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Helps readers develop a solid foundation in programming, teaching concepts that can be used with any modern programming language, covering such topics as text editors, build tools, programming standards, regular expressions, and debugging. Simplicity sets this book apart from all the others. This book contains proven strategies to learn Java programming in a short time with added explanations and comments for each code. It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own. Ready to become a web developer but not sure where to start? Learn the basics of web design in one afternoon. This handy guidebook is designed to give anyone a solid foundation in web development by introducing you to the three most popular web development languages used today. Whether you're a first-time coder or shifting gears from software to web development, **Programming: Computer Programming For Beginners: Learn The Basics Of HTML5, JavaScript & CSS** offers all the basics you need to make web pages including: - A brief introduction to Web Development - How to create a basic web page with HTML5 - How to use CSS to style pages -Loads of tips, tricks, and answers to frequently asked questions -How to make pages interactive using JavaScript -Reference tables and lists for common elements and attributes You'll start with a brief introduction into the world of web design. Chapter by chapter, Joseph Conner guides you through the basics of each language. Along the way, you get plenty of insider tips and detailed explanations about the pros and cons of each language. Connor also points out best practices that will help ensure your code is up to speed. By the end of this short guidebook, you'll have a sturdy foundation to build on and a basic understanding of how HTML, CSS, and JavaScript are used together to create stylish, interactive web pages. Start building your web development skills today with **Programming: Computer Programming For Beginners: Learn The Basics Of HTML5, JavaScript & CSS**. Explore the basics of the three most popular

programming languages: C#, Java, and Python and see what it's like to function in today's world from the perspective of a programmer. This book's uses is highly practical approach with numerous code listings aimed at bringing generations together through the intricacies of technology. You'll learn how understanding the basics of coding benefits non-programmers working with software developers. Those in the gaming/media industry will also benefit from understanding a programmer's point of view. The same applies to software testers and even company executives, who might have an education in business instead of computer science. What You'll Learn Think and read code-listings like a programmer Gain a basic working proficiency in three popular programming languages Communicate more efficiently with programmers of all experience levels in a work-based environment Review advanced OOP concepts such as exceptions and error handling Set up your programming environments for Windows, MacOS, and Linux Who This Book Is For Those looking to discover programming, including beginners in all fields, and professionals looking to understand how code works. If you have been looking for a new and easy way to learn C++ look no further. This book will teach you the basics about C++ and how to get started as well as more advanced issues. This tutorial is suitable for users with no experience or basic knowledge of general programming. This book is not only for individuals wanting to learn the basics of C++. If you are a programmer or looking to get into programming, you are probably wondering what C++11 and C++ 14 have to offer. You're probably wondering about their major differences and ultimately what it can do to help you code more effectively. Here is a preview of what you'll learn: How to structure a C++ program; How to create basic I/O programs; Programs to use when programming on C++ in different operating systems; How to work with arrays and use functions; How C++ works with Object Oriented Programming; Multithreading support; Generic programming support; Uniform initialization; Performance and Standard Library. The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition. Eager to learn Python Programming Quickly? This book will help you to understand the basics of python in just 7 days. Code is the language of the future. And the time to learn the ins and outs of coding is now, unless of course you want to be left behind from the biggest revolution that mankind will witness. So what does it take to be one of those who the masses will rely on to create products, change them and do a lot more with technology? Well, the secret is in learning programming languages because every electronic device runs on some sort of programming language. The question then becomes; so which programming language should you at least prioritize to learn given that there are so many programming languages? Well, if for whatever reason, you have been looking to learn programming or perhaps looking to improve your programming skills, Python programming language could be the best option you can get right now. It makes everything so easy! From the rich and well-designed standard library and built-ins to the availability of modules and numerous third-party open source libraries, very few programming languages can beat it. Particularly, if you are a beginner who is looking to dip his or her feet into programming, you need to learn a simple language that is easy to understand and that has easy to maintain code. You need to learn a programming language that runs on all key operating systems such as Linux, Mac OS X, and Microsoft windows, and one that is more reliable (does not contain pointers, which is case with other languages based on C). You need to learn Python. Python will provide you all that, and since new platforms like Raspberry Pi are Python based, learning Python will place you at an ideal place where you can enjoy the internet of things of opportunities and anyway (in case you have not yet noticed), Python's popularity for the internet of things is really growing. That is just a tip of the iceberg, with Python, opportunities and possibilities are simply endless. This book will introduce