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Object-Oriented PHP-Peter Lavin 2006 Presents an introduction to PHP and object-oriented programming, with information on such topics as classes, inheritance, RSS readers, and XML.

Mastering PHP Design Patterns-Junade Ali 2016-09-28 Develop robust and reusable code using a multitude of design patterns for PHP 7 About This Book Learn about advanced design patterns in PHP 7 Understand enhanced architectural patterns Learn to implement reusable design patterns to address common recurring problems Who This Book Is For This book is for PHP developers who wish to have better organization structure over their code through learning common methodologies to solve architectural problems against a backdrop of learning new functionality in PHP 7. What You Will Learn Recognize recurring problems in your code with Anti-Patterns Uncover object creation mechanisms using Creational Patterns Use Structural design patterns to easily access your code Address common issues encountered when linking objects using the splObserver classes in PHP 7 Achieve a common style of coding with Architectural Patterns Write reusable code for common MVC frameworks such as Zend, Laravel, and Symfony Get to know the

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best practices associated with design patterns when used with PHP 7 In Detail Design patterns are a clever way to solve common architectural issues that arise during software development. With an increase in demand for enhanced programming techniques and the versatile nature of PHP, a deep understanding of PHP design patterns is critical to achieve efficiency while coding. This comprehensive guide will show you how to achieve better organization structure over your code through learning common methodologies to solve architectural problems. You'll also learn about the new functionalities that PHP 7 has to offer. Starting with a brief introduction to design patterns, you quickly dive deep into the three main architectural patterns: Creational, Behavioral, and Structural popularly known as the Gang of Four patterns. Over the course of the book, you will get a deep understanding of object creation mechanisms, advanced techniques that address issues concerned with linking objects together, and improved methods to access your code. You will also learn about Anti-Patterns and the best methodologies to adopt when building a PHP 7 application. With a concluding chapter on best practices, this book is a complete guide that will equip you to utilize design patterns in PHP 7 to achieve maximum productivity, ensuring an enhanced software development experience. Style and approach The book covers advanced design patterns in detail in PHP 7 with the help of rich code-based examples.

PHP Objects, Patterns and Practice-Matt Zandstra 2010-12-28 This book takes you beyond the PHP basics to the enterprise development practices used by professional programmers. Updated for PHP 5.3 with new sections on closures, namespaces, and continuous integration, this edition will teach you about object features such as abstract classes, reflection, interfaces, and error handling. You'll also discover object tools to help you learn more about your classes, objects, and methods. Then you'll move into design patterns and the principles that make patterns powerful. You'll learn both classic design patterns and enterprise and database patterns with easy-to-follow examples. Finally, you'll discover how to put it all into practice to help turn great code into successful projects. You'll learn how to manage multiple developers with Subversion, and how to build and install using Phing and

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PEAR. You'll also learn strategies for automated testing and building, including continuous integration. Taken together, these three elements—object fundamentals, design principles, and best practices—will help you develop elegant and rock-solid systems. Mastering Object-oriented Python—Steven F. Lott 2014-04-22 This book follows a standard tutorial approach with approximately 750 code samples spread through the 19 chapters. This amounts to over 5,900 lines of code that illustrate each concept. This book is aimed at programmers who have already learned the basics of object-oriented Python and need to write more sophisticated, flexible code that integrates seamlessly with the rest of Python. This book assumes a computer science background, with experience of common Python design patterns.

Mastering Laravel—Christopher John Pecoraro 2015-07-30 PHP continues to revive and Laravel is at its forefront. Laravel follows modern PHP's object-oriented best practices and reduces time-to-market, enabling you to build robust web and API-driven mobile applications that can be automatically tested and deployed. With this book you will learn how to rapidly develop software applications using the Laravel 5 PHP framework. This book walks you through the creation of an application, starting with behavior-driven design of entities. You'll explore various aspects of modern software including the RESTful API, and will be introduced to command bus. Laravel's annotations package is also explained and demonstrated. Finally, the book closes with a demonstration of different ways to deploy and scale your applications.

