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Java-Paul J. Deitel 2007 The Deitel's groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release Java Standard Edition 6 ("Mustang") and several Java Enterprise Edition 5 topics. Contains an extensive OOD/UML 2 case study on developing an automated teller machine. Takes a new tools-based approach to Web application development that uses Netbeans 5.5 and Java Studio Creator 2 to create and consume Web Services. Features new AJAX-enabled, Web applications built with JavaServer Faces (JSF), Java Studio Creator 2 and the Java Blueprints AJAX Components. Includes new topics throughout, such as JDBC 4, SwingWorker for multithreaded GUIs, GroupLayout, Java Desktop Integration Components (JDIC), and much more. A valuable reference for programmers and anyone interested in learning the Java programming language.

Java how to Program-Paul Deitel 2014-03-04 Java How to Program (Late Objects), Tenth Edition is intended for use in the Java programming course. It also serves as a useful reference and self-study tutorial to Java programming. The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Java How to Program (Late Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs. The Late Objects Version delays coverage of class development, first presenting control structures, methods and arrays material in a non-object-oriented, procedural programming context. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Teach Programming with the Deitel's' Signature Live Code Approach: Java language features are introduced with thousands of lines of code in hundreds of complete working programs. Use a Late Objects Approach: The Late Objects Version begins with a rich treatment of procedural programming, including two full chapters on control statements and 200+ exercises. Keep Your Course Current: This edition can be used with Java SE 7 or Java SE 8, and is up-to-date with the latest technologies and advancements. Facilitate Learning with Outstanding Applied Pedagogy: Making a Difference exercise sets, projects, and hundreds of valuable programming tips help students apply concepts. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text.

Java How to Program (early objects)-Paul J. Deitel 2011-11-21 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Their Live Code Approach features thousands of lines of code in hundreds of complete working programs. This enables readers to confirm that programs run as expected. Java How to Program (Early Objects) 9e contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine.This edition covers both Java SE7 and SE6.

Java-Harvey M. Deitel 1998

Java-Harvey M. Deitel 1999 Completely revised and updated to cover the new features in the 1.2 release of Java, this book is a comprehensive look at learning how to program in Java. The book covers all facets of the Java language, including object-orientation, multithreading, exception-handling, the new event model, the graphics capabilities of the new Abstract Windows Toolkit, and the new APIs.

Java How to Program (Early Objects)-Paul Deitel 2014-02-24 Note: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133813436 / ISBN-13: 9780133813432. That package includes ISBN-10: 0133807800 / ISBN-13: 9780133807806 and ISBN-10: 0133811905 / ISBN-13: 9780133811902. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. MyProgrammingLab should only be purchased when required by an instructor. Java How to Program (Early Objects) , Tenth Edition is intended for use in the Java programming course. It also serves as a useful reference and self-study tutorial to Java programming. The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Java How to Program (Early Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach[MyProgrammingLab for Java How to Program (Early Objects) is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams-resulting in better performance in the course-and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience-for you and your students. * Personalize Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. * Teach Programming with the Deitel's' Signature Live Code Approach: Java language features are introduced with thousands of lines of code in hundreds of complete working programs. * Introduce Objects Early: Presenting objects and classes early gets students "thinking about objects" immediately and mastering these concepts more thoroughly. * Keep Your Course Current: This edition can be used with Java SE 7 or Java SE 8, and is up-to-date with the latest technologies and advancements. * Facilitate Learning with Outstanding Applied Pedagogy: Making a Difference exercise sets, projects, and hundreds of valuable programming tips help students apply concepts. * Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text.

