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You Can Program in C++ Francis Glassborow,2006-07-06 An interactive and fun way to learn C++, one of the most popular high-level programming languages for graphic applications This unique, hands-on approach to learning C++ makes the experience fun and interesting by offering the opportunity for readers to get started on real coding Features numerous examples and project ideas as well as GUI and audio extensions so readers can get instant feedback - in addition to instant gratification from producing a program that works Written by one of the world's leading authorities on C and C++, the book includes invaluable reference sections at the end of each chapter Discusses modern C++ idioms, which are often neglected in other publications

Computer Graphics Programming in OpenGL with C++ V. Scott Gordon,John L. Clevenger,2020-12-09 This new edition provides step-by-step instruction on modern 3D graphics shader programming in OpenGL with C++, along with its theoretical foundations. It is appropriate both for computer science graphics courses and for professionals interested in mastering 3D graphics skills. It has been designed in a 4-color, "teach-yourself" format with numerous examples that the reader can run just as presented. Every shader stage is explored, from the basics of modeling, textures, lighting, shadows, etc., through advanced techniques such as tessellation, normal mapping, noise maps, as well as new chapters on simulating water, stereoscopy, and ray tracing. FEATURES: Covers modern OpenGL 4.0+ shader programming in C++, with instructions for both PC/Windows and Macintosh Adds new chapters on simulating water, stereoscopy, and ray tracing Includes companion files with code, object models, figures, and more (also available for downloading

by writing to the publisher) Illustrates every technique with running code examples. Everything needed to install the libraries, and complete source code for each example Includes step-by-step instruction for using each GLSL programmable pipeline stage (vertex, tessellation, geometry, and fragment) Explores practical examples for modeling, lighting, and shadows (including soft shadows), terrain, water, and 3D materials such as wood and marble Explains how to optimize code for tools such as Nvidia's Nsight debugger. The companion files and instructor resources are available online by emailing the publisher with proof of purchase at info@merclearning.com.

Programming Bjarne Stroustrup,2014 An introduction to programming by the inventor of C++, Programming prepares students for programming in the real world. This book assumes that they aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. It explains fundamental concepts and techniques in greater depth than traditional introductions. This approach gives students a solid foundation for writing useful, correct, maintainable, and efficient code. This book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. It presents modern C++ programming techniques from the start, introducing the C++ standard library to simplify programming tasks.

Exploring C++20 Ray Lischner,2021-01-14 Discover everything you need to know about C++ in a logical progression of small lessons that you can work through as quickly or as slowly as you need. This book divides C++ up into bite-sized chunks that will help you

learn the language one step at a time. Fully updated to include C++20, it assumes no familiarity with C++ or any other C-based language. Exploring C++20 acknowledges that C++ can be a complicated language, so rather than baffle you with complex chapters explaining functions, classes, and statements in isolation you'll focus on how to achieve results. By learning a little bit of this and a little of that you'll soon have amassed enough knowledge to be writing non-trivial programs and will have built a solid foundation of experience that puts those previously baffling concepts into context. In this fully-revised second edition of Exploring C++, you'll learn how to use the standard library early in the book. Next, you'll work with operators, objects, and data-sources in increasingly realistic situations. Finally, you'll start putting the pieces together to create sophisticated programs of your own design confident that you've built a firm base of experience from which to grow. What You Will Learn Grasp the basics, including compound statements, modules, and more Work with custom types and see how to use them Write useful algorithms, functions, and more Apply your skills to projects that include a fixed-point numbers and body-mass index applications Carry out generic programming and apply it in a practical project Exploit multiple inheritance, traits/policies, overloaded functions, and metaprogramming Who This Book Is For Experienced programmers who may have little or no experience with C++ who want an accelerated learning guide to C++20 so they can hit the ground running.

Python Cookbook David Beazley,Brian K. Jones,2013-05-10 If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms.

Inside, you'll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions

C++ In a Nutshell Ray Lischner,2003-05-08 To-the-point, authoritative, no-nonsense solutions have always been a trademark of O'Reilly books. The In a Nutshell books have earned a solid reputation in the field as the well-thumbed references that sit beside the knowledgeable developer's keyboard. C++ in a Nutshell lives up to the In a Nutshell promise. C++ in a Nutshell is a lean, focused reference that offers practical examples for the most important, most often used, aspects of C++.C++ in a Nutshell packs an enormous amount of information on C++ (and the many libraries used with it) in an indispensable quick reference for those who live in a deadline-driven world and need the facts but not the frills.The book's language reference is organized first by topic, followed by an alphabetical reference to the language's keywords, complete with syntax summaries and pointers to the topic references. The library reference is organized by header file, and each library chapter and class declaration presents the classes and types in alphabetical order, for easy lookup. Cross-references link related methods, classes, and other key features. This is an ideal resource for students as well as professional programmers.When you're programming, you

need answers to questions about language syntax or parameters required by library routines quickly. What, for example, is the C++ syntax to define an alias for a namespace? Just how do you create and use an iterator to work with the contents of a standard library container? C++ in a Nutshell is a concise desktop reference that answers these questions, putting the full power of this flexible, adaptable (but somewhat difficult to master) language at every C++ programmer's fingertips.

