

C Programming By Balagurusamy 6th Edition

Programming in C
 Functional Programming in Java
 Mastering C
 Programming In C#, 3E
 Programming In Ansi C, 5E
 Programming in ANSI C
 Programming with ANSI C++
 A Brain-Friendly Guide
 Programming with C++
 Head First C
 Programming for Problem Solving
 Loose Leaf for C++ Programming: An Object-Oriented Approach
 OOPS USING C++ AND JAVA
 Programming in ANSI C
 Programming in C#: A Primer
 Learn by Doing-the Python Learning Mantra
 With Application to Understanding Data
 Harnessing the Power Of Java 8 Lambda Expressions
 Programming In C#
 Numerical Methods
 PROGRAMMING IN ANSI C
 C Programming And Data Structures (for Jntu)
 Programming with Java
 Object-oriented Programming with C++
 LET US C SOLUTIONS -15TH EDITION
 Computing Fundmtls&C Progmmg
 Let Us Python Solutions
 Object-oriented Programming with C++
 Programming in ANSI C
 Data Structures Using C
 Thinking in Java
 Object-Oriented Programming with C++, 7e
 Computer Networks
 Object-Oriented Programming In Microsoft C + +
 Introduction to Computation and Programming Using Python, second edition
 Programming In Ansi C
 Python Is Future, Embrace It Fast
 A Systems Approach

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WEBB JOHNSON

Programming in C Tata McGraw-Hill Education

This book presents a detailed exposition of C in an extremely simple style. The various features of the language have been systematically discussed. The entire text has been reviewed and revised incorporating the feedback from the readers. Each chapter has been expanded to include a variety of solved examples and practice problems.

Functional Programming in Java Galgotia Publications
 Discusses the fundamental features of the C computer programming language and offers guidance on techniques for writing programs in C. (Beginner).

Mastering C Tata McGraw-Hill Education

The sixth edition of this most trusted book on JAVA for beginners is here with some essential updates. Retaining its quintessential style of concept explanation with exhaustive programs, solved examples, and illustrations, this text takes the journey of understanding JAVA to slightly higher level. The book introduces readers to some of the Core JAVA topics like JDBC, Java Servlets, Java Beans, Lambda Expression and much more. Practical real-life projects will give a better understanding of JAVA usage and make students industry-ready.

Programming In C#, 3E Tata McGraw-Hill Education

Authored by most trusted name in the area, this text acts like a "Primer", moving step by step starting from fundamentals to core concepts in much desired logical flow and hence renders conceptual clarity along with simplicity. The book has a comprehensive coverage of foundational concepts of e# Programming, in the light of object orientation, which are explained in simple language and supported with good examples & programming exercises. Salient Features - Latest version of CLRS.0 included - In-depth coverage of topics like Winforms, Operator Overloading, Multithreading and Polymorphism - Uses validated html coding (part of web 2.0) in the examples Three new projects: • Data leakage detection • SMS System ASP. net • SMTP/POP3 mail server Enhanced Pedagogical Features: • Example programs: 122 • Case-studies (solved): 20 • Review Questions: 357 • Programming Exercises: 159 • Debugging exercises: 45

Programming In Ansi C, 5E Sams

The book has been thoroughly updated as per the requirements of the new syllabus with optimum coverage of computer fundamentals. The concepts of C along with a competitive edge will prepare students for their CS & IT domain specific study and applications in their respective branches, as well as campus placements. It follows an illustrative and easy-to-learn approach with unique combination of optimum theory and numerous

examples. Salient Features: - Exhaustive number of solved and unsolved problems with solutions and rich pedagogy - Coverage in context of latest technologies - Fresh Appendix of ASCII code - Separate topics for network protocols, and on Strings and Pointers
Programming in ANSI C BPB Publications

The new edition of Mastering C has retained its best features - balance of theoretical explanation and excellent pedagogical features. The book lucidly explains the basic features and syntax of the C language. This new edition offers new features such as frequently asked solved programs/questions in universities examinations and IT Interview questions. Salient Features: - Lucid explanation of basic features and syntax of the C Language - In-depth coverage of file manipulations, data structures, searching and sorting -Numerous programming examples on advanced data structures using C, linked lists, stacks, queues, sparse matrices, trees and graphs - Dedicated chapter on graphics in C and C in the UNIX environment - Frequently asked questions in interviews
Programming with ANSI C++ McGraw-Hill Education
 Object Oriented Programming with C++ and JAVA, 1e, has been designed to enable novice programmers to enhance their programming skills. The book provides numerous solved programs and review questions which enables the student to understand and test their programming skills. The illustrative approach and clear and precise presentation making it an ideal book for students.

