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ANSI C Made Easy Herbert Schildt, 1989 Schildt is Osborne McGraw Hill's leading authority on the C programming language ANSI C Made Easy is a timely update of his bestselling introductory book C Made Easy and will appeal to students beginning systems programmers and career programmers **UNIX Made Easy** Lurnix (Firm),1990 The step by step format of this text quickly demystifies UNIX and gives users the skills needed to put UNIX to work immediately Includes an overview of the system basic system administration tasks basic UNIX programming and more TopSpeed C Made Easy L. John Objective-C for Absolute Beginners Gary Bennett, Mitchell Fisher, Brad Lees, 2012-01-24 You have a great idea for an app but where do you begin Objective C is the universal language of iPhone iPad and Mac apps and Objective C for Absolute Beginners Second Edition starts you on the path to mastering this language and its latest release Using a hands on approach you ll learn how to think in programming terms how to use Objective C to construct program logic and how to synthesize it all into working apps Gary Bennett an experienced app developer and trainer will guide you on your journey to becoming a successful app developer If you re looking to take the first step towards App Store success Objective C for Absolute Beginners is the place to start C Programming in easy steps, 4th edition Mike McGrath, 2012-04-26 C Programming in easy steps has an easy to follow style that will appeal to anyone who wants to begin programming in C from programmers moving from another programming language to the student who is studying C programming at school or college or to those seeking a career in computing who need a fundamental understanding of procedural programming C Programming in easy steps begins by explaining how to download and install a free C compiler so that you can quickly begin to create your own executable programs by copying the book s examples You need have no previous knowledge of any programming language so it s ideal for the newcomer to computer programming Each chapter builds your knowledge of C C Programming in easy steps contains separate chapters on the major features of the C language There are complete example programs that demonstrate each aspect of C together with screenshots that illustrate the output when that program has been executed The sample code provided all has colored syntax highlighting for clearer understanding By the end of this book you will have gained a sound understanding of the C language and be able to write your own C programs and compile them into executable files that can be run on any compatible computer Fully updated and revised since the third edition which was published in April 2009 Table of Contents 1 Getting started 2 Storing variable values 3 Setting constant values 4 Performing operations 5 Making statements 6 Employing functions 7 Pointing to data 8 Manipulating strings 9 Building structures 10 Producing results Reference Section Teach Yourself C Herbert Schildt, 1990 C expert Herb Schildt uses numerous exercises and skill checks to make sure your programming abilities grow lesson by lesson By the final chapter you will possess a solid command of C programming principles preparing you to work with OS 2 UNIX and other programs written in Objective-C for Absolute Beginners Stefan Kaczmarek, Brad Lees, Gary Bennett, Mitch Fisher, 2018-03-23 Learn C

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Swift 4 for Absolute Beginners Stefan Kaczmarek, Brad Lees, Gary Bennett, 2017-12-19 Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer This book is perfect for those with no programming background those with some programming experience but no object oriented experience or those that have a great idea for an app but haven t programmed since school and it is now updated for Swift 4 Many people have a difficult time believing they can learn to write iOS apps Swift 4 for Absolute Beginners will show you how to do so You ll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies The authors have taken their combined 14 years of writing apps teaching online iOS courses the experience from their first three iOS books along with their online instruction and free online forum at XcelMe com to create

an excellent training book And the material in this book is supplemented by with the free live online training sessions What You ll Learn Work with Swift classes properties and functions Examine proper user interface and user experience design Understand Swift data types integers floats strings and Booleans Use Swift data collections arrays and dictionaries Review Boolean logic comparing data and flow control Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone and iPad and Watch using the Swift programming language No previous programming experience is necessary

DOS 5 Made Easy Herbert Schildt, 1991 **C++ and Introduction to C#** T. D. Malhotra, 2007 Herbert Schildt, 1988 DOS Made Easy the bestseller that helped thousands of new users take control of this popular operating system has just been released in a special edition This new book covers the latest DOS version 4 with step by step lessons and hands on examples 20-sim 4.1 Reference Manual, Swift for Absolute Beginners Gary Bennett, Brad Lees, 2015-01-02 The professional development team that brought you two editions of Objective C for the Absolute Beginners and have taught thousands of developers around the world to write some of the most popular iPhone apps in their categories on the app store have now leveraged their instruction for Swift Swift for Absolute Beginners is perfect for those with no programming background those with some programming experience but no object oriented experience or those that have a great idea for an app but haven t programmed since school Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies. The authors have taken their combined 12 years of writing apps teaching online iOS courses the experience from their first two iOS books along with their free online instruction and free online forum to create an excellent training book Topics include How to be successful at learning Swift Using Swift Playgrounds to learn iOS development quickly What is Object Oriented Programming What are Swift classes properties and functions Proper user interface and user experience design Swift data types integers floats strings booleans How to use Swift data collections arrays and dictionaries Boolean logic comparing data and flow control Writing iPhone apps from scratch Avoiding Swift pitfalls Many students have a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process This book along with the free live online training sessions helps students stay motivated and overcome obstacles while they learn to be great iOS developers Swift 3 for Absolute Beginners Gary Bennett, Brad Lees, 2016-12-19 Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer This book is perfect for those with no programming background those with some programming experience but no object oriented experience or those that have a great idea for an app but haven t programmed since school and it is now updated for Swift 3 Many people have a difficult time believing they can learn to write iOS apps Swift 3 for Absolute Beginners along with the free live online training sessions will show you how to do so You ll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad

spectrum of apps for Fortune 500 companies The authors have taken their combined 12 years of writing apps teaching online iOS courses the experience from their first three iOS books along with their online instruction and free online forum at XcelMe com to create an excellent training book What You ll Learn Work with Swift classes properties and functions Examine proper user interface and user experience design Understand Swift data types integers floats strings and booleans Use Swift data collections arrays and dictionaries Review Boolean logic comparing data and flow control Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone and iPad and Watch using the Swift programming language No previous programming experience is necessary 20-sim 4.3 Reference Manual, Using UNIX System V Release 3 Geoffrey T. LeBlond, Sheila R. Blust, Wes Modes, 1990 For beginning and experienced users alike The authors settle questions surrounding UNIX first then turn to a task oriented explanation of the system's features and functions <u>Techniques in Neuroanatomy</u> J.J. Capowski,2012-12-06 This book is the story of the marriage of a new techl ology computers with an old problem the study of neuroanatomical structures using the light microscope It is aimed toward you the neuroanatomist who until now have used computers primarily for word processing but now wish to use them also to collect and analyze your laboratory data Mter reading the book you will be better equipped to use a computer system for data collection and analysis to employ a programmer who might develop a system for you or to evaluate the systems available in the marketplace To start toward this goal a glossary first presents commonly used terms in computer assisted neuroanatomy This on its own will aid you as it merges the jargon of the two different fields Then Chapter 1 presents a historical review to describe the manual tasks involved in presenting and measuring anatomic structures. This review lays a base line of the tasks that were done before computers and the amount of skill and time needed to perform the tasks In Chapters 2 and 3 you will find basic information about laboratory computers and programs to the depth required for you to use the machines easily and talk with some fluency to computer engineers programmers and salesmen Chapters 4 5 and 6 present the use of computers to reconstruct anatomic structures i e to enter them into a computer memory where they are later displayed and analyzed

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