you to the Python programming language and make sure that after reading the guide, you shall be aware of the basics of the language and able to create simple Python programs. This book the first in a series of 3 books meant to help you learn Python programming, from beginner to intermediate then advanced level. As such, this book will handle everything you need to build a strong understanding of the basics of Python programming language. Here' what you'll learn from this book: [Introduction](#) [Understanding Python: A Detailed Background](#) [How Python Works](#) [Python Glossary](#) [How to Download and Install Python](#) [Python Programming 101: Interacting With Python in Different Ways](#) [How to Write Your First Python Program](#) [Variables, Strings, Lists, Tuples, Dictionaries](#) [About User-Defined Functions](#) [How to Write User-Defined Functions in Python](#) [About Coding Style](#) [Practice Projects: The Python Projects for Your Practice Start Coding Now! Advanced Guide to Python 3 Programming](#) delves deeply into a host of subjects that you need to understand if you are to develop sophisticated real-world programs. Each topic is preceded by an introduction followed by more advanced topics, along with numerous examples, that take you to an advanced level. There are nine different sections within the book covering Computer Graphics (including GUIs), Games, Testing, File Input and Output, Databases Access, Logging, Concurrency and Parallelism, Reactive programming, and Networking. Each section is self-contained and can either be read on its own or as part of the book as a whole. This book is aimed at the those who have learnt the basics of the Python 3 language but want to delve deeper into Python's eco system of additional libraries and modules, to explore concurrency and parallelism, to create impressive looking graphical interfaces, to work with databases and files and to provide professional logging facilities. The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions. This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters. Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages

designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: Wrangle—transform your datasets into a form convenient for analysis Program—learn powerful R tools for solving data problems with greater clarity and ease Explore—examine your data, generate hypotheses, and quickly test them Model—provide a low-dimensional summary that captures true "signals" in your dataset Communicate—learn R Markdown for integrating prose, code, and results What do you need to learn to move from being a complete beginner to someone with advanced knowledge of Python Programming? Do you want to understand which ones are the best libraries to use, and why is Python considered the best language for machine learning? Do you want to use what you have learnt via step by step guides? Python is currently one of the most popular programming languages and it's used by established companies such as Google, Instagram and Spotify. Its large popularity is explained by its truly easy learning mechanism. Everyone can learn to use it and write the first codes in just a couple of days. The main advantages of Python are: Python is a multiplatform which means it is suitable for windows, linux and IOS as long as Python interpreter is properly installed in the hardware You can access a very large selection of libraries - there are several libraries developed by third parties, apart those standard included in Python It's totally open source and and includes a wide community This book has been created specifically for those who want to use this language for the first time and it doesn't require any pre knowledge. The best way to learn a programming language is to understand the logic behind its creation, learn all the steps tailored to create a full project, apply the basic notions via practical examples which will help you to fix the concept learnt. And this is what you will learn in this book. The aim of this book is to elevate your python knowledge to a more advanced level which will enable you to stand out from the crowd. You will learn: How to install Python step by step How to write your first Python Program How to debug a Python Program Which ones are the best libraries and how to import them How machine learning works in 7 simple steps Multiple ways to access computing power in machine learning How to utilise the best Python libraries for machine learning and much more This book is full of practical examples and practices that will have an immediate and positive impact on your knowledge. Even if you have never tried to use a programming language or you found it very difficult, do not worry. Thanks to this book, you will be able to program python like a pro in a very short time. Would You Like To Know More? Scroll to the top of the page and select the BUY NOW button. Improve your coding skills and learn how to write readable code. Rather than teach basic programming, this book presumes that readers understand the fundamentals, and offers time-honed best practices for style, design, documenting, testing, refactoring, and more. Taking an informal, conversational tone, author Michael Stueben offers programming stories, anecdotes, observations, advice, tricks, examples, and challenges based on his 38 years experience writing code and teaching programming classes. Trying to teach style to beginners is notoriously difficult and can easily appear pedantic. Instead, this book offers solutions and many examples to back up his ideas. Good Habits for Great Coding distills Stueben's three decades of analyzing his own mistakes, analyzing student mistakes, searching for problems that teach lessons, and searching for simple examples to illustrate complex ideas. Having found that most learn by trying out challenging problems, and reflecting on them, each chapter includes quizzes and problems. The final chapter introduces dynamic programming to reduce complex problems to subcases, and illustrates many concepts discussed in the book. Code samples are provided in Python and designed to be understandable by readers familiar with any modern programming language. At the end of this book, you will have acquired a lifetime of good coding advice, the lessons the