Java How to Program, Early Objects-Paul Deitel 2017-02-20 For courses in Java programming Unparalleled breadth and depth of object-oriented programming concepts The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Early Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. [Java How to Program, Late Objects, 11th Edition also is available.] Also Available with MyLab Programming. MyLab(tm) Programmings an online learning system designed to engage students and improve results. MyLab Programmingconsists of a set of programming exercises correlated to the programming concepts in this book. Through hundreds of practice problems, the system automatically detects errors in the logic and syntax of their code submissions and offers targeted hints that enable students to figure out what went wrong and why. MyLab Programmingimproves the programming competence of beginning students who often struggle with the basic concepts and paradigms of popular high-level programming languages. For instructors, a comprehensive gradebook tracks correct and incorrect answers and stores the code inputted by students for review. Note: You are purchasing a standalone product; MyLab(tm) & Mastering© does not come packaged with this content. Students, if interested in purchasing this title with MyLab & Mastering, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab & Mastering, search for: 0134800273 / 9780134800271 Java How to Program, Early Objects Plus MyProgrammingLab with Pearson eText -- Access Card Package, 11/e Package consists of: 0134743350 / 9780134743356 Java How to Program, Early Objects 0134752120 / 9780134752129 MyProgrammingLab with Pearson eText -- Access Code Card -- for Java How to Program, Early Objects Students can use the URL and phone number below to help answer their questions: http://24/pearsoned.custhelp.com/app/home 800-677-6337

Java How to Program (Early Objects), Global Edition-Harvey Deitel 2015-02-27 Intended for use in the Java programming course The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Java How to Program (Early Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach MyProgrammingLab for Java How to Program (Early Objects) is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams--resulting in better performance in the course--and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience-for you and your students. Personalize Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Teach Programming with the Deitel's' Signature Live Code Approach: Java language features are introduced with thousands of lines of code in hundreds of complete working programs. Introduce Objects Early: Presenting objects and classes early gets students "thinking about objects" immediately and mastering these concepts more thoroughly. Keep Your Course Current: This edition can be used with Java SE 7 or Java SE 8, and is up-to-date with the latest technologies and advancements. Facilitate Learning with Outstanding Applied Pedagogy: Making a Difference exercise sets, projects, and hundreds of valuable programming tips help students apply concepts. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text. Java How to Program-Paul J. Deitel 2002 Java How to Program (Early Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach. It offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study.

Java: How to Program (Late Objects), Global Edition-Harvey M. Deitel 2015-02-27 Intended for use in the Java programming course The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Java How to Program (Late Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs. The Late Objects Version delays coverage of class development until Chapter 8, first presenting control structures, methods and arrays material in a non-object-oriented, procedural programming context. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Teach Programming with the Deitel's' Signature Live Code Approach: Java language features are introduced with thousands of lines of code in hundreds of complete working programs. Use a Late Objects Approach: The Late Objects Version begins with a rich treatment of procedural programming, including two full chapters on control statements and 200+ exercises. Keep Your Course Current: This edition can be used with Java SE 7 or Java SE 8, and is up-to-date with the latest technologies and advancements. Facilitate Learning with Outstanding Applied Pedagogy: Making a Difference exercise sets, projects, and hundreds of valuable programming tips help students apply concepts. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text.

Java How to Program, Early Objects, Student Value Edition-Paul J. Deitel 2017-02-23 *Java How to Program, Early Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. -- Provided by publisher.

Java How to Program, Late Objects-Paul Deitel 2017-03-03 For courses in Java programming Unparalleled breadth and depth of object-oriented programming concepts The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Late Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. [Java How to Program, Early Objects, 11th Edition also is available.]

Java How to Program, Early Objects, Eleventh Edition-Paul Deitel 2017 For courses in Java programming Unparalleled breadth and depth of object-oriented programming concepts. The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Early Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. [Java How to Program, Late Objects, 11th Edition also is available.] Also Available with MyLab Programming. MyLab Programmings an online learning system designed to engage students and improve results. MyLab Programming consists of a set of programming exercises correlated to the programming concepts in this book. Through hundreds of practice problems, the system automatically detects errors in the logic and syntax of their code submissions and offers targeted hints that enable students to figure out what went wrong -- and why. MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts and paradigms of popular high-level programming languages. For instructors, a comprehensive gradebook tracks correct and incorrect answers and stores the code inputted by students for review. Note: You are purchasing a standalone product; MyLab & Mastering does not come packaged with this content. Students, if interested in purchasing this title with MyLab & Mastering, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab & Mastering, search for: 0134800273 / 9780134800271 Java How to Program, Early Objects Plus MyLab Programming with Pearson eText -- Access Card Package, 11/e Package consists of: 0134743350 / 9780134743356 Java How to Program, Early Objects 0134752120 / 9780134752129 MyLab Programming with Pearson eText -- Access Code Card -- for Java How to Program, Early Objects Students can use the URL and phone number below to help answer their questions: http://24/pearsoned.custhelp.com/app/home 800-677-6337.

