object-oriented programming language. Each pattern: Describes the

circumstances in which it is applicable, when it can be applied in view of other design constraints, and the consequences and trade-offs of using the pattern within a larger design Is compiled from real systems and based on real-world examples Includes downloadable C++ source code that demonstrates how patterns can be implemented and Python From the preface: “Once you the design patterns and have had an ‘Aha!’ (and not just a ‘Huh?’) experience with them, you won't ever think about object-oriented design in the same way. You'll have insights that can make your own designs more flexible, modular, reusable, and understandable - which is why you're interested in object-oriented technology in the first place, right?”

Mastering Perl/Tk Pearson Education

Most organizations have a firewall, antivirus software, and intrusion detection systems, all of which are intended to keep attackers out. So why is computer security a bigger problem today than ever before? The answer is simple--bad software lies at the heart of all computer security problems. Traditional solutions simply treat the symptoms, not the problem, and usually do so in a reactive way. This book teaches you how to take a proactive approach to computer security. Building Secure Software cuts to the heart of computer security to help you get security right the first time. If you are serious about computer security, you need to read this book, which includes essential lessons for both security professionals who have come to realize that software is the problem, and software developers who intend to make their code behave. Written for anyone involved in software development and use—from managers to coders—this book is your first step toward building more secure software. Building Secure Software provides expert perspectives and techniques to help you ensure the security of essential software. If you consider threats and vulnerabilities early in the development cycle you can build security into your system. With this book you will learn how to determine an acceptable level of risk, develop security tests, and plug security holes before software is even shipped. Inside you'll find the ten guiding principles for software security, as well as detailed coverage of: Software risk management for security Selecting technologies to make your code more secure Security implications of open source and proprietary software How to audit software The dreaded buffer overflow Access control and password authentication Random number generation Applying cryptography Trust management and input Client-side security Dealing with firewalls Only by building secure software can you defend yourself against security breaches and gain the confidence that comes with knowing you won't have to play the "penetrate and patch" game anymore. Get it right the first time. Let these expert authors show you how to properly design your system; save time, money, and credibility; and preserve your customers' trust.

Firewalls and Internet Security Cisco Press

Here is the CORBA book that every C++ software engineer has been waiting for. Advanced CORBA® Programming with C++ provides designers and developers with the tools required to understand CORBA technology at the architectural, design, and source code levels. This book offers hands-on explanations for building efficient applications, as well as lucid examples that provide practical advice on avoiding costly mistakes. With this book as a guide, programmers will find the support they need to

successfully undertake industrial-strength CORBA development projects. The content is systematically arranged and presented so the book may be used as both a tutorial and a reference. The rich example programs in this definitive text show CORBA developers how to write clearer code that is more maintainable, portable, and efficient. The authors' detailed coverage of the IDL-to-C++ mapping moves beyond the mechanics of the APIs to discuss topics such as potential pitfalls and efficiency. An in-depth presentation of the new Portable Object Adapter (POA) explains how to take advantage of its numerous features to create scalable and high-performance servers. In addition, detailed discussion of advanced topics, such as garbage collection and multithreading, provides developers with the knowledge they need to write commercial applications. Other highlights In-depth coverage of IDL, including common idioms and design trade-offs Complete and detailed explanations of the Life Cycle, Naming, Trading, and Event Services Discussion of IIOP and implementation repositories Insight into the dynamic aspects of CORBA, such as dynamic typing and the new DynAny interfaces Advice on selecting appropriate application architectures and designs Detailed, portable, and vendor-independent source code

Tcl and the Tk Toolkit "O'Reilly Media, Inc."

PROGRAMMING AND GUI FUNDAMENTALS Discover the foundations of TCL programming and GUI development Programming and GUI Fundamentals: Tcl-Tk for Electronic Design Automation (EDA), delivers a comprehensive exploration of the major design challenges and potential present in application and tool development with Tcl-Tk. Accessibly written and easy-to-understand, the book can be used by students at a variety of levels, as well as researchers and working professionals. The authors present the fundamental concepts of Tcl programming and graphic user interface (GUI) development using images, and photographs, assisting with concept understanding and retention. They describe real-time system designs and offer students and designers the opportunity to learn about critical concepts in scripting and GUI development. Readers will learn to design their own GUI, place and package widgets on the GUI, and allow EDA professionals, chip designers and students to code and design in TCL-TK. They will also benefit from: A thorough introduction to scripting languages and wish interpreters, including their fundamental concepts, TCL tips and tricks, and command, variable, and procedure examples Comprehensive explorations of the TCL data structure, including datatypes, strings and commands, lists and commands, and arrays and commands Practical discussions of TCL control flow, including conditional commands, multi-condition commands, and loop commands In-depth examinations of file input/output processing, including TCL file read-write, open and close commands, gets, and puts. Perfect for undergraduate and graduate students studying programming or computer science, as well as professionals working on electronic design automation and chip design, Programming and GUI Fundamentals: Tcl-Tk for Electronic Design Automation (EDA) is also an indispensable resource for programming professionals seeking to upskill.