JavaScript for PHP Developers—Stoyan Stefanov 2013-04-24 If you want to significantly expand your web development skills beyond PHP, this practical, hands-on book teaches you ECMAScript—the core JavaScript language—from the ground up. You'll discover some similarities between JavaScript and PHP, such as conditions and loops, but the primary focus is on JavaScript's unique object creation, classes, prototypes, and inheritance. JavaScript knowledge is essential for working with today's Web, whether you're building applications for the client, the server, or for mobile use—and your PHP experience gives you a head start. This book will help you become fluent with JavaScript quickly, and then serve as a handy reference once you start coding. Explore JavaScript syntax

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including variables, arrays, loops, and conditions Learn how functions are important in JavaScript—and why they're actually objects Delve into JavaScript's object-oriented features, including prototypes, code reuse, and inheritance Examine the built-in API and explore its global functions, properties, and objects Learn about updates in ECMAScript5, the latest version of the standard Use common design patterns to organize your code in large applications Mastering PHP 7-Branko Ajzele 2017-06-27 Effective, readable, and robust codes in PHP About This Book Leverage the newest tools available in PHP 7 to build scalable applications Embrace serverless architecture and the reactive programming paradigm, which are the latest additions to the PHP ecosystem Explore dependency injection and implement design patterns to write elegant code Who This Book Is For This book is for intermediate level developers who want to become a master of PHP. Basic knowledge of PHP is required across areas such as basic syntax, types, variables, constants, expressions, operators, control structures, and functions. What You Will Learn Grasp the current state of PHP language and the PHP standards Effectively implement logging and error handling during development Build services through SOAP and REST and Apache Trift Get to know the benefits of serverless architecture Understand the basic principles of reactive programming to write asynchronous code Practically implement several important design patterns Write efficient code by executing dependency injection See the working of all magic methods Handle the command-line area tools and processes Control the development process with proper debugging and profiling In Detail PHP is a server-side scripting language that is widely used for web development. With this book, you will get a deep understanding of the advanced programming concepts in PHP and how to apply it practically The book starts by unveiling the new features of PHP 7 and walks you through several important standards set by PHP Framework Interop Group (PHP-FIG). You'll see, in detail, the working of all magic methods, and the importance of effective PHP OOP concepts, which will enable you to write effective PHP code. You will find out how to implement design patterns and resolve dependencies to make your code base more elegant and readable. You will also build web services alongside microservices architecture, interact with databases, and work

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around third-party packages to enrich applications. This book delves into the details of PHP performance optimization. You will learn about serverless architecture and the reactive programming paradigm that found its way in the PHP ecosystem. The book also explores the best ways of testing your code, debugging, tracing, profiling, and deploying your PHP application. By the end of the book, you will be able to create readable, reliable, and robust applications in PHP to meet modern day requirements in the software industry. Style and approach This is a comprehensive, step-by-step practical guide to developing scalable applications using PHP 7.1

PHP Master-Lorna Mitchell 2011 "Modern, efficient, and secure techniques for PHP professionals"--Cover.

PHP Advanced and Object-Oriented Programming-Larry Ullman 2012-09-13 Readers can take their PHP skills to the next level with this fully revised and updated PHP Advanced: Visual QuickPro Guide, Third Edition! Filled with fourteen chapters of step-by-step content and written by bestselling author and PHP programmer Larry Ullman, this guide teaches specific topics in direct, focused segments, shows how PHP is used in real-world applications. The book teaches developing web applications using advanced PHP techniques and advanced database concepts, and this edition offers several chapters devoted to object-oriented programming and all-new chapters on debugging, testing, and performance and using the Zend framework. Author hosts a popular companion website at www.larryullman.com, where readers can freely download code used in the book, access a user forum and book updates, and get advice directly from the author.

Mastering Object-Oriented Python-Steven F. Lott 2019-06-14 Gain comprehensive insights into programming practices, and code portability and reuse to build flexible and maintainable apps using object-oriented principles Key Features Extend core OOP techniques to increase integration of classes created with Python Explore various Python libraries for handling persistence and object serialization Learn alternative approaches for solving programming problems, with different attributes to address your problem domain Book Description Object-oriented programming (OOP) is a relatively complex discipline to master, and it can be difficult to

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general principles apply to each language's unique features. With the help of the latest edition of Mastering Object-Oriented Python, you'll be shown how to effectively implement OOP in Python, and even explore Python 3.x. Complete with practical examples, the book guides you through the advanced concepts of OOP in Python, and demonstrates how you can apply them to solve complex problems in OOP. You will learn how to create high-quality Python programs by exploring design alternatives and determining which design offers the best performance. Next, you'll work through special methods for handling simple object conversions and also learn about hashing and comparison of objects. As you cover later chapters, you'll discover how essential it is to locate the best algorithms and optimal data structures for developing robust solutions to programming problems with minimal computer processing. Finally, the book will assist you in leveraging various Python features by implementing object-oriented designs in your programs. By the end of this book, you will have learned a number of alternate approaches with different attributes to confidently solve programming problems in Python. What you will learn

- Explore a variety of different design patterns for the `__init__()` method
- Learn to use Flask to build a RESTful web service
- Discover SOLID design patterns and principles
- Use the features of Python 3's abstract base classes
- Create classes for your own applications
- Design testable code using `pytest` and `fixtures`
- Understand how to design context managers that leverage the 'with' statement
- Create a new type of collection using standard library and design techniques
- Develop new number types above and beyond the built-in classes of numbers

Who this book is for This book is for developers who want to use Python to create efficient programs. A good understanding of Python programming is required to make the most out of this book. Knowledge of concepts related to object-oriented design patterns will also be useful.