Java How to Program, Early Objects, Global Edition-Harvey Deitel 2017

Java SE 8 for Programmers-Paul J. Deitel 2014 Summary: "Written for programmers with a background in high level language programming, the book applies the Deitel signature live code approach to teaching programming and explores the Java language in depth ..."

Java, Late Objects Version-Paul J. Deitel 2010 The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine. The Eighth Edition of this acclaimed text is now current with the Java SE 6 updates that have occurred since the book was last published. The Late Objects Version delays coverage of class development until Chapter 8, presenting the control structures, methods and arrays material in a non-object-oriented, procedural programming context.

Java for Programmers-Paul J. Deitel 2009-02-12 PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces, Nested Classes Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study JavaServer™ Faces, Ajax-Enabled Web Applications, Web Services, Networking JDBC™, SQL, Java DB, MySQL® Threads and the Concurrency APIs I/O, Types, Control Statements, Methods Arrays, Generics, Collections Exception Handling, Files GUI, Graphics, GroupLayout, JDIC Using the Debugger and the API Docs And more... VISIT WWW.DEITEL.COM For information on Deitel's Dive Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com) Download code examples Check out the growing list of programming, Web 2.0, and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived issues of the DEITEL® BUZZ ONLINE The practicing programmer's DEITEL® guide to Java™ development and the Powerful Java™ Platform Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java language and Java APIs in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions and program outputs. The book features 220 Java applications with over 18,000 lines of proven Java code, and hundreds of tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including GUI, graphics, exception handling, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You'll enjoy the Deitel's' classic treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build object-oriented Java applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including Java™, C++, .NET, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "Presenting software engineering side by side with core Java concepts is highly refreshing; gives readers insight into how professional software is developed."—Clark Richey (Java Champion), RABA Technologies, LLC. "The quality of the design and code examples is second to none!"—Terrell Hull, Enterprise Architect "The JDBC chapter is very hands on. I like the fact that Java DB/Apache Derby is used in the examples, which makes it really simple to learn and understand JDBC."—Sandeep Konchady, Sun Microsystems "Equips you with the latest web application technologies. Examples are impressive and real! Want to develop a simple address locator with Ajax and JSF? Jump to Chapter 22."—Vadraj Deshpande, Sun Microsystems "Covers web services with Java SE 6 and Java EE 5 in a real-life, example-based, friendly approach. The Deitel Web Services Resource Center is really good, even for advanced developers."—Sanjay Dhamankar, Sun Microsystems "Mandatory book for any serious Java EE developer looking for improved productivity: JSF development, visual web development and web services development have never been easier."—Ludovic Chapenois, Sun Microsystems "I teach Java programming and object-oriented analysis and design. The OOD/UML 2 case study is the best presentation of the ATM example I have seen."—Craig W. Slinkman, University of Texas-Arlington "Introduces OOP and UML 2 early. The conceptual level is perfect. No other book comes close to its quality of organization and presentation. The live-code approach to presenting exemplary code makes a big difference in the learning outcome."—Walt Bunch, Chapman University/

Java How to Program (early Objects), 9/e-Paul Deitel 2011 The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Their Live Code Approach features thousands of lines of code in hundreds of complete working programs. This enables readers to confirm that programs run as expected. Java How to Program (Early Objects) 9e contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine. This edition covers both Java SE7 and SE6. Appendices M, N, O, P, and Q are available at Java How to Program, 9/e's Companion Website (www.pearsonhighered.com/deitel) as PDF documents.