A Brain-Friendly Guide Tata McGraw-Hill Education

The book is designed to help the first year engineering students in building their concepts in the course on Programming for Problem Solving. It introduces the subject in a simple and lucid manner for a better understanding. It adopts a student friendly approach to the subject matter with many solved examples and unsolved questions, illustrations and well-structured C programs.

Programming with C++ Tata McGraw-Hill Education

Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking;

end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available

Head First C Prentice Hall Professional

Provides a straightforward and practical approach to object-oriented concepts, analysis, design and programming for students on Higher National and degree courses.

Programming for Problem Solving Jones & Bartlett Learning
 Programming with JavaMcGraw-Hill Education

Loose Leaf for C++ Programming: An Object-Oriented Approach "O'Reilly Media, Inc."

Solutions to all Exercises in Let Us Python, Cross-check Your Solutions DESCRIPTION Practice! That is what Python Programming is all about. To be able to master Python you need to practise writing a large number of programs in it. As you try to do so, you would find that there are multiple ways of writing any program. So you need to find out whether you have chosen the best way to implement your program. That's where you would find this book useful. • Let Us Python contains exercises at the end of each chapter. Solving these exercises would help you build your Python skills. As you do so, many of you would feel the need for a trusted companion who will ratify your answers and programs. • Let Us Python Solutions will be that trusted companion. It will help you validate your answers and teach you how to write better Python programs. • KEY FEATURES - Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. • Lists down all the important points that you need to know related to various topics in an organized manner. - Prepares you for coding related interview and theoretical questions. - Provides In depth explanation of complex topics and Questions. - Focuses on how to think logically to solve a problem. - Follows a systematic approach that will help you to prepare for an interview in short duration of time. - Exercises are exceptionally useful to complete the reader's understanding of a

topic. WHAT WILL YOU LEARN 1. Data types, Control flow instructions, console & File Input/Output 2. Strings, list & tuples, List comprehension 3. Sets & Dictionaries, Functions & Lambdas 4. Dictionary Comprehension 5. Modules, classes and objects, Inheritance 6. Operator overloading, Exception handling 7. Iterators & Generators, Decorators, Command-line Parsing WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages 16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and Inheritance 20. Iterators and Generators 21. Exception Handling 22. File Input/Output 23. Miscellany 24. Multi-threading 25. Synchronization

OOPS USING C++ AND JAVA McGraw-Hill Education

Learn Python Quickly, A Programmer-Friendly Guide DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. KEY FEATURES Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare for an interview in short duration of time. Exercises are exceptionally useful to complete the reader's understanding of a topic. WHAT WILL YOU LEARN Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators, Command-line Parsing WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages

16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and Inheritance 20. Iterators and Generators 21. Exception Handling 22. File Input/Output 23. Miscellany 24. Multi-threading 25. Synchronization

Tata McGraw-Hill Education

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Programming in ANSI C Tata McGraw-Hill Education

"Based on my own experience, I can safely say that every .NET developer who reads this will have at least one 'aha' moment and will be a better developer for it." —From the Foreword by Don Box

The popular C# programming language combines the high productivity of rapid application development languages with the raw power of C and C++. Now, C# 3.0 adds functional programming techniques and LINQ, Language Integrated Query. The C# Programming Language, Third Edition, is the authoritative and annotated technical reference for C# 3.0. Written by Anders Hejlsberg, the language's architect, and his colleagues, Mads Torgersen, Scott Wiltamuth, and Peter Golde, this volume has been completely updated and reorganized for C# 3.0. The book provides the complete specification of the language, along with descriptions, reference materials, code samples, and annotations from nine prominent C# gurus. The many annotations—a new feature in this edition—bring a depth and breadth of understanding rarely found in any programming book. As the main text of the book introduces the concepts of the C# language, cogent annotations explain why they are important, how they are used, how they relate to other languages, and even how they evolved. This book is the definitive, must-have reference for any developer who wants to understand C#.

Programming in C#: A Primer Tata McGraw-Hill Education

Distinguished as one of the bestsellers in the market, the strength of this book lies in its simple and lucid presentation of the C programming concepts. It helps the beginners in better understanding of the implementation and applications of C language through sample programs, case-studies, programming problems and projects. Includes the new features of C99 standards and select new programs important from major university examination requisites

Learn by Doing-the Python Learning Mantra BPB Publications

Written by the most well known face of India's IT literacy movement, this book is designed for the first course in C taken by undergraduate students in Computers and Information Technology. The revised edition maintains the lucid flow and continuity which has been the strength of the book.

With Application to Understanding Data Hyperion Books

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging

from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

Harnessing the Power Of Java 8 Lambda Expressions Tata McGraw-Hill Education

Learn how to program with C++ using today's definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 8E. D.S. Malik's time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik's experience further strengthen the reader's understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Programming In C# OUP India

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.