Python 3 Object Oriented Programming-Dusty Phillips 2010-07-26
Harness the power of Python 3 objects.

Mastering PHP 4.1-Jeremy Allen 2006-02-20 Build Dynamic, Database-Driven Web Sites PHP is a fully developed, server-side embedded scripting language, and its importance for web application development has grown with the rise of the Apache web

server. Are you a novice programmer? This book starts with the basics and takes you wherever you want to go. A seasoned pro? You'll be amazed at how much you can capitalize on PHP's power and object-oriented support, and how it leverages your knowledge of other languages. Finally, if you're a PHP user in search of an authoritative reference, you need look no further. Mastering PHP 4.1 guides you through all levels of real-world web programming problems and provides expert advice on which solutions work best. Coverage Includes: Reading and writing files Validating data with regular expressions Accessing MySQL and PostgreSQL databases Accessing LDAP servers Generating images and PDF documents on the fly Building authentication and access-control systems Sending e-mail and building web-to-e-mail interfaces Creating your own classes Closing common security holes in PHP scripts Parsing and generating XML documents Using sessions to store persistent data Debugging misbehaving scripts Encrypting and decrypting sensitive data Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Mastering PHP Design Patterns-Junade Ali 2016-09-28 Develop robust and reusable code using a multitude of design patterns for PHP 7 About This Book Learn about advanced design patterns in PHP 7 Understand enhanced architectural patterns Learn to implement reusable design patterns to address common recurring problems Who This Book Is For This book is for PHP developers who wish to have better organization structure over their code through learning common methodologies to solve architectural problems against a backdrop of learning new functionality in PHP 7. What You Will Learn Recognize recurring problems in your code with Anti-Patterns Uncover object creation mechanisms using Creational Patterns Use Structural design patterns to easily access your code Address common issues encountered when linking objects using the splObserver classes in PHP 7 Achieve a common style of coding with Architectural Patterns Write reusable code for common MVC frameworks such as Zend, Laravel, and Symfony Get to know the best practices associated with design patterns when used with PHP 7 In Detail Design patterns are a clever way to solve common architectural issues that arise during software development. With an increase in demand for enhanced programming techniques and

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the versatile nature of PHP, a deep understanding of PHP design patterns is critical to achieve efficiency while coding. This comprehensive guide will show you how to achieve better organization structure over your code through learning common methodologies to solve architectural problems. You'll also learn about the new functionalities that PHP 7 has to offer. Starting with a brief introduction to design patterns, you quickly dive deep into the three main architectural patterns: Creational, Behavioral, and Structural popularly known as the Gang of Four patterns. Over the course of the book, you will get a deep understanding of object creation mechanisms, advanced techniques that address issues concerned with linking objects together, and improved methods to access your code. You will also learn about Anti-Patterns and the best methodologies to adopt when building a PHP 7 application. With a concluding chapter on best practices, this book is a complete guide that will equip you to utilize design patterns in PHP 7 to achieve maximum productivity, ensuring an enhanced software development experience. Style and approach The book covers advanced design patterns in detail in PHP 7 with the help of rich code-based examples.

Object Oriented PHP-Junade Ali 2017-04-26 Most PHP developers have a clear understanding of what technical debt looks like and the business necessity of having resilient and reliable code. With the release of PHP 7, the Object-Oriented language features of PHP have matured significantly. This book seeks to discuss how you can use Object-Oriented PHP now. In order to rapidly deliver value through software, your codebase needs to be resilient to the forces of change. This book will guide you through using Object-Oriented in modern PHP to deliver a reliable and reusable code throughout the design, development and construction phases. Whether working on a brand new codebase or refactoring existing code, this book will discuss the patterns to ensuring your codebase is resilient and reliable for years to come.