Small Java-Harvey M. Deitel 2004 This special edition of Java How to Program is up-to-date with the Java 2 Platform Standard Edition 1.5. It covers fundamental programming topics and provides several extra chapters so readers can include or omit material as needed. Includes RECURSION and Searching and Sorting chapters. Provides extensive complete programming exercises plus "What does this program do?", "What's wrong with this program?", "Complete the program" and "Modify the program" exercises. Covers text-file processing. Features coverage of special topics, such as pre- and postconditions, invariants, testing and debugging, ethics and software engineering. Includes a CD-ROM with every copy of the book that contains: (subject to change) Java™ 2 Platform, Standard Edition 1.5; Netbeans; JCreator LE; JEdit; JGRASP; BlueJ; Source code for all the book's examples; Hyperlinks to valuable Java™ demos and Internet resources. A useful brief reference for programmers or anyone who wants to learn more about the Java programming language.

Advanced Java 2 Platform-Harvey M. Deitel 2002 This book looks at the exciting world of advanced programming concepts with the three major Java platforms - Java 2 Enterprise Edition (J2EE), Java 2 Standard Edition (J2SE) and Java 2 Micro Edition (J2ME).

Java How to Program, Late Objects, Global Edition-Harvey Deitel 2019-07-09 The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Late Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics.

Android How to Program-Paul J. Deitel 2014-04-08 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Android How to Program, Second Edition provides a clear and entertaining App-driven introduction to Android 4.3 and 4.4 development for both introductory- and intermediate-level programming courses. It also serves as a great reference and tutorial to learn Android programming! The Deitel's' App-driven Approach is simply the best way to master Android programming! The Deitel's teach Android programming through seven complete, working Android Apps in the print book and more online. Each chapter presents new concepts through a single App. The authors first provide an introduction to the app, an app test-drive showing one or more sample executions, and a technologies overview. Next, the authors proceed with a detailed code walkthrough of the app's source code in which they discuss the programming concepts and demonstrate the functionality of the Android APIs used in the app. The book also has an extensive introduction to programming using the Java language, making this book appropriate for Java courses that want to add an App-programming flavor. Teaching and Learning Experience This program will provide a better teaching and learning experience—for you and your students. Add an App Component to your Java Course: The appendices provide a condensed, friendly introduction to Java and the object-oriented programming techniques students will need to develop Android apps. Motivate Students with an App-driven Approach to Android 4.3 and 4.4 Development: Concepts are presented in the context of 7 complete working Android Apps, using the latest mobile computing technologies. Enhance Learning with Outstanding Pedagogical Features: The Deitel's present hundreds of Android short-answer questions and app-development exercises complete with syntax coloring, code walkthroughs and sample outputs.

Java-Harvey M. Deitel 2010

Simply Java Programming-Harvey M. Deitel 2004 Combining the Deitel™ signature Live-Code™ Approach with a new Application-Driven™ methodology, this book uses a step-by-step tutorial approach to begin teaching the basics of programming, builds upon previously learned concepts, and introduces new programming features in each successive tutorial. KEY TOPICS This comprehensive introduction to Java covers GUI design, swing components, methods, classes, data types, control statements, arrays, object-oriented programming, strings and characters, sequential files and more. It also includes higher-end topics such as database programming, multimedia and graphics, and Web applications development. For individuals beginning their mastery of Java Programming.

Java How to Program-Paul J. Deitel 2011-11-21 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine. The Eighth Edition of this acclaimed text is now current with the Java SE 6 updates that have occurred since the book was last published. The Late Objects Version delays coverage of class development until Chapter 8, presenting the control structures, methods and arrays material in a non-object-oriented, procedural programming context.

Java How to Program, Seventh Edition-H.M. Deitel - Deitel & Associates, Inc 2006 The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release - Java Standard Edition (Java SE) 6.

Java-Harvey M. Deitel 2002 Accompanying CD-ROM contains Java 2 SDK standard edition, 1.3.1, Java Media Framework API 2.1.1, Forte for Java, release 2.0, Community ed., Java Plug-in HTML converter 1.3.