Practical Programming in Tcl & Tk Addison-Wesley Professional

The Tcl Programming Language is a comprehensive guide to the

current version (8.6) of this immensely flexible and versatilelanguage. Starting with the basic features, it expands its scope toinclude the more advanced concepts, facilities and programming idiomsfrom which the language derives its power. Begin with the basics of Tcl syntax and commands for operating ondata. Get acquainted with the flexible and uniform execution model thatenables metaprogramming, custom control structures etc. Learn to modularize your code with namespaces, object-orienteddesign and packages. See how intrinsic support for Unicode and encodings makes it abreeze to localize your applications. Become conversant with the integrated event loop and how itfacilitates efficient asynchronous I/O models and the reactive styleof programming. Delve into Tcl's sophisticated I/O framework and write your ownreflected channels, transforms and virtual file systems. Understand the built-in facilities for inter-process communicationusing pipes or the network. See how concurrent programming facilities like coroutines andthreads can simplify your code and make it more performant. Learn how to secure your application through the use of safeinterpreters for sandboxing. Interact with databases through the Tcl Database Connectivityinterface. Discover how software distribution and installation headaches areeliminated with starkits and single file deployment. The breadth of coverage and numerous examples will familiarizenewcomers to every aspect of Tcl programming. At the same time, thedepth and level of detail, and an exhaustive index, make The TclProgramming Language a valuable reference in every Tcl programmer's library.

The Tcl Programming Language Createspace Independent Publishing Platform

An overview of Tcl and Tk. Tcl language syntax. Variables. Expressions. Lists. Control flow. Procedures. Errors and exceptions. String manipulation. Acessing files. Processes. Managing Tcl internals. History.

Python for Beginners Addison-Wesley Professional

TCP/IP Illustrated, an ongoing series covering the many facets of TCP/IP, brings a highly-effective visual approach to learning about this networking protocol suite. TCP/IP Illustrated, Volume 2 contains a thorough explanation of how TCP/IP protocols are implemented. There isn't a more practical or up-to-date bookothis volume is the only one to cover the de facto standard implementation from the 4.4BSD-Lite release, the foundation for TCP/IP implementations run daily on hundreds of thousands of systems worldwide. Combining 500 illustrations with 15,000 lines of real, working code, TCP/IP Illustrated, Volume 2 uses a teach-by-example approach to help you master TCP/IP implementation. You will learn about such topics as the relationship between the sockets API and the protocol suite, and the differences between a host implementation and a router. In addition, the book covers the newest features of the 4.4BSD-Lite release, including multicasting, long fat pipe support, window scale, timestamp options, and protection against wrapped sequence numbers, and many other topics. Comprehensive in scope, based on a working standard, and thoroughly illustrated, this book is an indispensable resource for anyone working with TCP/IP.

Advanced UNIX Programming Addison-Wesley Professional

The classic guide to UNIX® programming-completely updated! UNIX application programming requires a mastery of system-level services. Making sense of the many functions-more than 1,100

functions in the current UNIX specification-is a daunting task, so for years programmers have turned to Advanced UNIX Programming for its clear, expert advice on how to use the key functions reliably. An enormous number of changes have taken place in the UNIX environment since the landmark first edition. In Advanced UNIX Programming, Second Edition, UNIX pioneer Marc J. Rochkind brings the book fully up to date, with all-new, comprehensive coverage including: POSIX SolarisTM Linux® FreeBSD Darwin, the MacTM OS X kernel And more than 200 new system calls Rochkind's fully updated classic explains all the UNIX system calls you're likely to need, all in a single volume! Interprocess communication, networking (sockets), pseudo terminals, asynchronous I/O, advanced signals, realtime, and threads Covers the system calls you'll actually use-no need to plow through hundreds of improperly implemented, obsolete, and otherwise unnecessary system calls! Thousands of lines of example code include a Web browser and server, a keystroke recorder/player, and a shell complete with pipelines, redirection, and background processes Emphasis on the practical-ensuring portability, avoiding pitfalls, and much more! Since 1985, the one book to have for mastering UNIX application programming has been Rochkind's Advanced UNIX Programming. Now completely updated, the second edition remains the choice for up-to-the-minute, in-depth coverage of the essential system-level services of the UNIX family of operating systems.

Effective C++ "O'Reilly Media, Inc."

Python is an amazing programming language. It can be applied to almost any programming task. It allows for rapid development and debugging. Getting started with Python is like learning any new skill: it’s important to find a resource you connect with to guide your learning. Luckily, there’s no shortage of excellent books that can help you learn both the basic concepts of programming and the specifics of programming in Python. With the abundance of resources, it can be difficult to identify which book would be best for your situation. Python for Beginners is a concise single point of reference for all material on python. Provides concise, need-to-know information on Python types and statements, special method names, built-in functions and exceptions, commonly used standard library modules, and other prominent Python tools Offers practical advice for each major area of development with both Python 3.x and Python 2.x Based on the latest research in cognitive science and learning theory Helps the reader learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features This book focuses on enthusiastic research aspirants who work on scripting languages for automating the modules and tools, development of web applications, handling big data, complex calculations, workflow creation, rapid prototyping, and other software development purposes. It also targets graduates, postgraduates in computer science, information technology, academicians, practitioners, and research scholars.

Effective Tcl/Tk Programming Addison-Wesley Professional

Índice abreviado: General techniques -- Objects and equality -- Exception handling -- Performance -- Multithreading -- Classes and interfaces -- Appendix: learning Java.

Managing Corporate Information Systems Evolution and Maintenance Course Technology Ptr

Written by the author of Expect, this is the first book to explain how this new part of the UNIX toolbox can be used to automate telnet, ftp, passwd, rlogin, and hundreds of other interactive applications. The book provides lots of practical examples and scripts solving common problems, including a chapter of extended examples.

Tcl and the Tk Toolkit Pearson Education India
The book starts with the basics, explaining how to compile and run your first program. First, each concept is explained to give you a solid understanding of the material. Practical examples are then presented, so you see how to apply the knowledge in real applications.