author wishes he had learned when he was a novice. What You'll Learn Create readable code through examples of good and bad style Write difficult algorithms by comparing your code to the author's code Derive and code difficult algorithms using dynamic programming Understand the psychology of the coding process Who This Book Is For Students or novice programmers who have taken a beginning programming course and understand coding basics. Teachers will appreciate the author's road-tested ideas that they may apply to their own teaching. Do you want to learn JavaScript? Do you want to find out how does Javascript work? Do you want to exploit what JavaScript programming offers? Quite frankly, JavaScript is vital in web development. Furthermore, due to the increasing user bases of current development frameworks, its popularity has grown. If you're new to JavaScript and don't need a detailed guide, this book is worth looking at. Learn how to use JavaScript Visually uses a creative, visual approach to help beginners understand simple concepts. It's a short book, so it's a good weekend read for somebody who's just starting up with JavaScript. Picking up a 1,000-page book with nothing but boring text inside is more miserable, frustrating, and discouraging for a new coder. Not only is the presentation appealing, but it is also organized well. It layers logically and adequately progresses to the advanced concepts. It isn't a JavaScript book in the traditional sense. It's an introduction to programming that uses JavaScript, as the title suggests. It's excellent for this reason. A student who does not understand how to write a JavaScript program is widespread. It's common to come across a developer who can code JavaScript but has no background in computer science. Java Script Programming will help develop a strong computer science base (its prime purpose). Here's what you're going to discover in the pages of JAVASCRIPT PROGRAMMING: Basics of Javascript Working of Javascript Basic rules and practical applications Make your Javascript program Mistakes to avoid with Javascript ...and more! So what are you waiting for? Get this book now and start your journey to learning JavaScript JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: -Create functions to organize and reuse your code -Write and modify HTML to create dynamic web pages -Use the DOM and jQuery to make your web pages react to user input -Use the Canvas element to draw and animate graphics -Program real user-controlled games with collision detection and score keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!) The free, open-source Processing programming language environment was created at MIT for people who want to develop images, animation, and sound. Based on the ubiquitous Java, it provides an alternative to daunting languages and expensive proprietary software. This book gives graphic designers, artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language, followed by careful, step-by-step explanations of select advanced techniques. The author teaches computer graphics at NYU's Tisch School of the Arts, and his 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. Previously announced as "Pixels, Patterns, and Processing" *A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics *Step-by-step examples, approachable language, exercises, and LOTS of sample code support the reader's learning curve *Includes lessons on how to program live video, animated images and interactive sound If you know basic high-school math, you can quickly learn and apply the core concepts of computer science with this concise, hands-on book. Led by a team of experts, you'll quickly understand the difference between computer science and computer programming, and you'll learn how algorithms help you solve computing problems. Each chapter builds on material introduced earlier in the book, so you can master one core building block before moving on to the next. You'll explore fundamental topics such as loops, arrays, objects, and classes, using the easy-to-learn Ruby programming language. Then you'll put everything together in the last chapter by programming a simple game of tic-tac-toe. Learn how to write algorithms to solve real-world problems Understand the basics of computer architecture Examine the basic tools of a programming language Explore sequential, conditional, and loop programming structures Understand how the array data structure organizes storage Use searching techniques and comparison-based sorting algorithms Learn about objects, including how to build your own Discover how objects can be created from other objects Manipulate files and use their data in your software Are you looking to learn programming and are considering making Python your programming language of choice but are still unsure about some things about the language? And are you looking for

a comprehensive guide that will help settle your fears and introduce you to the language, then hold you by the hand until you are able to make simple or even moderately complex projects while at the same time enjoying every step of the way? If you answered YES, keep reading.... Let This Book Usher You Into The World Of Programming With The Latest Version Of Python, Even If You Are A Complete Beginner! Python is slowly getting to the top of the list as the most used programming language - it is #2, as per 2020 rankings by RedMonk as well as Tiobe index! But there is something that makes it even better than the number one programming language in more than one ways: It is the most widely taught first programming language in major universities It is the preferred language for data science and machine learning, which are destined to change the way we do most things It is the best language for scripting and backend system automation It is simple enough to be used by non-programmers It is easy to learn, with fast edit cycles coupled with smooth development And much more! The fact that you are here is clear that you've caught on the trend and don't want to be left behind, as you probably want to get familiar with Python programming language and possibly build a career. Perhaps you are here looking for answers to all the questions in your mind... What makes Python better than other programming languages out there? Where