Java® for Programmers-Paul J. Deitel 2011-04-18 The professional programmer's Deitel® guide to Java™ development and the powerful Java platform Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java language and Java APIs in depth. The book presents concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code walkthroughs and program outputs. The book features 200+ complete Java programs with 18,000+ lines of proven Java code, and hundreds of tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including GUI, graphics, exception handling, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You'll enjoy the Deitel's' classic treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build object-oriented Java applications.

Java-Paul J. Deitel 2015

Python for Programmers-Paul J. Deitel 2019-03-15 The professional programmer's Deitel® guide to Python® with introductory artificial intelligence case studies Written for programmers with a background in another high-level language, Python for Programmers uses hands-on instruction to teach today's most compelling, leading-edge computing technologies and programming in Python—one of the world's most popular and fastest-growing languages. Please read the Table of Contents diagram inside the front cover and the Preface for more details. In the context of 500+ real-world examples ranging from individual snippets to 40 large scripts and full implementation case studies, you'll use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms. After covering Python Chapters 1-5 and a few key parts of Chapters 6-7, you'll be able to handle significant portions of the hands-on introductory AI case studies in Chapters 11-16, which are loaded with cool, powerful, contemporary examples. These include natural language processing, data mining Twitter® for sentiment analysis, cognitive computing with IBM® Watson™, supervised machine learning with classification and regression, unsupervised machine learning with clustering, computer vision through deep learning and convolutional neural networks, deep learning with recurrent neural networks, big data with Hadoop®, Spark™, and NoSQL databases, the Internet of Things and more. You'll also work directly or indirectly with cloud-based services, including Twitter, Google Translate™, IBM Watson, Microsoft® Azure®, OpenMapQuest, PushHub and more. Features 500+ hands-on, real-world, live-code examples from snippets to case studies IPython + code in Jupyter® Notebooks Library-focused: Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON serialization, CSV, exceptions Procedural, functional-style and object-oriented programming Collections: Lists, tuples, dictionaries, sets, NumPy arrays, pandas Series & DataFrames Static, dynamic and interactive visualizations Data experiences with real-world datasets and data sources Intro to Data Science sections: AI, basic stats, simulation, animation, random variables, data wrangling, regression AI, big data and cloud data science case studies: NLP, data mining Twitter®, IBM® Watson™, machine learning, deep learning, computer vision, Hadoop®, Spark™, NoSQL, IoT Open-source libraries: NumPy, pandas, Matplotlib, Seaborn, Folium, SciPy, NLTK, TextBlob, spaCy, Textastic, Tweepy, scikit-learn®, Keras and more Accompanying code examples are available here: http://ptgmedia.pearsoncmg.com/imprint_downloads/informit/bookreg/9780135224335/9780135224335_examples.zip. Register your product for convenient access to downloads, updates, and/or corrections as they become available. See inside book for more information.

Java-P. J. Deitel 2000

How to Design Programs-Matthias Felleisen 2001 This introduction to programming places computer science in the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process. This approach fosters a variety of skills—critical reading, analytical thinking, creative synthesis, and attention to detail—that are important for everyone, not just future computer programmers. The book exposes readers to two fundamentally new ideas. First, it presents program design guidelines that show the reader how to analyze a problem statement; how to formulate concise goals; how to make up examples; how to develop an outline of the solution, based on the analysis; how to finish the program; and how to test. Each step produces a well-defined intermediate product. Second, the book comes with a novel programming environment, the first one explicitly designed for beginners. The environment grows with the readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks.All the book's support materials are available for free on the Web. The Web site includes the environment, teacher guides, exercises for all levels, solutions, and additional projects.

Java in the Lab-Harvey M. Deitel 2002-12 For all beginning programmers and developers experienced with traditional languages who want to master Java quickly. The book offers hundreds of exercises that cover introductory and intermediate Java programming concepts.

