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 Developing Linux Applications with GTK+ and GDK
 An Introduction to C & GUI Programming
 GNOME/GTK+ Programming Bible
 The Linux Command Line, 2nd Edition
 An Introduction to GCC
 Foundations of PyGTK Development
 Concepts in Programming Languages
 Tom Swan's GNU C++ for Linux
 Gtk+ Programming in C
 Rapid GUI Programming with Python and Qt
 MySQL
 Introducing Vala Programming
 TinyOS Programming
 GNOME 3 Application Development Beginner's Guide
 LET US C SOLUTIONS -15TH EDITION

Gtk Programming In C

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MADELINE RYAN

Essential COM Cambridge University Press

Learn how to create cross-platform graphical applications with the powerful Tcl scripting language for UNIX and Windows and the Tk toolkit. The CD-ROM contains executable Tcl for Windows, source code for the Windows, UNIX and Mac versions of Tcl, and Tcl contributed freeware.

Advanced CORBA® Programming with C++ Prentice Hall
 Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, *Objective-C Programming: The Big Nerd Ranch Guide* covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools
 Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages
 Pointers, addresses, and memory management with ARC
 Properties and Key-Value Coding (KVC)
 Class extensions
 Categories
 Classes from the Foundation framework
 Blocks
 Delegation, target-action, and notification design patterns
 Key-Value Observing (KVO)
 Runtime basics

Hands-On GUI Application Development in Go Addison-Wesley

Program 3D Games in C++: The #1 Language at Top Game Studios Worldwide
 C++ remains the key language at many leading game development studios. Since it's used throughout their enormous code bases, studios use it to maintain and improve their games, and look for it constantly when hiring new developers. *Game Programming in C++* is a practical, hands-on approach to programming 3D video games in C++. Modeled on Sanjay Madhav's game programming courses at USC, it's fun, easy, practical, hands-on, and complete. Step by step, you'll learn to use C++ in all facets of real-world game programming, including 2D and 3D graphics, physics, AI, audio, user interfaces, and much more. You'll hone real-world skills through practical exercises, and deepen your expertise through start-to-finish projects that grow in complexity as you build your skills. Throughout, Madhav pays special attention to demystifying the math that all professional game developers need to know. Set up your C++ development tools quickly, and get started Implement

basic 2D graphics, game updates, vectors, and game physics
 Build more intelligent games with widely used AI algorithms
 Implement 3D graphics with OpenGL, shaders, matrices, and transformations
 Integrate and mix audio, including 3D positional audio
 Detect collisions of objects in a 3D environment
 Efficiently respond to player input
 Build user interfaces, including Head-Up Displays (HUDs)
 Improve graphics quality with anisotropic filtering and deferred shading
 Load and save levels and binary game data
 Whether you're a working developer or a student with prior knowledge of C++ and data structures, *Game Programming in C++* will prepare you to solve real problems with C++ in roles throughout the game development lifecycle. You'll master the language that top studios are hiring for—and that's a proven route to success.

The C++ Standard Library Pearson Education
 Developers who write programs for GNOME use the GNOME API. Working with the GNOME API is preferable because the program will conform to the standard GNOME program look and feel. It also allows the developer to use the GNOME specific libraries in the program, greatly simplifying the development process. The *Official GNOME 2 Developer's Guide* is the official GNOME Foundation guide to programming GUIs and applications using the GTK+ and GNOME API. Developed in partnership with the GNOME Foundation, this book is for programmers working with the GNOME 2 desktop environment. Each section begins with an example program that serves as a tutorial, then develops into a reference on the topic. Includes abundant, well-annotated examples. Knowledge of the C programming language is required, but no GUI programming experience is necessary.

An Introduction to C and GUI Programming Sams Publishing
 An expert guide to Ruby, a popular new Object-Oriented Programming Language
 Ruby is quickly becoming a favourite among developers who need a simple, straight forward, portable programming language. Ruby is ideal for quick and easy object-oriented programming such as processing text files or performing system management. Having been compared with other programming languages such as Perl, Python, PCL, Java, Eiffel, and C++; Ruby is popular because of its straight forward syntax and transparent semantics. Using step-by-step examples and real world applications, the *Ruby Developer's Guide* is designed for programmers and developer's looking to embrace the object-oriented features and functionality of this robust programming language. Readers will learn how to develop, implement, organize and deploy applications using Ruby. - Ruby is currently experiencing a rapid rise in popularity in the object-oriented programming community - Readers receive up-to-the minute links, white papers, and analysis for two years at solutions@syngress.com - Comes with a wallet-sized CD

containing a printable HTML version of the book, all of the source code examples and demos of popular Ruby third-party programming tools and applications
C++ GUI Programming with Qt4 Raspberry Pi Press