do I even start - what do I need to download and install, and where do I get it? How do I understand the basics so that I create my first program? Are there possible pitfalls I should be aware of? If you have these and other related questions, then this no-fluff and beginner-friendly guide to programming with Python is what you need! More precisely, you will learn: - What Python is, where it came from and why you should learn it - How to download and set up Python on different operating systems - Working with Python's IDLE and how to write your first program - The lingo you need to understand when getting started and programming with Python - The pros and cons of programming with Python - Tips and tricks to make learning with Python easier for you - Python programming domains you need to be aware of when getting started, including what each entails - Common rookie mistakes that you should avoid when programming with Python - How to unleash the full power of Python by making the most of variables and operators, condition statements, functions, modules, and directories - How to create scripts using Python - And much more... Even if you are a complete beginner to programming, you are in luck, as this book does not assume you have any prior programming knowledge so it will break down everything in a language you can understand and apply! Scroll up and click Buy Now With 1-Click or Buy Now to get started! Small Basic is a free, beginner-friendly programming language created by Microsoft. Inspired by BASIC, which introduced programming to millions of first-time PC owners in the 1970s and 1980s, Small Basic is a modern language that makes coding simple and fun. Learn to Program with Small Basic introduces you to the empowering world of programming. You'll master the basics with simple activities like displaying messages and drawing colorful pictures, and then work your way up to programming games! Learn how to: -Program your computer to greet you by name -Make a game of rock-paper-scissors using If/Else statements -Create an interactive treasure map using arrays -Draw intricate geometric patterns with just a few lines of code -Simplify complex programs by breaking them into bite-sized subroutines You'll also learn to command a turtle to draw shapes, create magical moving text, solve math problems quickly, help a knight slay a dragon, and more! Each chapter ends with creative coding challenges so you can take your skills to the next level. Learn to Program with Small Basic is the perfect place to start your computer science journey. C++ for Beginners, C++ Programming C++ is a high level language that is an iteration of C that includes more features and improves upon already existing ones. C++ is designed to provide efficient programs, it has the philosophy of "zero overhead" that effectively means that all extras are removed, this means that there is less support for a programmer with error messages etc and limited functionality in libraries, but the code will run fast and effectively. This means C++ is really only used in situations where efficiency is crucial, this is why C++ is commonly used in games as well for example, where every ounce of hardware is to be utilized efficiently. Each chapter will contain a certain number of relevant topics with illustrations and exercises where necessary, this will all be finished off with an end of chapter quiz for an easy and enjoyable learning. So C++ has a very well defined role as a language and is effective in achieving it, keep that in mind when using C++ because there are characteristics like uninformative error messages that make it difficult to create a program quickly, this is why when comparing C# to C++ it is said that C++ will take around 4 times as long and a development process completed with C#. However, don't let deter, C++ is wonderful at what it does and has been adopted by many multinational companies around the globe to develop efficient applications and programs. CLICK ADD TO CART AND GET YOUR COPY NOW C# Made Easy - a Step-by-Step Guide for Beginners Get the Kindle version FREE when purchasing the Paperback! Learning a programming language can seem like a daunting task. You may have looked at coding in the past, and felt it was too complicated and confusing. This comprehensive beginner's guide will take you step by step through learning one of the best programming languages out there. In a matter of no time, you will be writing code like a professional. C# is one of the most widely used programming languages available, and for good reason. Developed by Microsoft, it boasts a simplified syntax, type safety, garbage collection, cross-language capabilities and developer support. It is easy to learn, easy to read and a joy to work with. What This Book Offers Made for Beginners This guide is written specifically for beginners. We take you step-by-step through writing your very first program, explaining each portion of code as we go along. We guide you through choosing an IDE, as well as how to save, compile and run your programs. 70 Practical Examples With each concept, we provide one or more example to illustrate the topic in a way that makes it easy to understand. We break examples down into their basic workings, and provide the output for you to compare to your own results. Introduction to C# For newcomers to C# we look at what the language has to offer, its origin and design goals, as well as features and capabilities, before stepping into more in-depth topics. Key Topics Basics of C# Writing Your First Program, Step-By-Step Basic Program Structure How to Use a Compiler Which IDE to Choose Capabilities of C# Sample Applications Data Types Variables Constants and Literals Operators Type Conversion The Nullable Type Get Your Copy Today! The free book "Programming Basics with C#" (<https://csharp-book.softuni.org>) is a comprehensive entry level computer programming tutorial for absolute beginners that teaches basics of coding (variables and data, conditional statements, loops and methods), logical thinking and problem solving using the C# language. The book comes with free video lessons for each chapter, 150+ practical exercises with an automated online evaluation system (online judge) and solution guidelines for the exercises. The book "Programming Basics