PHP 8 Objects, Patterns, and Practice-Matt Zandstra 2021-05-29 Learn how to develop elegant and rock-solid systems using PHP, aided by three key elements: object fundamentals, design principles, and best practices. The 6th edition of this popular book has been fully updated for PHP 8, including attributes, ~~constructors~~ from apexghana.org on January 20, 2021 by guest

property promotion, new argument and return pseudo-types, and more. It also covers many features new since the last edition including typed properties, the null coalescing operator, and void return types. This book provides a solid grounding in PHP's support for objects, it builds on this foundation to instill core principles of software design and then covers the tools and practices needed to develop, test, and deploy robust code. PHP 8 Objects, Patterns, and Practice begins by covering PHP's object-oriented features. It introduces key topics including class declarations, inheritance, and reflection. The next section is devoted to design patterns. It explains the principles that make patterns powerful. You'll cover many of the classic design patterns including enterprise and database patterns. The last segment of the book covers the tools and practices that can help turn great code into a successful project. The section shows how to manage multiple developers and releases with git, and how to manage builds and dependencies with Composer. It also explores strategies for automated testing and continuous integration. After reading and using this book, you will have mastered object-oriented enhancements, design patterns, and the essential development tools available for PHP 8. What You Will Learn Work with object fundamentals: write classes and methods, instantiate objects, and create powerful class hierarchies using inheritance Master advanced object-oriented features, including static methods and properties, managing error conditions with exceptions, and creating abstract classes and interfaces Understand and use design principles to deploy objects and classes effectively in your projects Discover a set of powerful patterns that you can implement in your own projects Guarantee a successful project including unit testing; version control and build, installation, and package management; and continuous integration Who This Book Is For Anyone with at least a basic knowledge of PHP who wants to use its object-oriented features in their projects. It is also for PHP coders who want to learn about the practices and tools (version control, testing, continuous integration, etc) that can make projects safe, elegant and stable.

Object-Oriented Programming with Php5-Hasin Hayder 2007-12-30
Learn to leverage PHP5's OOP features to write manageable applications with ease.

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Mastering Ext Js-Loiane Groner 2013-01-01 Designed to be a structured guide, Mastering Ext JS is full of engaging examples to help you learn in a practical context. This book is for developers who are familiar with using Ext JS who want to augment their skills to create even better web applications.

Learning PHP, MySQL, JavaScript, and CSS-Robin Nixon

2012-08-27 Learn how to build interactive, data-driven websites—even if you don't have any previous programming experience. If you know how to build static sites with HTML, this popular guide will help you tackle dynamic web programming. You'll get a thorough grounding in today's core open source technologies: PHP, MySQL, JavaScript, and CSS. Explore each technology separately, learn how to combine them, and pick up valuable web programming concepts along the way, including objects, XHTML, cookies, and session management. This book provides review questions in each chapter to help you apply what you've learned. Learn PHP essentials and the basics of object-oriented programming Master MySQL, from database structure to complex queries Create web pages with PHP and MySQL by integrating forms and other HTML features Learn JavaScript fundamentals, from functions and event handling to accessing the Document Object Model Pick up CSS basics for formatting and styling your web pages Turn your website into a highly dynamic environment with Ajax calls Upload and manipulate files and images, validate user input, and secure your applications Explore a working example that brings all of the ingredients together Learn PHP 7-Steve Prettyman 2015-12-29 This new book on PHP 7 introduces writing solid, secure, object-oriented code in the new PHP 7: you will create a complete three-tier application using a natural process of building and testing modules within each tier. This practical approach teaches you about app development and introduces PHP features when they are actually needed rather than providing you with abstract theory and contrived examples. In Learn PHP 7, programming examples take advantage of the newest PHP features, including enhanced password encryption using password_hash. This book takes a learn-by-doing approach, providing you with complete coding examples. "Do It" exercises in each chapter provide the opportunity to make adjustments to the

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example code. The end of chapter programming exercises allow you to develop your own applications using the algorithms demonstrated in the chapter. Each tier is logically and physically separated using object-oriented and dependency injection techniques, thus allowing independent tiers that can be updated with little or no effect on the other tiers. In addition to teaching good programming practices through OOP, there is a strong emphasis on creating secure code. As each chapter is completed, the reader is provided the opportunity to design and create an application reinforcing the concepts learned.

Mastering Regular Expressions-Jeffrey E.F. Friedl 2006-08-08 A regular expression (regex) is a pattern that describes a set of strings. Regular expressions are used for advanced context-sensitive searches (e.g. parsing data streams, data mining) and text modifications. They can be found in many advanced editors (e.g. vi, Emacs), in parser programs (e.g. grep) and in languages (e.g. Perl), mostly in a UNIX environment. This book is the standard work on regexes.