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.
Graphical Applications with Tcl and Tk Pearson Education
 Get an introduction into the Vala programming language and learn about its syntax, semantics, and idioms. Do you want to boost your productivity? Are you interested in a programming language that combines the efficiency of a scripting language with the performance of a compiled language? Did you always want to write GTK+ or GNOME programs, but hate C with a passion? Read this book and learn Vala! *Introducing Vala Programming* starts from Hello World and goes up to graphical user interfaces using GTK+, covering DBus interprocess communication, network programming, Linux specifics, and more. You'll learn how to leverage external libraries and enhance Vala by writing bindings to new libraries. What You Will Learn
 Discover the Vala programming language and how to use it to boost your

productivityUse Vala syntax and semanticsWrite object-oriented code with ValaWork with DBusImplement networking with ValaIntegrate and use external libraries with bindings and libgusb Who This Book Is For People with basic programming experience in any imperative programming language.

Foundations of GTK+ Development Addison-Wesley Professional

The Only Official, Best-Practice Guide to Qt 4.3 Programming Using Trolltech's Qt you can build industrial-strength C++ applications that run natively on Windows, Linux/Unix, Mac OS X, and embedded Linux without source code changes. Now, two Trolltech insiders have written a start-to-finish guide to getting outstanding results with the latest version of Qt: Qt 4.3. Packed with realistic examples and in-depth advice, this is the book Trolltech uses to teach Qt to its own new hires. Extensively revised and expanded, it reveals today's best Qt programming patterns for everything from implementing model/view architecture to using Qt 4.3's improved graphics support. You'll find proven solutions for virtually every GUI development task, as well as sophisticated techniques for providing database access, integrating XML, using subclassing, composition, and more. Whether you're new to Qt or upgrading from an older version, this book can help you accomplish everything that Qt 4.3 makes possible. Completely updated throughout, with significant new coverage of databases, XML, and Qtopia embedded programming Covers all Qt 4.2/4.3 changes, including Windows Vista support, native CSS support for widget styling, and SVG file generation Contains separate 2D and 3D chapters, coverage of Qt 4.3's new graphics view classes, and an introduction to QPainter's OpenGL back-end Includes new chapters on look-and-feel customization and application scripting Illustrates Qt 4's model/view architecture, plugin support, layout management, event processing, container classes, and much more Presents advanced techniques covered in no other book—from creating plugins to interfacing with native APIs Includes a new appendix on Qt Jambi, the new Java version of Qt

Advanced Linux Programming Addison-Wesley Professional

The popular C programming language is used for a huge range of applications, from the tiny microcontrollers used in toasters and watches up to complete operating systems. The first half of this book is an introduction to C, and covers the basics of writing simple command-line programs. The second half of the book shows how to use the GTK user interface toolkit with C to create feature-rich GUI applications which can be run on the desktop. No previous experience of C or GTK is required - even if you are an absolute beginner, this book will teach you all you need to know. In this book, you'll learn how to: Create simple command-line C programs. Control flow with conditions and loops. Handle variables, strings, and files. Design graphical user interface applications in C. Handle user input with buttons and menus. Use advanced UI features such as data stores and dialogs. Updated for GTK3, this book will teach you all you need to know to write simple programs in C and start creating GUIs. Although the examples in this book were developed on a Raspberry Pi running Raspberry Pi OS, you can follow along on other operating systems, including Linux, macOS, and Windows with the Windows Subsystem for Linux.

Objective-C Programming No Starch Press

Discover Golang's GUI libraries such as Go-GTK (GIMP Toolkit) and Go-Qt and build beautiful, performant, and responsive graphical applications Key FeaturesConceptualize and build state-of-art GUI applications with Golang (Go)Tackle the complexity of varying GUI application sizes with a structured and scalable approachGet hands-on experience of GUI development with Shiny, and labs/ui, Fyne, and WalkBook Description Go is often compared to C++ when it comes to low-level programming and implementations that require faster processing, such as Graphical User Interfaces (GUIs). In fact, many claim that Go is superior to C++ in terms of its concurrency and ease of use. Most graphical application toolkits, though, are still written using C or C++, and so they don't enjoy the benefits of using a modern programming language such as Go. This guide to programming GUIs with Go 1.11 explores the various toolkits available, including UI, Walk, Shiny, and Fyne. The book compares the vision behind each

