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KEY=PROGRAMMING - JOYCE SIMMONS

Professional Visual Basic 6 Databases

Apress Broad coverage is given of many issues relating to professional database design and implementation using Visual Basic 6. The authors show how to use SQL to manipulate data and investigate advanced topics such as data warehousing and data mining.

Peter Norton's Guide to Access 2000 Programming

Sams Publishing The purpose of this book is to provide a bridge between Access 2000 as an efficient front-end development tool and the intricate world of Visual Basic programming. It is intended to offer the necessary tools for managing information in all levels of business from large offices to entrepreneurs and consultants. Exercises throughout each chapter guide and encourage the reader in exploring the topics further, using the files found on the accompanying CD.

Microsoft Visual Basic 2013 Step by Step

Pearson Education A step-by-step guide to using Microsoft Visual Basic, covering such topics as building and customizing the user interface, managing data, Visual Studio web development with ASP.NET 4, and working with Windows Phone SDK 8.0.

Visual Basic Graphics Programming

John Wiley & Sons This Wrox Blox shows you how to add graphics to Visual Basic 2008 applications by explaining fundamental graphics techniques such as: drawing shapes with different colors and line styles; filling areas with colors, gradients, and patterns; drawing text that is properly aligned, sized, and clipped exactly where you want it; manipulating images and saving results in bitmap, JPEG, and other types of files. Also covered are instructions for how to greatly increase your graphics capabilities using transformations, which allow you to move, stretch, or rotate graphics. They also let you work in coordinate systems that make sense for your application. The author also describes techniques for using the above in printouts, describing the sequence of events that produce a printout and show how to generate and preview printouts, with examples which show how to wrap long chunks of text across multiple pages, if necessary. In addition, you will learn about two powerful new graphic tools that were introduced with .NET Framework 3.0: WPF graphics and FlowDocuments. XAML graphic commands allow a WPF application to draw and fill the same kinds of shapes that a program can draw by using graphics objects. Finally, a discussion on the FlowDocument object shows you how to define items that should be flowed across multiple pages as space permits. This lets you display text, graphics, controls, and other items that automatically flow across page breaks. FlowDocument viewers make displaying these documents easy for you, and simplifies the user's reading of the documents. This Wrox Blox also contains 35 example programs written in Visual Basic 2008, although most of the code works in previous versions of Visual Basic .NET as well. The most notable exceptions are WPF graphics and FlowDocuments, both of which require WPF provided in .NET Framework 3.0 and later.

Program Synthesis

Program synthesis is the task of automatically finding a program in the underlying programming language that satisfies the user intent expressed in the form of some specification. Since the inception of artificial intelligence in the 1950s, this problem has been considered the holy grail of Computer Science. Despite inherent challenges in the problem such as ambiguity of user intent and a typically enormous search space of programs, the field of program synthesis has developed many different techniques that enable program synthesis in different real-life application domains. It is now used successfully in software engineering, biological discovery, compute-raided education, end-user programming, and data cleaning. In the last decade, several applications of synthesis in the field of programming by examples have been deployed in mass-market industrial products. This monograph is a general overview of the state-of-the-art approaches to program synthesis, its applications, and subfields. It discusses the general principles common to all modern synthesis approaches such as syntactic bias, oracle-guided inductive search, and optimization techniques. We then present a literature review covering the four most common state-of-the-art techniques in program synthesis: enumerative search, constraint solving, stochastic search, and deduction-based programming by examples. It concludes with a brief list of future horizons for the field.

Programming Microsoft Dynamics CRM 4.0

Microsoft Press Get answers to common questions about setting up the design environment and building custom solutions with Microsoft Dynamics CRM. Delve into core architecture, tools, and techniques, and learn how to exploit powerful customization features. Authored by industry-leading experts, this book shows how to deliver intelligent CRM solutions that meet the unique challenges and requirements of your business. Discover how to: Set up the development environment Enhance the product's APIs with your own code Execute business logic using plug-ins Build custom workflows that extend native workflow functions Create user-friendly integration with scripts and application extensions Code custom pages optimized for Microsoft Outlook with Offline Access Extend Microsoft Dynamics CRM using ASP.NET Create advanced Windows Workflow Foundation solutions Extend multilingual and multicurrency features Construct a custom security-access solution Get code samples on the Web.