with C#" introduces the readers with writing programming code at a beginners level (basic coding skills), working with development environment (IDE), using variables and data, operators and expressions, working with the console (reading input data and printing output), using conditional statements (if, if-else, switch-case), loops (for, while, do-while, foreach) and methods (declaring and calling methods, passing parameters and returning values), as well as algorithmic thinking and solving practical programming problems. This free coding book for beginners is written by a team of developers lead by Dr. Svetlin Nakov (<https://nakov.com>) who has 25+ years practical software development experience and 15+ years as software development trainer. The free book "Programming Basics with C#" is an official textbook for the "Programming Basics" classes at the Software University (SoftUni), used by tens of thousands of students at the start of their software development education. The book relies on the "explain by examples" and "learn by doing" approaches to learning the practical coding skills required to become a software engineer. Each chapter provides some concepts, explained as video lesson with lots of code examples, followed by practical exercises involving the use of the new concepts with online evaluation system (online judge). Learners watch the videos, try the sample code and solve the exercises, which come as part of each book chapter. Exercises are given in series with increasing complexity: from quite trivial, though little complicated to highly complicated, requiring more thinking and research in Internet. Most exercises come with detailed hints and guidelines about how to construct a correct solution. Download the free C# programming basics book (as PDF, ePub and Mobi formats), watch the video lessons and the live coding demos, solve the practical exercises and evaluate your solutions at the book official Web site: <https://csharp-book.softuni.org>. Tags: book, programming, free, computer programming, coding, writing code, programming basics, ebook, programming book, book programming, C#, CSharp, C# book, Visual Studio, .NET, tutorial, C# tutorial, video lessons, C# videos, programming videos, programming lessons, coding lessons, coding videos, programming concepts, data types, variables, operators, expressions, calculations, statements, console input and output, control-flow logic, program logic, conditional statements, nested conditions, loops, nested loops, methods, functions, method parameters, method return values, problem solving, practical exercises, practical coding, learn by examples, learn by doing, code examples, online judge system, Nakov, Svetlin Nakov, SoftUni, ISBN 978-619-00-0902-3, ISBN 9786190009023 Detailed Book Contents: Preface - about the book, scope, how to learn programming, how to become a developer, authors team, SoftUni, the online judge, forums and other resources Chapter 1. First Steps in Programming - writing simple commands, writing simple computer programs, runtime environments, the C# language,

Visual Studio and other IDEs, creating a console program, writing computer programs in C# using Visual Studio, building a simple GUI and Web apps in Visual Studio Chapter 2.1. Simple Calculations - using the system console, reading and printing integers, using data types and variables, reading floating-point numbers, using arithmetic operations, concatenating text and numbers, using numerical expressions, exercises with simple calculations, creating a simple GUI app for converting currencies Chapter 2.2. Simple Calculations - Exam Problems - practical problems with console input / output and simple calculations, with solution guidelines, from programming basics exams Chapter 3.1. Simple Conditions - using simple conditional statements, comparing numbers, simple if-else conditions, variable scope, sequence of if-else conditions, using the debugger, practical exercises with simple conditions with solution guidelines Chapter 3.2. Simple Conditions - Exam Problems - practical problems with simple if-else conditions, with solution guidelines, from programming basics exams Chapter 4.1. More Complex Conditions - nested if conditions (if-else inside if-else), using the logical "OR", "AND" and "NOT" operators, using the switch-case conditional statements, building GUI app for visualizing a point in a rectangle, practical exercises with solution guidelines Chapter 4.2. More Complex Conditions - Exam Problems - practical problems with more complex if-else conditions and nested if conditions, with solution guidelines, from programming basics exams Chapter 5.1. Repetitions (Loops) - using simple for-loops, iterating over the numbers from 1 to n, reading and processing sequences of numbers from the console, using the for-loop code snipped in Visual Studio, many practical exercises with loops, with solution guidelines, summing numbers, finding min / max element, drawing with the "turtle graphics" in a GUI app Chapter 5.2. Loops - Exam Problems - practical problems with simple loops, with solution guidelines, from programming basics exams Chapter 6.1. Nested Loops - using nested loops (loops inside other loops), implementing more complex logic with loops and conditional statements, printing simple and more complex 2D figures on the console using nested loops, calculations and if conditions, practical exercises with nested loops with solution guidelines, building a simple Web app to draw ratings in Visual Studio using ASP.NET MVC Chapter 6.2. Nested Loops - Exam Problems - practical problems with nested loops and more complex logic, with solution guidelines, from programming basics exams Chapter 7.1. More Complex Loops - using for-loops with a step, loops with decreasing loop variable, using while loops, and do-while loops, solving non-trivial problems like calculating GCD (greatest common divisor) and finding the prime numbers in certain range, infinite loops with break inside, using simple try-catch statements to handle errors, building a simple Web based game using Visual Studio and ASP.NET MVC, practical exercises with more complex loops with solution guidelines Chapter 7.2. More Complex Loops - Exam Problems - practical problems with nested and more complex loops with non-trivial