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Ruby on Rails Tutorial Michael Hartl,2017 Teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a number of new exercises interspersed in each chapter for reinforcement of the material. This guide provides integrated tutorials not only for Rails, but also for the Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code. --From publisher description.

Learning Java Patrick Niemeyer, Jonathan Knudsen, 2002 This updated edition introduces the basics of Java and everything necessary to get up to speed on the new 1.4 version quickly. CD contains the Java 2 SDK for Windows, Linux and Solaris.

Learning Web App Development Semmy Purewal,2014-02-13 Grasp the fundamentals of web application development by building a simple database-backed app from scratch, using HTML, JavaScript, and other open source tools. Through hands-on tutorials, this practical guide shows inexperienced web app developers how to create a user interface, write a server, build client-server communication, and use a cloud-based service to deploy the application. Each chapter includes practice problems, full examples, and mental models of the development workflow. Ideal for a college-level course, this book helps you get started with web app development by providing you with a solid grounding in the process. Set up a basic workflow with a text editor, version control system, and web browser Structure a user interface with HTML, and include styles with CSS Use JQuery and JavaScript to add interactivity to your application Link the client to the server with AJAX, JavaScript objects, and JSON Learn the basics of server-side programming with Node.js Store data outside your application with Redis and MongoDB Share your application by uploading it to the cloud with CloudFoundry Get basic tips for writing maintainable code on both client and server

<u>Program Arcade Games</u> Paul Craven, 2015-12-31 Learn and use Python and PyGame to design and build cool arcade games. In Program Arcade Games: With Python and PyGame, Second Edition, Dr. Paul Vincent Craven teaches you how to create fun and simple quiz games; integrate and start using graphics; animate graphics; integrate and use game controllers; add sound and bit-mapped graphics; and build grid-based games. After reading and using this book, you'll be able to learn to program and build simple arcade game applications using one of today's most popular programming languages, Python. You can even deploy onto Steam and other Linux-based game systems as well as Android, one of today's most popular mobile and tablet platforms. You'll learn: How to create quiz games How to integrate and start using graphics How to animate graphics How to build grid-based games Audience"div>This book assumes no prior programming knowledge.

The Principles of Object-Oriented JavaScript Nicholas C. Zakas,2014-02-14 If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes, and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-oriented language that puts many design decisions right into your hands. In The Principles of Object-Oriented JavaScript, Nicholas C. Zakas thoroughly explores JavaScript's object-oriented nature, revealing the language's unique implementation of inheritance and other key characteristics. You'll learn: -The difference between primitive and reference values -What makes JavaScript functions so unique -The various ways to create objects -How to define your own constructors -How to work with and understand prototypes -Inheritance patterns for types and objects The Principles of Object-Oriented JavaScript will leave even experienced developers with a deeper understanding of JavaScript. Unlock the secrets behind how objects work in JavaScript so you can write clearer, more flexible, and more efficient code.

Paradigms of Artificial Intelligence Programming Peter Norvig, 2014-06-28 Paradigms of AI Programming is the first text to teach advanced Common Lisp techniques in the context of building major AI systems. By reconstructing authentic, complex AI programs using state-of-the-art Common Lisp, the book teaches students and professionals how to build and debug robust practical programs, while demonstrating superior programming style and important AI concepts. The author strongly emphasizes the practical performance issues involved in writing real working programs of significant size. Chapters on troubleshooting and efficiency are included, along with a discussion of the fundamentals of object-oriented programming and a description of the main CLOS functions. This volume is an excellent text for a course on AI programming, a useful supplement for general AI courses and an indispensable reference for the professional programmer.

OCA Java SE 8 Programmer I Certification Guide Mala Gupta,2016-09-09 Summary OCA Java SE 8 Programmer I Certification Guide prepares you for the 1Z0-808 with complete coverage of the exam. You'll explore important Java topics as you systematically learn what's required to successfully pass the test. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book To earn the OCA Java SE 8 Programmer I Certification, you have to know your Java inside and out, and to pass the exam you need to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 8 Programmer I Certification Guide prepares Java developers for the 1Z0-808 with thorough coverage of Java topics typically found on the exam. Each chapter starts with a list of exam objectives mapped to section numbers, followed by sample questions and exercises that reinforce key concepts. You'll learn techniques and concepts in multiple ways, including memorable analogies, diagrams, flowcharts, and lots of well-commented code. You'll also get the scoop on common exam mistakes and ways to avoid traps and pitfalls. What's Inside Covers all exam topics Hands-on coding exercises Flowcharts, UML diagrams, and other visual aids How to avoid built-in traps and pitfalls Complete coverage of the OCA Java SE 8 Programmer I exam (1Z0-808) About the Reader Written for developers with a working knowledge of Java who want to earn the OCA Java SE 8 Programmer I Certification. About the Author Mala Gupta is a Java coach and trainer who holds multiple Java certifications. Since 2006 she has been actively supporting Java certification as a path to career advancement. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation Selected classes from the Java API and arrays Flow control Working with inheritance Exception handling Full mock exam