Component-level Programming

Filling a wide gap in the field of programming, this unique book covers the "other side" of component-based development—the development of the components themselves. This book not only shows readers how to develop a wide variety of components, but it also shows them how to divide an application into components and host-level coding. For computer programmers who want to learn component level programming, a very marketable skill.

The Cumulative Book Index

Programming Language Concepts

Springer This book uses a functional programming language (F#) as a metalanguage to present all concepts and examples, and thus has an operational flavour, enabling practical experiments and exercises. It includes basic concepts such as abstract syntax, interpretation, stack machines, compilation, type checking, garbage collection, and real machine code. Also included are more advanced topics on polymorphic types, type inference using unification, co- and contravariant types, continuations, and backwards code generation with on-the-fly peephole optimization. This second edition includes two new chapters. One describes compilation and type checking of a full functional language, tying together the previous chapters. The other describes how to compile a C subset to real (x86) hardware, as a smooth extension of the previously presented compilers.The examples present several interpreters and compilers for toy languages, including compilers for a small but usable subset of C, abstract machines, a garbage collector, and ML-style polymorphic type inference. Each chapter has exercises. Programming Language Concepts covers practical construction of lexers and parsers, but not regular expressions, automata and grammars, which are well covered already. It discusses the design and technology of Java and C# to strengthen students' understanding of these widely used languages.

American Book Publishing Record

Byte

Forthcoming Books

Secure Coding in C and C++

Pearson Education "The security of information systems has not improved at a rate consistent with the growth and sophistication of the attacks being made against them. To address this problem, we must improve the underlying strategies and techniques used to create our systems. Specifically, we must build security in from the start, rather than append it as an afterthought. That's the point of Secure Coding in C and C++. In careful detail, this book shows software developers how to build high-quality systems that are less vulnerable to costly and even catastrophic attack. It's a book that every developer should read before the start of any serious project." --Frank Abagnale, author, lecturer, and leading consultant on fraud prevention and secure documents Learn the Root Causes of Software Vulnerabilities and How to Avoid Them Commonly exploited software vulnerabilities are usually caused by avoidable software defects. Having analyzed nearly 18,000 vulnerability reports over the past ten years, the CERT/Coordination Center (CERT/CC) has determined that a relatively small number of root causes account for most of them. This book identifies and explains these causes and shows the steps that can be taken to prevent exploitation. Moreover, this book encourages programmers to adopt security best practices and develop a security mindset that can help protect software from tomorrow's attacks, not just today's. Drawing on the CERT/CC's reports and conclusions, Robert Seacord systematically identifies the program errors most likely to lead to security breaches, shows how they can be exploited, reviews the potential consequences, and presents secure alternatives. Coverage includes technical detail on how to Improve the overall security of any C/C++ application Thwart buffer overflows and stack-smashing attacks that exploit insecure string manipulation logic Avoid vulnerabilities and security flaws resulting from the incorrect use of dynamic memory management functions Eliminate integer-related problems: integer overflows, sign errors, and truncation errors Correctly use formatted output functions without introducing format-string vulnerabilities Avoid I/O vulnerabilities, including race conditions Secure Coding in C and C++ presents hundreds of examples of secure code, insecure code, and exploits, implemented for Windows and Linux. If you're responsible for creating secure C or C++ software--or for keeping it safe--no other book offers you this much detailed, expert assistance.

The Fourth Paradigm

Data-intensive Scientific Discovery

Microsoft Press Foreword. A transformed scientific method. Earth and environment. Health and wellbeing. Scientific infrastructure. Scholarly communication.