logic, with solution guidelines, from programming basics exams Chapter 8.1. Practical Exam Preparations - Part I - sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 8.2. Practical Exam Preparations - Part II - another sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 9.1. Problems for Champions - Part I - a sample set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 9.2. Problems for Champions - Part II - another set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 10. Methods - what is method, when to use methods, defining and calling methods (functions), passing parameters and returning values, returning multiple values, overloading methods, using nested methods (local functions), naming methods correctly, good practices for using methods Chapter 11. Tricks and Hacks - some special techniques, tricks and hacks for improving our performance with C# and Visual Studio: hints how to format the code, conventions and guidelines about naming the code elements, using keyboard shortcuts in VS, defining and using code snippets in VS, debugging code, using breakpoints and watches Conclusion - the skills of the software engineers, how to continue learning software development after this book (study software engineering in SoftUni, study in your own way), how to get learning resources and how many time it takes to become a skillful software engineer and start a job Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course. History of Programming Languages presents information pertinent to the technical aspects of the language design and creation. This book provides an understanding of the processes of language design as related to the environment in which languages are developed and the knowledge base available to the originators. Organized into 14 sections encompassing 77 chapters, this book begins with an overview of the programming techniques to use to help the system produce efficient programs. This text then discusses how to use parentheses to help the system identify identical subexpressions within an expression and thereby eliminate their duplicate calculation. Other chapters consider FORTRAN programming techniques needed to produce optimum object programs. This book discusses as well the developments leading to ALGOL 60. The final chapter presents the biography of Adin D. Falkoff. This book is a valuable resource for graduate students, practitioners, historians, statisticians, mathematicians, programmers, as well as computer scientists and specialists. Coding for Beginners in easy steps has an easy-to-follow style that will appeal to anyone, of any age, who wants to begin coding computer programs. You need have no previous knowledge of any computer programming language so it's ideal for the newcomer, including youngsters needing to learn programming basics for the school curriculum. Coding for Beginners in easy steps instructs you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program has been executed. Coding for Beginners in easy steps begins by explaining how to easily create a programming environment on your own computer, so you can quickly begin to create your own working programs by copying the book's examples. After demonstrating the essential building blocks of computer programming it describes how to code powerful algorithms and demonstrates how to code classes for Object Oriented Programming (OOP). The examples throughout this book feature the popular Python programming language but additionally the final chapter demonstrates a comparison example in the C, C++, and Java programming languages to give you a rounded view of computer coding. The code in the listed steps within the book is colour-coded to precisely match the default colour-coding of the Python IDLE editor, making it easier for beginners to grasp. By the end of this book you will have gained a sound understanding of coding and be able to write your own computer programs that can be run on any compatible computer. This ebook is the first authorized digital version of Kernighan and Ritchie's 1988 classic, The C Programming Language (2nd Ed.). One of the best-selling programming books published in the last fifty years, "K&R" has been called everything from the "bible" to "a landmark in computer science" and it has influenced generations of programmers. Available now for all leading ebook platforms, this concise and beautifully written text is a "must-have" reference for every serious programmer's digital library. As modestly described by the authors in the Preface to the First Edition, this "is not an introductory programming manual; it assumes some familiarity with basic programming concepts like variables, assignment statements, loops, and functions. Nonetheless, a novice programmer should be able to read along and pick up the language, although access to a more knowledgeable colleague will help." This is the eBook version of the printed book. "This guide will quickly and easily walk complete beginners through creating their first simple games using Phrogram. The material is friendly and approachable to the young and to the technologically timid alike." --Alfred Thompson, Academic Relations Manager, Microsoft Corporation Different programming languages give you different ways to tell your computer what to do. If you are just starting to program, or even if you are an experienced programmer who likes the idea of writing programs more easily, Phrogram offers you several important advantages: Phrogram makes it easy and fun to learn programming. Phrogram is "plain language"--that is, it uses descriptive, intuitive names, and it keeps special formatting and strange language keywords to an absolute minimum. Unlike other easy-to-learn languages, Phrogram is