Object Design Style Guide-Matthias Noback 2019-11-28 Objects are the central concept of languages like Java, Python, C#. Applying best practices for object design means that your code will be easy to read, write, and maintain. Object Design Style Guide captures dozens of techniques for creating pro-quality OO code that can stand the test of time. Examples are in an instantly-familiar pseudocode, teaching techniques you can apply to any OO language, from C++ to PHP. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Mastering Symfony-Sohail Salehi 2016-04-26 Orchestrate the designing, development, testing, and deployment of web applications with Symfony About This Book Create a robust and reliable Symfony development pipeline using Amazon's cloud platform Cut development and maintenance costs by defining crystal clear features and possible scenarios for each feature before implementation Follow detailed examples provided in each chapter to create a task management application Who This Book Is For If you are a PHP developer with some experience in Symfony and are looking to master the framework and use it to its full potential then

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this book is for you. Though experience with PHP, object-oriented techniques, and Symfony basics is assumed, this book will give you a crash course on the basics and then proceed to more advanced topics. What You Will Learn Install and configure Symfony and required third-party bundles to develop a task management application Set up a continuous integration server to orchestrate automatic builds every time you add a new feature to your project Reduce maintenance costs dramatically using Behaviour Driven Development (BDD) Create a slick user interface using the Bootstrap framework Design robust business logic using Doctrine Build a comprehensive dashboard and secure your project using the Sonata project Improve performance using Redis, Memcache, and Varnish Create customized Symfony commands and add them to your console In Detail In this book, you will learn some lesser known aspects of development with Symfony, and you will see how to use Symfony as a framework to create reliable and effective applications. You might have developed some impressive PHP libraries in other projects, but what is the point when your library is tied to one particular project? With Symfony, you can turn your code into a service and reuse it in other projects. This book starts with Symfony concepts such as bundles, routing, twig, doctrine, and more, taking you through the request/response life cycle. You will then proceed to set up development, test, and deployment environments in AWS. Then you will create reliable projects using Behat and Mink, and design business logic, cover authentication, and authorization steps in a security checking process. You will be walked through concepts such as DependencyInjection, service containers, and services, and go through steps to create customized commands for Symfony's console. Finally, the book covers performance optimization and the use of Varnish and Memcached in our project, and you are treated with the creation of database agnostic bundles and best practices. Style and approach A step-by-step guide to mastering Symfony while developing a task management application. Each chapter comes with detailed examples.

Head First Object-Oriented Analysis and Design-Brett McLaughlin
2006-11-27 "Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its

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focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore, Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time-software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders are communicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

Object-Oriented JavaScript - Second Edition-Stoyan Stefanov
2013-01-01 You will first be introduced to object-oriented programming, then to the basics of objects in JavaScript. This book takes a do-it-yourself approach when it comes to writing code, because the best way to really learn a programming language is by writing code. You are encouraged to type code into Firebug's

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console, see how it works and then tweak it and play around with it. There are practice questions at the end of each chapter to help you review what you have learned. For new to intermediate JavaScript developer who wants to prepare themselves for web development problems solved by smart JavaSc.

Programming Python-Mark Lutz 2001 A guide to Python, the object-oriented scripting language, discusses the use of Python in Internet and web programming; address Python's C intergration tools; and features many examples that expand as new topics are introduced. Original. (Intermediate/Advanced)

PHP Object-Oriented Solutions-David Powers 2008-09-24 With the surge of popularity of PHP 5, object-oriented programming is now an important consideration for PHP developers. This version-neutral book is a gentle introduction to object-oriented programming (OOP) that won't overburden you with complex theory. It teaches you the essential basics of OOP that you'll need to know before moving onto a more advanced level, and includes a series of prepackaged scripts that you can incorporate into your existing sites with the minimum of effort. It shows how object-oriented programming can be used to create reusable and portable code by walking you through a series of simple projects. The projects feature the sorts of things developers run up against every day, and include a validator for filtering user input, a simple Date class that avoids the need to remember all the esoteric format codes in PHP, and an XML generator. Teaches the fundamentals of OOP Simple projects show how OOP concepts work in the real world Prepackaged scripts can easily be added to your own projects

OBJECT ORIENTED PROGRAMMING WITH JAVA-M. T.