High Performance Browser Networking Ilya Grigorik,2013-09-11 How prepared are you to build fast and efficient web applications? This eloquent book provides what every web developer should know about the network, from fundamental limitations that affect performance to major innovations for building even more powerful browser applications—including HTTP 2.0 and XHR improvements, Server-Sent Events (SSE), WebSocket, and WebRTC. Author Ilya Grigorik, a web performance engineer at Google, demonstrates performance optimization best practices for TCP, UDP, and TLS protocols, and explains unique wireless and mobile network optimization requirements. You'll then dive into performance characteristics of technologies such as HTTP 2.0, client-side network scripting with XHR, real-time streaming with SSE and WebSocket, and P2P communication with WebRTC. Deliver superlative TCP, UDP, and TLS performance Speed up network performance over 3G/4G mobile networks Develop fast and energy-efficient mobile applications Address bottlenecks in HTTP 1.x and other browser protocols Plan for and deliver the best HTTP 2.0 performance Enable efficient real-time streaming in the browser Create efficient peer-to-peer videoconferencing and low-latency applications with real-time WebRTC transports

PYTHON FOR BEGINNERS Mark Matthes, Eric Lutz, Are you new to software development? Are you curious about learning what artificial intelligence is? Do you want to master the Phyton programming language? Do You want to Learn Computers for Beginners? Well, this book is your best choice! There may be a lot of different languages that you can work with when it comes to the coding that you would like to work with, but none are going to provide you with the benefits that you are working with. This language is so popular and used so often that there are a few different operating systems that already have some version of Python found on them for you to use. This can make it easier to get some of the coding done that you would like, and will ensure that you will get the best benefits out of it in no time. []] This book covers:[]] What Is Python and His History and Why Learn Python [] Getting Started with Python [] Variables and Operators [] Basic Operators [] Data Types in Python [] Functions and Modules [] Defining Your Functions [] Working with

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Modern Programming Made Easy Adam L. Davis, 2016-12-15 Get up and running fast with the basics of programming using Java as an example language. This short book gets you thinking like a programmer in an easy and entertaining way. Modern Programming Made Easy teaches you basic coding principles, including working with lists, sets, arrays, and maps; coding in the object-oriented style; and writing a web application. This book is language agnostic, but will mainly cover Java, with some references to Groovy, Scala, and JavaScript to give you a broad range of examples to consider. You will get a taste of what modern programming has to offer and set yourself up for further study and growth in your chosen language. What You'll Learn Code using the functional programming style Build and test your code Read and write from files Design user interfaces Deploy your app in the cloud Who This Book Is For"/b> Anyone who wants to learn how to code. Whether you're a student, a teacher, looking for a career change, or just a hobbyist, this book is made for you. Javascript for Beginners: Your Guide for Learning Javascript Programming in 24 Hours John J. Maldonado, 2017-12-21 Welcome to the Wonderful World of JavaScript If you have experience with web programming particularly working with HTML, then the next step is to learn JavaScript. With the use of scripts, you can give your web pages an added punch. You will also make your web pages a lot more flexible and interactive. You will also transform static HTML web pages allowing them to validate any user input. You will also learn how to adapt your code across several different web browsers. Eventually as you learn the ropes of this programming language you will also know how to integrate other related technologies such as ActiveX components, Java applets, plugins, and others.But what is JavaScript?JavaScript (we'll call it JS for short) is one of the many dynamic programming languages that you can find today. It is lightweight - which means it doesn't require a lot of resources to get it running in your computer. The scripts that you write with this programming language will become one of the most common parts of many web pages. Another thing that you should know is that it is an interpreted computer programming language. That means the code that you will write won't need to be translated or compiled into machine code by a compiler. In other words, it doesn't need to be converted from human readable code to machine language. Here's what you'll learn from this book: Chapter 1: JavaScript - Basics and Preliminary InfoChapter 2: How to Enable JavaScript in Your BrowserChapter 3: The Tools You Need to Get StartedChapter 4: Writing Your First JavaScript CodeChapter 5: JavaScript Syntax and Code StructureChapter 6: Using Variables in JavaScriptChapter 7: Manipulating Variable ValuesChapter 8: Constants and Reserved NamesChapter 9: Data Types Get your copy now!