project to help you pick the right approach for your project. Each framework is described in detail, outlining how you can build performant applications that users will love. To aid you further in creating applications using these emerging technologies, you'll be able to easily refer to code samples and screenshots featured in the book. In addition to toolkit-specific discussions, you'll cover more complex topics, such as how to structure growing graphical applications, and how cross-platform applications can integrate with each desktop operating system to create a seamless user experience. By delving into techniques and best practices for organizing and scaling Go-based graphical applications, you'll also glimpse Go's impressive concurrency system. In the concluding chapters, you'll discover how to distribute to the main desktop marketplaces and distribution channels. By the end of this book, you'll be a confident GUI developer who can use the Go language to boost the performance of your applications. What you will learnUnderstand the benefits and complexities of building native graphical applications Gain insights into how Go makes cross-platform graphical application development simple Build platform-native GUI applications using andlabs/ui Develop graphical Windows applications using Walk Create multiplatform GUI applications using Shiny, Nuklear, and Fyne Use Go wrappers for GTK and Qt for GUI application development Streamline your requirements to pick the correct toolkit strategyWho this book is for This book is designed for Go developers who are interested in building native graphical applications for desktop computers and beyond. Some knowledge of building applications using Go is useful, but not essential. Experience in developing GUIs is not required as the book explores the benefits and challenges they pose. This book will also be beneficial for GUI application developers who are interested in trying Go.

SUSE Linux 10 Unleashed Sams Publishing

The ultimate guide for programmers needing to know how to write systems, services, and applications using the TinyOS operating system.

Programming Linux Games Springer Science & Business Media

Provides an introduction to the GNU C and C++ compilers, gcc and g++. This manual includes: compiling C and C++ programs using header files and libraries, warning options, use of the preprocessor, static and dynamic linking, optimization, platform-specific options, profiling and coverage testing, paths and environment variables, and more.

Introduction to Design Patterns in C++ with Qt No Starch Press

Never before has a book been published that describes the techniques and technology used in writing text editors, word processors and other software. Written for the working professional and serious student, this book covers all aspects of the task. The topics range from user psychology to selecting a language to implementing redisplay to designing the command set. More than just facts are involved, however, as this book also promotes insight into an understanding of the issues encountered when designing such software. After reading this book, you should have a clear understanding of how to go about writing text editing or word processing software. In addition, this book introduces the concepts and power of the Emacs-type of text editor. This type of editor can trace its roots to the first computer text editor written and is still by far the most powerful editor available.

Programming from the Ground Up Packt Publishing Ltd

The goal of this book is to provide a handbook for Linux developers who are moving to the Linux platform. The book covers information found no place else--information that Linux developers need in one comprehensive development book. The author provides detailed coverage on developing graphical user interfaces for the X Window system.

No Bugs! M & T Books

You've experienced the shiny, point-and-click surface of your Linux computer--now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell (or command line). Along the way you'll learn the timeless skills handed down by generations of experienced, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular

expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: • Create and delete files, directories, and symlinks • Administer your system, including networking, package installation, and process management • Use standard input and output, redirection, and pipelines • Edit files with Vi, the world's most popular text editor • Write shell scripts to automate common or boring tasks • Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust.

Learn C the Hard Way Elsevier

When Perdita Tree, The bored and beautiful wife of a conservative Member of Parliament, Is kidnapped in Albania, she decides it is one huge adventure. Adored by her kidnapper, who thinks all things English are prefect, she is persuaded to rescue the A Real World Haskell! Addison-Wesley Professional Explains how to build a scrolling game engine, play sound effects, manage compressed audio streams, build multiplayer games, construct installation scripts, and distribute games to the Linux community.

The Official GNOME 2 Developer's Guide Sams Publishing

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

Ruby Developers Guide Addison-Wesley Professional

Programming from the Ground Up uses Linux assembly language to teach new programmers the most important concepts in programming. It takes you a step at a time through these concepts: * How the processor views memory * How the processor operates * How programs interact with the operating system * How computers represent data internally * How to do low-level and high-level optimization Most beginning-level programming books attempt to shield the reader from how their computer really works. Programming from the Ground Up starts by teaching how the computer works under the hood, so that the programmer will have a sufficient background to be successful in all areas of programming. This book is being used by Princeton University in their COS 217 "Introduction to Programming Systems" course.

Cross-platform GUI Programming with WxWidgets BPP

Publications

Describes how to use wxWidgets, an open-source C++ API, to write GUI applications.