similar to the tools that are used by professional programmers today. Phrogram is the easiest way to do real software development--whether or not you are a beginning programmer. This is especially true if you want to create a game or graphical program, although you can design just about any kind of program with Phrogram. And you will find it quicker, more efficient, and easier to do this in Phrogram than in any other language, because that is what Phrogram was specifically and carefully designed to do. If you decide to move on to professional programming, Phrogram prepares you well for widely used professional languages like Java, C#, or Visual Basic. Phrogram provides a complete programming environment that is similar to these languages, but it is much easier to master, and a lot more fun to learn and use. What This Short Cut Covers 3 Introduction 4 Section 1: Typing and Running Your First Program in Phrogram 9 Section 2: How Your First Program Works 19 Section 3: Moving Your UFO on the Screen 30 Section 4: Bouncing Your UFO Around the Screen 44 Section 5: Keyboard Control of Your UFO 60 Section 6: Organize Your Program as It Grows 67 Section 7: UFO Escape! Your First Complete Game! 73 Section 8: Bonus Game: Pong! 95 Appendix A: Phrogram Language Examples 99 Appendix B: Glossary of Programming Terms 105 About the Authors 108 Teach yourself programming starting with the basics and progressing to a series of exciting projects using Kotlin, one of today's hottest programming languages. This book starts with the absolute basics and then introduces just enough syntax to get into some fascinating projects. These include text processing: a statistical analysis of Jane Austen's novels, solving anagrams, and working with palindromes; image processing: cropping and resizing images, and pixel transformation; and computer vision: finding digits, parsing images, and reading speed signs. The projects are developed in tiny steps and complete solutions are provided. Some of these projects include core data science concepts, giving you skills in one of the most important areas of modern programming. Along the way you'll cover functional programming, object-oriented programming (OOP), refactoring, and writing unit tests. After reading Learn to Program with Kotlin, you'll come away with practical insights and code to get you started right away with programming using Kotlin for your own projects. What You Will Learn Gain the basics of Kotlin using the IntelliJ Java IDE Implement OOP with Kotlin along with unit testing and code refactoring using a series of text-related projects Harness functional programming with Kotlin by building an image-processing library Write software to locate and read speed signs in photos Who Is This Book For Anyone who wants to learn how to program or code from scratch. Also great for experienced programmers who want to know more about Kotlin. □ Are you looking for a comprehensive guide to take your very first step into programming? □ Want to find out which language is best suited to your needs? The importance of the first approach is crucial and taking the first steps by following a manual written by a professional programmer can certainly make a difference. Nowadays many can program sufficiently but having an established familiarity with several programming languages will give you an unfair advantage over your competitors in applying for a good job or over your colleagues or to start a new career as a Web Developer/Software Developer/ App Developer. This book is a comprehensive introduction to the world of programming, and you don't need any data science knowledge to read it. You will learn what a programming language is, how to use it, what are the differences between the 3 most used languages, and which one chooses to deepen according to your purposes. Inside: The most Common terms and their definition and what are data types, variables, and operators. What is exactly is a Programming Language and why do we need a one? Clearly Understand What Python Programming Is and How It Works to realize why it has much more advantages than the other programming languages. Know Why Java Is Still So Crucial And Fundamental In 2021 And How to Use It To Reach All Its Benefits to create Web applications and platforms Realize the Importance to Have At Least the Basics of C++ Language because it is useful for the low-level programming language and very efficient for general purpose. Discover how fun coding can be! ...& Lot More! You have no idea how many and what job opportunities you can have if you have a good understanding of programming. Very soon, being able to program will become a must for anyone who wants to build a career. Don't you want to find yourself one step ahead already? Click "Buy Now" and get started immediately! The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist. This Book includes: Javascript Basics For Beginners Javascript Front End Programming Javascript Back End Programming Gain a deep understanding of Basics, front-end programming and back-end programming using JavaScript with this handy book! This book is written in a practical and easy way and offers theory and plenty of practical material. There are explanations and practical examples that help beginners learn fast. Instead of diving deeper into lengthy and boring texts, I tried to get straight to the point for each topic. I have defined each topic and added an easy to understand explanation to help you understand the concepts and the main keywords that will do the magic in the code. Coupled with the explanation, you will find a code snippet for each topic that is custom written and has been tested for errors. You can copy them and load them up on a web browser to see the results, or you can simply edit them and customize them to understand them well. The choice is yours. First book is written in an orderly form with beginner-level topics and progressively tougher topics later on. Second book is focusing on React JS, this guide is aimed at those who already have a programming background and some experience in programming for the web but need to brush up on their skills and learn new ones. Third book will take you through the important concepts involved in using Node.js to build your server-side applications. Each chapter is self-contained with its own practical but simple examples to show you how it works. By the end of this book, you will have all the knowledge you need to put together your own web application! Here is a rundown of the contents of the book. JavaScript Use Cases Variables Constants Prompts Conditionals Arrays Strings JavaScript For and While Loops Functions Objects Classes Learn how to set up your React JS environment. Discover what ReactJS is all about. Read in depth about the React JS components. Find out about the React JS props, state, and lifecycle. Investigate React JS