Beginning HTML5 and CSS3 For Dummies Ed Tittel, Chris Minnick, 2013-08-14 Your full-color, friendly guide to getting started with HTML5 and CSS3! HTML and CSS are essential tools for creating dynamic websites and help make your websites even more effective and unique. This friendly-but-straightforward guide gets you started with the basics of the latest versions of HTML and CSS: HTML5 and CSS3. Introducing you to the syntax and structure of the languages, this helpful guide shows you how to create and view a web page, explains ideal usage of HTML5 and CSS3, walks you through the CSS3 rules and style sheets, addresses common mistakes and explains how to fix them, and explores interesting HTML5 tools. Serves as an ideal introduction to HTML5 and CSS3 for beginners with little to no web development experience Details the capabilities of HTML5 and CSS3 and how to use both to create responsive, practical, and well-designed websites Helps you understand how HTML5 and CSS3 are the foundation upon which hundreds of millions of web pages are built Features full-color illustrations to enhance your learning process Beginning HTML5 and CSS3 For Dummies is the perfect first step for getting started with the fundamentals of web development and design.

Agile Web Development with Rails 4 Sam Ruby, David Thomas, David Heinemeier Hansson, 2013 'Agile Web Development with Rails 4' helps you produce high-guality, beautiful-looking web applications guickly. You concentrate on creating the application, and Rails takes care of the details. This edition now gives new Ruby and Rails users more information on the Ruby language and takes more time to explain key concepts throughout.

JavaScript Crash Course ,2021-05-28 Exploit the Power of Modern JavaScript and Avoid the Pitfalls JavaScript was originally designed for small-scale programming in web browsers, but modern JavaScript is radically different. Nowadays, JavaScript programmers actively embrace functional, object-oriented, and asynchronous programming while deprecating error-prone concepts from the past. Modern JavaScript is a complete yet concise guide to JavaScript E6 and beyond. Rather than first requiring you to learn and transition from older versions, it helps you guickly get productive with today's far more powerful versions and rapidly move from languages such as Java, C#, C, or C++. Bestselling programming author Doctor Lucas J. Loan covers all you need to know, provided in small chunks organized for guick access and easy understanding. Horstmann's practical insights and sample code help you take advantage of all that's new, avoid common pitfalls and obsolete features, and make the most of modern JavaScript's robust toolchains and frameworks. Ouickly master modern JavaScript's implementation of fundamental programming constructs. Avoid legacy techniques that create unnecessary complexity and risk Make the most of functional, object-oriented, and asynchronous techniques Use modules to organize and run complex programs efficiently Write more powerful, flexible, and concise programs with metaprogramming Extend JavaScript's power via JavaScript libraries, frameworks, and platforms Whether you're just getting started with JavaScript or you're an experienced developer, this guide will help you write tomorrow's most robust, efficient, and secure JavaScript code. Coding HTML Eugene Gates, 2020-10-10 Do you want to learn the top three well-known languages are HTML, JavaScript, and CSS but are you frustrated at the thought of having to learn from scratch? Ok, don't worry. This book is here for you! || Have you ever heard about HTML? Are you curious about it? Websites are created for different purposes, depending on the target audience. Some are made for selling products, and some are just for providing information. Web development tools provide companies with a platform to create their web presence. Websites give them visibility with a broader audience. To develop a site by their requirements, businesses hire developers. The process of planning, creating and laying content, intended for the Internet is known as web designing. The crucial thing about modeling a website is to develop a fascinating site and apprehend the attention of the clients or people visiting the website. The book covers: Fundamentals Of HTML HTML Styles All About Links, And Forms In HTML Frames. Colors, And Lavout Of HTML Fundamentals of Javascript Fundamentals of CSS... and so much more! Being a smart web designer, however, is not something that you become overnight. It is a learning process that starts right here! This book contains almost everything that a newbie needs to know about HTML, CSS, and JavaScript. If you want to redesign your business or company website or are just interested in building a revenue-generating website.

you'll find this detailed guide both informative and instructive. Are you ready to learn in a simple way?