Cumulative Book Index

A world list of books in the English language.

The C# Programming Language

Pearson 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#.

Principles of Eventual Consistency

Provides the reader with tools for reasoning about consistency of protocols. The emphasis is on using basic mathematical techniques to describe a wide variety of consistency guarantees, and to define protocols with a level of precision that enables us to prove both positive results and negative results.

Computerworld

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Code Complete

Pearson Education Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

OR/MS Today

AI Game Programming Wisdom 3

AI Game Programming Wisdom 3, is the all new volume in this indispensable series. Packed with the insights of industry pros, the book provides new tricks, techniques, algorithms, architectures, and approaches to help you avoid redundancy and save valuable programming time. As with the previous volumes, this book is designed to provide practical advice for building state-of-the-art game AI for the games of today and tomorrow. In this volume, section editors have also been added to lend their expertise and add their insights to the techniques covered. AI Game Programming Wisdom 3 provides advances, discoveries, and techniques that will affect the direction and use of game AI for the next generation of games. The breadth of experience and diverse backgrounds of the authors make this a truly global, cross-sectional resource for game AI. Volume 3 is divided into eight comprehensive sections, and a cumulative index is included for easy cross referencing between all three volumes. The book also includes a CD-ROM (Win) with material to augment the articles, including source code and demos, along with related articles, tutorials, Web resources, and color images. The AI Game Programming Wisdom series is a remarkable collection that no game AI programmer should be without!

Programming Microsoft Visual Basic.Net

Accelerate your productivity with Visual Basic® .NET—and quickly create powerful Win32® applications and high-performance, scalable applications for the Web—with this indispensable tutorial and reference. Building on the success of the author's popular programming book for Visual Basic 6.0, this new book teaches you the best practices for porting and reusing existing Visual Basic code in the .NET Framework as well as for exploiting the language's advanced new object-oriented capabilities. It covers the common language runtime (CLR), multithreaded programs, Windows® Forms applications, GDI+

graphic programming, Windows services, ADO.NET classes for database programs, ASP.NET Web Forms, and Web Services. It includes advanced optimization techniques and tips for leveraging the power of the Microsoft® Visual Studio® .NET environment. Topics covered include: Getting started with Visual Basic .NET Modules, variables, and error handling Object-oriented features, including inheritance Delegates and attributes Arrays, lists, and collections Files, directories, and streams Object serialization Regular expressions Threading Assemblies and AppDomains Reflection Windows Forms applications and GDI+ Windows Forms custom control creation Windows services ADO.NET XML ASP.NET Web Forms applications User controls and custom controls XML Web services CD+DVD INSIDE! CD-ROM features: A fully searchable electronic copy of PROGRAMMING MICROSOFT VISUAL BASIC 6.0 Sample applications written in Visual Basic .NET A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the title of this book to find its catalog page, and click on the link below the cover image (Examples, Companion Content, or Practice Files). Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. Please direct any questions or concerns to booktech@oreilly.com.

WPF 4.5 Unleashed

Sams Publishing The #1 WPF Book--Now Updated for WPF 4.5! Thorough, authoritative coverage, practical examples, clear writing, and full-color presentation make this one of the most widely acclaimed programming books of the last decade. Windows Presentation Foundation (WPF) is the recommended technology for creating modern Windows desktop apps. Whether you want to develop traditional user interfaces or integrate 3D graphics, audio/video, animation, dynamic skinning, touch, rich document support, speech recognition, or more, WPF enables you to do so in a seamless, resolution-independent manner that scales from small tablets to large TVs. WPF 4.5 Unleashed is the authoritative book that covers it all, in a practical and approachable fashion, authored by WPF guru and Microsoft architect Adam Nathan. Covers everything you need to know about Extensible Application Markup Language (XAML) Examines the WPF feature areas in incredible depth: controls, layout, resources, data binding, styling, graphics, animation, and more Delves into topics that aren't covered by most books: 3D, speech, audio/video, documents, effects Shows how to create popular UI elements and leverage built-in controls such as the new Office-style Ribbon Demonstrates how to create sophisticated UI mechanisms, such as Visual Studio-like collapsible/dockable panes Explains how to create first-class custom controls for WPF Demonstrates how to create hybrid WPF software that leverages Windows Forms, DirectX, ActiveX, or other non-WPF technologies Explains how to exploit desktop features, such as Jump Lists and taskbar customizations, and the same toast notifications used by Windows Store apps