Android How to Program-Paul Deitel 2016-01-04 "For courses in Android Programming." Thinking like a developer from the start. Created by world-renowned programming instructors Paul and Harvey Deitel, " Android How to Program, " Third Edition introduces the dynamic world of Android smartphone and tablet app development with the Android Software Development Kit (SDK), the Java programming language, and the rapidly evolving Android Studio Integrated Development Environment (IDE). Updated to Android 6 and Google's preferred Android Studio IDE, the Third Edition presents cutting-edge mobile computing technologies. The Deitel's' App-driven Approach helps readers master Android app development through eight complete, working Android apps. Each chapter features new concepts through a single app. The authors begin with an introduction to the app, followed by an app test-drive showing sample executions and a technologies overview. Next, they present detailed steps to build the app. Finally, they provide a detailed code walkthrough of the app's source code, discussing the programming concepts and Android APIs used in the app. The book also has an extensive introduction to programming using the Java language, making it appropriate for Java courses that want to add an app-programming flavor. "

C# 6 for Programmers-Paul Deitel 2016-08-09 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The professional programmer's Deitel® guide to C# 6 and object-oriented development for Windows® Written for programmers with a background in high-level language programming, C# 6 for Programmers applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# 6 and .NET in depth. Concepts are presented in the context of 170+ fully coded and tested apps, complete with syntax shading, code highlighting, code walkthroughs, program outputs and hundreds of savvy software-development tips. Start with an introduction to C# using an early classes and objects approach, then rapidly move on to more advanced topics, including LINQ, asynchronous programming with async and await and more. You'll enjoy the treatment of object-oriented programming and an object-oriented design/UML® ATM case study, including a complete C# implementation. When you've mastered the book, you'll be ready to start building industrial-strength, object-oriented C# apps. Paul Deitel and Harvey Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages authoring and corporate training organization. Millions of people worldwide have used Deitel textbooks, professional books, LiveLessons™ video products, e-books, resource centers and REVEL™ interactive multimedia courses with integrated labs and assessment to master major programming languages and platforms, including C#, C++, C, Java™, Android™ app development, iOS app development, Swift™, Visual Basic®, Python™ and Internet and web programming. Features: •Use with Windows® 7, 8 or 10. •Integrated coverage of new C# 6 functionality: string interpolation, expression-bodied methods and properties, auto-implemented property initializers, getter-only properties, nameof, null-conditional operator, exception filters and more. •Entertaining and challenging code examples. •Deep treatment of classes, objects, inheritance, polymorphism and interfaces. •Generics, LINQ and generic collections; PLINQ (Parallel LINQ) for multicore performance. •Asynchronous programming with async and await; functional programming with lambdas, delegates and immutability. •Files; relational database with LINQ to Entities. •Object-oriented design ATM case study with full code implementation. •Emphasis on performance and software engineering principles

Visual C# 2012 How to Program, International Edition-Harvey Deitel 2015-02-27 Appropriate for all basic-to-intermediate level courses in Visual C# 2012 programming. Created by world-renowned programming instructors Paul and Harvey Deitel, Visual C# 2012 How to Program, Fifth Edition introduces all facets of the C# 2012 language hands-on, through hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual C# 2012, all discussions and sample code have been carefully audited against the newest Visual C# 2012 language specification. Students begin by getting comfortable with the C# Express 2012 IDE and basic Visual C# syntax. Next, they build their skills one step at a time, mastering control structures, classes, objects, methods, variables, arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the Deitel's introduce more sophisticated techniques, including searching, sorting, data structures, generics, and collections. Throughout, the authors show students how to make the most of Microsoft's Visual Studio tools. A series of appendices provide essential programming reference material.

JAVA HOW TO PROGRAM (EARLY OBJECTS), OLP WITH ETEXT, GLOBAL EDITION.-PAUL DEITEL DEITEL (HARVEY.) J 2016

Sams Teach Yourself Java in 21 Days (Covers Java 11/12)-Rogers Cadenhead 2019-12-09 In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer, web servers, and mobile devices. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans-an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java

Java Student Solutions Manual to Accompany Java-Harvey M. Deitel 2003

MyProgramminglab With Pearson Etext Access Code Card for Java How to Program, Early Objects-Paul Deitel 2017-06

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