Learn Ethical Hacking from Scratch Zaid Sabih, 2018-07-31 Learn how to hack systems like black hat hackers and secure them like security experts Key Features Understand how computer systems work and their vulnerabilities Exploit weaknesses and hack into machines to test their security Learn how to secure systems from hackers Book Description This book starts with the basics of ethical hacking, how to practice hacking

safely and legally, and how to install and interact with Kali Linux and the Linux terminal. You will explore network hacking, where you will see how to test the security of wired and wireless networks. You'll also learn how to crack the password for any Wi-Fi network (whether it uses WEP, WPA, or WPA2) and spy on the connected devices. Moving on, you will discover how to gain access to remote computer systems using client-side and server-side attacks. You will also get the hang of post-exploitation techniques, including remotely controlling and interacting with the systems that you compromised. Towards the end of the book, you will be able to pick up web application hacking techniques. You'll see how to discover, exploit, and prevent a number of website vulnerabilities, such as XSS and SQL injections. The attacks covered are practical techniques that work against real systems and are purely for educational purposes. At the end of each section, you will learn how to detect, prevent, and secure systems from these attacks. What you will learn Understand ethical hacking and the different fields and types of hackers Set up a penetration testing lab to practice safe and legal hacking Explore Linux basics, commands, and how to interact with the terminal Access password-protected networks and spy on connected clients Use server and client-side attacks to hack and control remote computers Control a hacked system remotely and use it to hack other systems Discover, exploit, and prevent a number of web application vulnerabilities such as XSS and SQL injections Who this book is for Learning Ethical Hacking from Scratch is for anyone interested in learning how to hack and test the security of systems like professional hackers and security experts.

Data Structures and Algorithms John Beidler, 2012-12-06 This textbook provides an in depth course on data structures in the context of object oriented development. Its main themes are abstraction, implementation, encapsulation, and measurement: that is, that the software process begins with abstraction of data types, which then lead to alternate representations and encapsulation, and finally to resource measurement. A clear object oriented approach, making use of Booch components, will provide readers with a useful library of data structure components and experience in software reuse. Students using this book are expected to have a reasonable understanding of the basic logical structures such as stacks and queues. Throughout, Ada 95 is used and the author takes full advantage of Ada's encapsulation features and the ability to present specifications without implementational details. Ada code is supported by two suites available over the World Wide Web.

Freelance Newbie RealToughCandy, 2019-02-01 Are you ready to jump-start your freelance career? Freelance Newbie has you covered! In this book, you'll learn practical, actionable steps you can start using today to get your first client by the end of the week. Featuring all the methods, techniques, tips, tricks, and insights you need to succeed. Freelance Newbie was written by a working freelancer whose mission is to help people like you find personal success and financial independence. The material you'll read here has never been featured at a lower price — you simply cannot get this kind of value for less. We go through everything step-bystep with real-world examples so you know exactly what you need to do to become a successful freelancer. In Freelance Newbie, you'll learn how to: :• Develop a business plan from scratch• Establish a suitable work environment • Configure your own freelance website to generate guality leads • Determine what services to offer (and what to do if you don't know how to do something) • Figure out an appropriate pricing scheme for your services • Find "starter" clients that pave the way for 5-star social proof and full-paying, long-term clients • Draft effective proposals and contracts• Advertise for free (or very, very cheaply) • Deliver aboveaverage customer service • Efficiently complete client projects — time runs out FAST • And much, much more! This book can also be used as the perfect companion manual to the video course available on Udemy by RealToughCandy.

Programming Pearls Jon Bentley, 2016-04-21 When programmers list their favorite books, Jon Bentley's collection of programming pearls is commonly included among the classics. Just as natural pearls grow from grains of sand that irritate oysters, programming pearls have grown from real problems that have irritated real programmers. With origins beyond solid engineering, in the realm of insight and creativity, Bentley's pearls offer unique and clever solutions to those nagging problems. Illustrated by programs designed as much for fun as for instruction, the book is filled with lucid and witty descriptions of practical programming techniques and fundamental design principles. It is not at all surprising that Programming Pearls has been so highly valued by programmers at every level of experience. In this revision, the first in 14 years, Bentley has substantially updated his essays to reflect current programming methods and environments. In addition, there are three new essays on testing, debugging, and timing set representations string problems All the original programs have been rewritten, and an equal amount of new code has been generated. Implementations of all the programs, in C or C++, are now available on the Web. What remains the same in this new edition is Bentley's focus on the hard core of programming problems and his delivery of workable solutions to those problems. Whether you are new to Bentley's classic or are revisiting his work for some fresh insight, the book is sure to make your own list of favorites.

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