Dr. Dobb's Journal

Software Tools for the Professional Programmer

C++17 Standard Library Quick Reference

A Pocket Guide to Data Structures, Algorithms, and Functions

Apress This quick reference is a condensed guide to the essential data structures, algorithms, and functions provided by the C++17 Standard Library. It does not explain the C++ language or syntax, but is accessible to anyone with basic C++ knowledge or programming experience. Even the most experienced C++ programmer will learn a thing or two from it and find it a useful memory-aid. It is hard to remember all the possibilities, details, and intricacies of the vast and growing Standard Library. This handy reference guide is therefore indispensable to any C++ programmer. It offers a condensed, well-structured summary of all essential aspects of the C++ Standard Library. No page-long, repetitive examples or obscure, rarely used features. Instead, everything you need to know and watch out for in practice is outlined in a compact, to-the-point style, interspersed with practical tips and well-chosen, clarifying examples. This new edition is updated to include all Standard Library changes in C++17, including the new vocabulary types std::string_view, any, optional, and variant; parallel algorithms; the file system library; specialized mathematical functions; and more. What You Will LearnGain the essentials that the C++ Standard Library has to offerUse containers to efficiently store and retrieve your dataInspect and manipulate your data with algorithms See how lambda expressions allow for elegant use of algorithmsDiscover what the standard string class provides and how to use itWrite localized applicationsWork with file and stream-based I/OPrevent memory leaks with smart pointersWrite safe and efficient multi-threaded code using the threading libraries Who This Book Is For All C++ programmers, irrespective of their proficiency with the language or the Standard Library. A secondary

audience is developers who are new to C++, but not new to programming, and who want to learn more about the C++ Standard Library in a quick, condensed manner.

Effective REST Services via .NET

For .NET Framework 3.5

FT Press Build Web Services Better and Faster with RESTful Techniques and .NET Technologies Developers are rapidly discovering the power of REST to simplify the development of even the most sophisticated Web services–and today's .NET platform is packed with tools for effective REST development. Now, for the first time, there's a complete, practical guide to building REST-based services with .NET development technologies. Long-time .NET and Web services developers and authors Kenn Scribner and Scott Seely explain why REST fits so smoothly into the Internet ecosystem, why RESTful services are so much easier to build, what it means to be RESTful, and how to identify behaviors that are not RESTful. Next, they review the core Internet standards and .NET technologies used to develop RESTful solutions and show exactly how to apply them on both the client and server side. Using detailed code examples, Scribner and Seely begin with simple ASP.NET techniques, and then introduce increasingly powerful options–including Windows Communication Foundation (WCF) and Microsoft's cloud computing initiative, Azure. Coverage includes • Accessing RESTful services from desktop applications, using Windows Forms and WPF • Supporting Web client operations using Silverlight 2.0, JavaScript, and other technologies • Understanding how IIS 7.0 processes HTTP requests and using that knowledge to build better REST services • Constructing REST services based on traditional ASP.NET constructs • Utilizing the ASP.NET MVC Framework to implement RESTful services more effectively • Taking advantage of WCF 3.5's powerful REST-specific capabilities • Creating RESTful data views effortlessly with ADO.NET Data Services • Leveraging Microsoft's Azure cloud-computing platform to build innovative new services • Choosing the right .NET technology for each REST application or service