forms, events, and refs. Learn about React JS Keys. Understand the React JS Router. Explore React JS Flux and animations. Learn about React JS Higher Order Components. Discover the React JS best practice guide. Learn how to set up your Node.js environment. Explore everything about the REPL Terminal. Read about the Node.js package manager. Discover Node.js callbacks and asynchronous JS. Find out about Node.js events, buffers, streams, and the file system. Investigate Node.js global objects and the global object - they are different. Learn about Node.js modules, utility modules, the web module, and more. Find out about the Express framework. Learn RESTful API. Discover how to scale applications. Find out how to package applications. And so much more! Now is your chance to delve into Javascript basics with this easy to follow guide. With the many examples and code snippets, you'll have everything you need at your fingertips. Click the Buy Now button to get started today! 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

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Discover how you can get started with python with this comprehensive beginner's guide! Do you want to get started with the incredible world of python programming, but you're not sure where to start? Looking for the best introduction to this amazing language? Then this is the book for you! Python is a highly effective programming language which is championed by programmers the world over - and inside this guide, you'll uncover a detailed exploration of everything you need to know about python, arming you with the essential tools you need to succeed. Covering how to install and run python, how to write basic code and understand the fundamental concepts, and even how to create more advanced programs, this book also contains a ton of hands-on projects so you can start coding in no time at all! Here's what you'll discover inside: Top Reasons Why Python Is One of The Leading Programming Languages An Exploration of Python Fundamentals Step-By-Step Instructions For Installing and Running Python Understanding Variables, Data Types, Operations and More Creating If Structures, Loops, and Functions How To Read and Write Files In Python An Introduction To Object-Oriented Programming And So Much More! So if you're looking for a practical beginner's guide to the world of python programming, then this is the book for you! Discover the basics, learn to write your very own code, and begin your journey to mastering this incredible language today! Buy now to get started with python programming! I have been a professional programmer for the past 27 years and a part-time computer science professor for the past seven years. Programming is easy for me now, but I still remember the early days when it was a struggle. What I lacked was a basic understanding of the fundamental concepts found in most programming languages. I did not know how or why to use a loop or selection statement. I did not understand the true value of arrays. More importantly, I did not know how to combine the different concepts to complete a programming task. The Super Simple Programming Book is for anyone who wants to learn programming. No prior programming experience is required. This book teaches fundamental programming concepts through short, simple Python programs. It explains programming in a way that is easy to understand. My college students often tell me that programming is so much easier when I explain it to them. I have taken that approach while writing this book. The goal of this book is not to teach you everything about Python programming. Instead, the goal is to teach you how to program. Then you will be able to practice programming on your own and become a better programmer. Lastly, you can do this. There is nothing mystifying about programming. If you can follow instructions, think logically, or complete a puzzle, you can write a program. It is easier than you think. You just need to understand the basics. The Super Simple Programming Book will teach you the basics and make them seem simple. Introduction to Data Science: Data Analysis and Prediction Algorithms with R introduces concepts and skills that can help you tackle real-world data analysis challenges. It covers concepts from probability, statistical inference, linear regression, and machine learning. It also helps you develop skills such as R programming, data wrangling, data visualization, predictive algorithm building, file organization with UNIX/Linux shell, version control with Git and GitHub, and reproducible document preparation. This book is a textbook for a first course in data science. No previous knowledge of R is necessary, although some experience with programming may be helpful. The book is divided into six parts: R, data visualization, statistics with R, data wrangling, machine learning, and productivity tools. Each part has several chapters meant to be presented as one lecture. The author uses motivating case studies that realistically mimic a data scientist's experience. He starts by asking specific questions and answers these through data analysis so concepts are learned as a means to answering the questions. Examples of the case studies included are: US murder rates by state, self-reported student heights, trends in world health and economics, the impact of vaccines on infectious disease rates, the financial crisis of 2007-2008, election forecasting, building a baseball team, image processing of hand-written digits, and movie recommendation systems. The statistical concepts used to answer the case study questions are only briefly introduced, so complementing with a probability and statistics textbook is highly recommended for in-depth understanding of these concepts. If you read and understand the chapters and complete the exercises, you will be prepared to learn the more advanced concepts and skills needed to become an expert. Introduces basic concepts of computer programming, including program flow and branching, Boolean operators and expressions, logic errors, detecting and debugging errors, and object-oriented programming techniques. What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process—taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

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