SOMASHEKARA 2017-06-01 This self-readable and highly informative text presents the exhaustive coverage of the concepts of Object Oriented Programming with JAVA. A number of good illustrative examples are provided for each concept supported by well-crafted programs, thus making it useful for even those having no previous knowledge of programming. Starting from the preliminaries of the language and the basic principles of OOP, this textbook moves gradually towards advanced concepts like exception handling, multithreaded programming, GUI support by the language through AWT controls, string handling, file handling and basic

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utility classes. In addition, the well-planned material in the book acts as a precursor to move towards high-end programming in Java, which includes the discussion of Servlets, Java Server Pages, JDBC, Swings, etc. The book is highly suitable for all undergraduate and postgraduate students of computer science, computer applications, computer science and engineering and information technology. KEY FEATURES Extensive coverage of syllabi of various Indian universities Comprehensive coverage of the OOP concepts and Core Java Explanation of the concepts using simple and expressive language Complete explanation of the working of each program with more emphasis on the core segment of the program Chapter-end summary, over 230 illustrative programs, around 225 review questions, about 190 true/false questions and over 130 programming exercises

The Object-Oriented Thought Process-Matt Weisfeld 2008-08-25 The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects' services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects

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operate over networks, including client/server architectures and web services. “Programmers who aim to create high quality software—as all programmers should—must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld’s *The Object-Oriented Thought Process*.” –Bill McCarty, author of *Java Distributed Objects*, and *Object-Oriented Design in Java* Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals.

Python GUI Programming Cookbook-Burkhard A. Meier 2015-12-01
Over 80 object-oriented recipes to help you create mind-blowing GUIs in Python About This Book Use object-oriented programming to develop amazing GUIs in Python Create a working GUI project as a central resource for developing your Python GUIs Packed with easy-to-follow recipes to help you develop code using the latest released version of Python Who This Book Is For If you are a Python programmer with intermediate level knowledge of GUI programming and want to learn how to create beautiful, effective, and responsive GUIs using the freely available Python GUI frameworks, this book is for you. What You Will Learn Create amazing GUIs with Python's built-in Tkinter module Customize the GUIs by using layout managers to arrange the GUI widgets Advance to an object-oriented programming style using Python Develop beautiful charts using the free Matplotlib Python module Use threading in a networked environment to make the GUIs responsive Discover ways to connect the GUIs to a database Understand how unit tests can be created and internationalize the GUI Extend the GUIs with free Python frameworks using best practices In Detail Python is a multi-domain, interpreted programming language. It is a widely used general-purpose, high-level programming language. It is often used as a scripting language because of its forgiving syntax and compatibility with a wide variety of different eco-systems. It is from

flexible syntax enables developers to write short scripts while at the same time, they can use object-oriented concepts to develop very large projects. Python GUI Programming Cookbook follows a task-based approach to help you create beautiful and very effective GUIs with the least amount of code necessary. This book uses the simplest programming style, using the fewest lines of code to create a GUI in Python, and then advances to using object-oriented programming in later chapters. If you are new to object-oriented programming (OOP), this book will teach you how to take advantage of the OOP coding style in the context of creating GUIs written in Python. Throughout the book, you will develop an entire GUI application, building recipe upon recipe, connecting the GUI to a database. In the later chapters, you will explore additional Python GUI frameworks, using best practices. You will also learn how to use threading to ensure your GUI doesn't go unresponsive. By the end of the book, you will be an expert in Python GUI programming to develop a common set of GUI applications. Style and approach Every recipe in this programming cookbook solves a problem you might encounter in your programming career. At the same time, most of the recipes build on each other to create an entire, real-life GUI application.

Pro PHP and jQuery-Keith Wald 2016-02-01 Take advantage of the improved performance and reduced memory requirements of PHP version 7, and learn to utilize the new built-in PHP functions and features such as typed variable enforcement with `declare(strict_types=1)` and the new available data types, scalar type declarations for function arguments and return statements, constant arrays using `define()`, argument unpacking with the `...` operator, integer division with `intdiv()`, the null coalesce operator, the spaceship operator, new exception types, and improvements to existing features. Pro PHP and jQuery, Second Edition is for intermediate level programmers interested in building web applications using jQuery and PHP. Updated for PHP version 7 and the latest version of jQuery, this book teaches some advanced PHP techniques and it shows you how to take your dynamic applications to the next level by adding a JavaScript layer using the jQuery framework and APIs. After reading and using this book, you'll come away having built a fully functional PHP and jQuery web application.