97 Things Every Programmer Should Know

Collective Wisdom from the Experts

O'Reilly Media Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry--including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

Fundamentals of Computer Programming with C#

The Bulgarian C# Book

Faber Publishing The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming

concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Microtimes

Computerworld

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

The C# Programming Language (Covering C# 4.0), Portable Documents

Addison-Wesley Professional The popular C# programming language combines the high productivity of rapid application development languages with the raw power of C and C++. Updated to cover the new features of C# 4.0, including dynamic binding, named and optional parameters, and covariant and contravariant generic types, this release takes the language to the next level by adding the ability to cleanly write programs that don't rely on static type definitions. This allows dynamic programming languages such as Python, Ruby, and JavaScript to feel native to C#. The C# Programming Language, Fourth Edition, continues to be the authoritative and annotated technical reference for C# 4.0. 7nbsp; Written by Anders Hejlsberg, the language's architect, and his colleagues, Mads Torgersen, Scott Wiltamuth, and Peter Golde, this volume has been completely updated for C# 4.0. The book provides the complete specification of the language, along with descriptions, reference materials, code samples, and annotations from twelve prominent C# gurus. The many annotations 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#. With annotations from: Brad Abrams, Joseph Albahari, Krzysztof Cwalina, Jesse Liberty, Eric Lippert, Christian Nagel, Vladimir Reshetnikov, Marek Safar, Chris Sells, Peter Sestoft, Jon Skeet, and Bill Wagner.

Applied Microsoft .Net Framework Programming

Apply your expertise to the .NET Framework with the guidance of programming expert Jeffrey Richter—on video, through his award-winning book, and with a set of posters containing complete, at-a-glance reference to .NET Framework Class Library namespace details. Richter is well-known to the developer community as an author, an instructor, and a contributing editor for MSDN® Magazine. He has been consulting with the .NET Framework team at Microsoft since 1999, and is the cofounder of Wintellect, a premier training, debugging, and consulting firm. This must-have collection includes Richter's highly respected Applied Microsoft .NET Framework Programming book, which describes .NET Framework architecture, the common language runtime, and core types in the .NET Framework Class Library—deftly presenting the concepts, insights, and examples needed to begin developing robust, .NET Framework–based applications. You can experience Richter in action through his video lecture on Exception Handling, which covers implicit assumptions about Exceptions, key benefits of exception handling, and tips for managing unhandled exceptions with Windows® Forms, Web Forms, and XML Web services.

You also get the .NET Framework 1.1 Class Library poster pack—four, full-color wall posters that clearly display the namespace details essential to every developer working with the .NET Framework—including System, System.Web, System.XML, System.Data, System.Windows.Forms, and System.Drawing. Each poster provides an easy-to-scan class derivation hierarchy of the most useful types, a comprehensive list of value types, an interface cross-reference map, and more. Together, this collection delivers the hands-on resources you need to advance your expertise—and your productivity—with the .NET Framework.

PC Magazine

The Independent Guide to IBM-standard Personal Computing

The Mirror

Issue 2,702 September 30 2006

Graphic Communications Group

Indian National Bibliography

GUI-Based Design and Development For Client/Server Applications

Using PowerBuilder, SQLWindows, Visual Basic, PARTS Workbench

John Wiley & Sons Incorporated This state-of-the-art book is the first book to teach Graphical User Interface (GUI) application developmnent in the client/server environment. This exclusive focus on GUIs and the tools needed to design them in client/server environments will prove an invaluable resource for all software developers currently investigating or developing corporate client/server systems.

Cumulated Index to the Books

Academic American Encyclopedia

Grolier Academic Reference A twenty-one volume set of encyclopedias providing an alphabetical listing of information on a variety of topics.

A Primer on Scientific Programming with Python

Springer The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen ... does an excellent job of introducing

programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. ... Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 "This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python..." Joan Horvath, Computing Reviews, March 2015

German books in print