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that you can reapply as a template for your own particular web application. Pro PHP and jQuery, Second Edition is for intermediate level programmers interested in building web applications using jQuery and PHP. Updated for PHP version 7 and the latest version of jQuery, this book teaches some advanced PHP techniques and it shows you how to take your dynamic applications to the next level by adding a JavaScript layer using the jQuery framework and APIs, considered the most popular JavaScript libraries. After reading and using this book, you'll come away understanding a fully functional PHP using jQuery web application case study that you can reapply as a template for your own particular web application. Moreover, from PHP 7, you'll get uniform variable syntax, the AST-based compilation process, the added Closure::call(), bitwise shift consistency across platforms, the (null coalesce) operator, Unicode codepoint escape syntax, return type declarations, and new and easier extensions development with support for redis, MongoDB and much more.

PHP 7: Real World Application Development-Doug Bierer
2016-09-30 Use new features of PHP 7 to solve practical, real-world problems faced by PHP developers like yourself every day. About This Book This course covers the new features of version 7.x, best practices for server-side programming, and MVC frameworks Leverage the potential of PHP for server-side programming, memory management, and Object-Oriented Programming to improve your programming productivity This course also illustrates the development of a complete modular application using PHP 7 in detail Who This Book Is For If you are an aspiring web developer, mobile developer, or back-end programmer, who has basic experience in PHP programming and wants to develop performance-critical applications, then this course is for you. It will take your PHP programming skills to next level. What You Will Learn Solve practical real-world programming problems using PHP 7 Discover where and when PHP 5 code needs to be re-written to avoid backwards-compatibility breaks Use advanced PHP 7 features such as the Abstract Syntax Tree, Uniform Variable Syntax, Scalar Type Hints, Generator Delegation, Anonymous Classes, and the Context Sensitive Lexer Set up a high performance development and production environment for PHP 7 Discover new OOP features in

PHP 7 to achieve high performance Discover the new features of PHP 7 that are relevant to modular application development Explore the ins and outs of the Symfony framework Build a set of modules based on the Symfony framework that comprise a simple web shop app In Detail PHP is a great language for developing web applications. It is essentially a server-side scripting language. PHP 7 is the latest version, providing major backward-compatibility breaks and focusing on improved performance and speed. This course follows a learning path which is divided into three modules. Each module is a mini course in its own right, taking your basic PHP programming skills to the next level by showing you intermediate to advanced PHP techniques with a focus on PHP 7. This way, get you equipped with the tools and skills required to develop professional and efficient applications for your websites and enterprises. The first module of the book is a programming cookbook that consists over 80 recipes! Each recipe is designed to solve practical, real-world problems faced by PHP developers like yourself every day. This course also covers new ways of writing PHP code made possible only in version 7. The second module of the course is designed to improve the performance and productivity of your application. We'll introduce you to the concepts of Object-Oriented Programming (OOP) in PHP 7, then shed some light on how to improve the performance of your PHP 7 applications and database. Throughout this module you will be introduced to benchmarking tools. With all important concepts of PHP covered up you will move on to third module. In this module you will gain a deep insight into the modular programming paradigm and how to achieve modularity in your PHP code. Modular design techniques help you build readable, manageable, reusable, and more efficient codes. PHP 7, which is a popular open source scripting language, is used to build modular functions for your software. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: PHP 7 Programming Cookbook, Doug Bierer Learning PHP 7 High Performance, Altaf Hussain Modular Programming with PHP 7, Branko Ajzele Style and approach This book takes a practical, step-by-step approach with real-world examples that serve as building blocks for your application development and guide you through

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improving the quality of your code.

The Object-Oriented Thought Process-Matt Weisfeld 2019-04-04
Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, Visual Basic .NET, Ruby, Objective-C, and Swift. Objects also form the basis for many web technologies such as JavaScript, Python, and PHP. It is of vital importance to learn the fundamental concepts of object orientation before starting to use object-oriented development environments. OOP promotes good design practices, code portability, and reuse—but it requires a shift in thinking to be fully understood. Programmers new to OOP should resist the temptation to jump directly into a particular programming language or a modeling language, and instead first take the time to learn what author Matt Weisfeld calls “the object-oriented thought process.” Written by a developer for developers who want to improve their understanding of object-oriented technologies, The Object-Oriented Thought Process provides a solutions-oriented approach to object-oriented programming. Readers will learn to understand the proper uses of inheritance and composition, the difference between aggregation and association, and the important distinction between interfaces and implementations. While programming technologies have been changing and evolving over the years, object-oriented concepts remain a constant—no matter what the platform. This revised edition focuses on the OOP technologies that have survived the past 20 years and remain at its core, with new and expanded coverage of design patterns, avoiding dependencies, and the SOLID principles to help make software designs understandable, flexible, and maintainable.

Learning PHP Data Objects-Dennis Popel 2007-08-30 A Beginner's Guide to PHP Data Objects, Database Connection Abstraction Library for PHP 5

Beginning PHP and MySQL 5-W Jason Gilmore 2006-11-25 * This best-selling title has comprehensive discussions about PHP 5, MySQL 5, and how these two popular open source technologies work together to create powerful websites. * Updated to reflect the new features found in MySQL's most significant release to date. Readers are introduced to advanced database features like triggers, stored procedures, and views. They learn how to integrate these

new capabilities into their PHP-driven web applications. The book also discusses PHP's new MySQL extension, `mysqli`, which is required for MySQL versions 4.1 and higher. * Packed with hundreds of practical examples covering all aspects of web development, including forms management, templating, database integration, Web services, security, and session handling.

Fundamentals of Computer Programming with C#-Svetlin Nakov
2013-09-01 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

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maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Mastering Unity Scripting-Alan Thorn 2015-01-29 Mastering Unity Scripting is an advanced book intended for students, educators, and professionals familiar with the Unity basics as well as the basics of scripting. Whether you've been using Unity for a short time or are an experienced user, this book has something important and valuable to offer to help you improve your game development workflow.

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Mastering Linux-Paul S. Wang 2010-09-22 Encouraging hands-on practice, Mastering Linux provides a comprehensive, up-to-date guide to Linux concepts, usage, and programming. Through a set of carefully selected topics and practical examples, the book imparts a sound understanding of operating system concepts and shows how to use Linux effectively. Ready-to-Use Examples Offer Immediate Access to Practical Applications After a primer on the fundamentals, the text covers user interfaces, commands and filters, Bash Shell scripting, the file system, networking and Internet use, and kernel system calls. It presents many examples and complete programs ready to run on your Linux system. Each chapter includes a summary and exercises of varying degrees of difficulty. Web Resource The companion website at <http://ml.sofpower.com/> offers a host of ancillary materials. Along with links to numerous resources, it includes appendices on SSH and SFTP, VIM, text editing with Vi, and the emacs editor. The site also provides a complete example code package for download. Master the Linux Operating System Toolbox This book enables you to leverage the capabilities and power of the Linux system more effectively. Going beyond this, it can help you write programs at the shell and C levels—encouraging you to build new custom tools for applications and R&D.

Typed PHP-Christopher Pitt 2016-08-04 Discover how stronger types mean cleaner, more efficient, and optimized PHP applications. This unique book looks at typed PHP: PHP types, strings, regular expressions, and more from PHP 7 as found in standard PHP libraries, user libraries, extensions, and cross-compilers. You'll see how to create a set of reusable tools that unify and ease the scalar types of PHP. PHP has a rich history and a dominant place on the web. It has achieved much despite language inconsistencies and difficulties. Bjarne Stroustrup once said: "There are only two kinds of languages: the ones people complain about and the ones nobody uses". PHP is one of those languages that everybody uses, yet that's often seen as a good reason to ignore the bad parts and just get stuff done. We're all for getting stuff done, and to that end, the author has used Plain Ol' PHP for many years. It's always bugged him how procedural PHP is, in an ecosystem of OOP libraries and frameworks. So he decided to take a deeper look at building a stronger type system on top of PHP. That's the goal of this book.

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What You'll Learn Discover the fundamentals of PHP strings, regex, underscores, native function inconsistencies, and more Examine the structure of PHP types including boxing, regex, namespace functions, composer autoload, null problem, optional values, and more Work with extensions like vagrant + phansible, provisioning, vagrant commands, SPL types, scalar objects, zephir, and more Design using scalar, SPL, zephir, structure types, resolving types, chaining, combining number types, PHPUnit, packaging, and more Plan for the future using a case study example Who This Book Is For Experienced web developers and PHP programmers.

PHP 5 Recipes-Frank M. Kromann 2006-11-05 * The only PHP "cook book" available that is completely up-to-date for PHP 5 which includes teaching material for PHP 5 object-oriented features * Complete code provided to solve all common problems PHP developers will come across in day-to-day work as well as using built in PHP functionality * Works well as a learn-by-example teaching book, as well as a quick solutions book

Mastering Ext JS - Second Edition-Loiane Groner 2015-02-24 If you are a developer who is familiar with Ext JS and want to augment your skills to create even better web applications, this is the book for you. Basic knowledge of JavaScript/HTML/CSS and any server-side language (PHP, Java, C#, Ruby, or Python) is required.

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