Beginning Python Peter C. Norton,Alex Samuel,Dave Aitel,Eric Foster-Johnson,Leonard Richardson,Jason Diamond,Aleatha Parker,Michael Roberts,2005-07-08 This tutorial offers readers a thorough introduction to programming in Python 2.4, the portable, interpreted, object-oriented programming language that combines power with clear syntax Beginning programmers will quickly learn to develop robust, reliable, and reusable Python applications for Web development, scientific applications, and system tasks for users or administrators Discusses the basics of installing Python as well as the new features of Python release 2.4, which make it easier for users to create scientific and Web applications Features examples of various operating systems throughout the book, including Linux, Mac OS X/BSD, and Windows XP

Beginning Python James Payne,2010-02-02 Beginning Python: Using Python 2.6 and Python 3.1 introduces this open source, portable, interpreted, object-oriented programming language that combines remarkable power with clear syntax. This book enables you to quickly create robust, reliable, and reusable Python applications by teaching the basics so you can quickly develop Web and scientific applications, incorporate databases, and master systems tasks on various operating systems, including Linux, MAC OS, and Windows. You'll

get a comprehensive tutorial that guides you from writing simple, basic Python scripts all the way through complex concepts, and also features a reference of the standard modules with examples illustrating how to implement features in the various modules. Plus, the book covers using Python in specific program development domains, such as XML, databases, scientific applications, network programming, and Web development.

Business Process Management Wil van der Aalst,Arthur ter Hofstede,Mathias Weske,2003-06-04 The refereed proceedings of the International Conference on Business Process Management, BPM 2003, held in Eindhoven, The Netherlands, in June 2003. The 25 revised full papers presented together with an introductory survey article were carefully reviewed and selected from 77 submissions. Among the issues addressed are Web services, workflow modeling, business process modeling, collaborative computing, computer-supported collaborative work, workflow patterns, business process engineering, business process patterns, workflow systems, Petri nets, process services, business process reengineering, and business process management tools.

Programming and Problem Solving with C++ Nell B. Dale,Chip Weems,Mark R. Headington,2000 Programming & Problem Solving with C++ provides the most accessible introduction to C++ & object-oriented programming for beginning students. With its straightforward & disciplined programming style, this text is free of intricate language features, promotes good programming habits, & provides clear examples, complete case studies, & numerous end-of-chapter exercises. The first half of the text gives students a solid foundation in algorithm development & functional decomposition design methodology. The second half builds on the foundation, exploring ADTs, the C++ classes, encapsulation,

information hiding, & object-oriented software development.

Computer Graphics Programming in OpenGL with Java V. Scott Gordon,John L. Clevenger,2021-09-02 This new edition provides both step-by-step instruction on modern 3D graphics shader programming in OpenGL with Java in addition to reviewing its theoretical foundations. It is appropriate both for computer science graphics courses and for professionals interested in mastering 3D graphics skills. It has been designed in a 4-color, "teach-yourself" format with numerous examples that the reader can run just as presented. Every shader stage is explored, from the basics of modeling, textures, lighting, shadows, etc., through advanced techniques such as tessellation, normal mapping, noise maps, as well as new chapters on simulating water, stereoscopy, and ray tracing. FEATURES Covers modern OpenGL 4.0+ shader programming in Java, with instructions for both PC/Windows and Macintosh Illustrates every technique with running code examples. Everything needed to install the libraries, and complete source code for each example Includes step-by-step instruction for using each GLSL programmable pipeline stage (vertex, tessellation, geometry, and fragment) Explores practical examples for modeling, lighting and shadows (including soft shadows), terrain, water, and 3D materials such as wood and marble Adds new chapters on simulating water, stereoscopy, and ray tracing with compute shaders Explains how to optimize code with tools such as Nvidia's Nsight debugger Includes companion files with code, object models, figures, and more. The companion files and instructor resources are available online by emailing the publisher with proof of purchase at info@merclearning.com.

Exploring Python Timothy A. Budd,2009-05-01 Python is an up-and-coming, powerful

language that many people feel is easier to teach and comprehend. Tim Budd's presentation of the Python language is in keeping with the light, flexible nature of the language itself. It provides a thorough grounding in the basics of Python without the dispersed focus on CS history and general programming practice that tends to weigh down a lot of traditional introductory programming books. Budd's accessible writing style and example-based approach make the book ideal as both a teaching tool and a reference.

Numerical Methods for Special Functions Amparo Gil,Javier Segura,Nico M. Temme,2007-01-01 Special functions arise in many problems of pure and applied mathematics, mathematical statistics, physics, and engineering. This book provides an up-to-date overview of numerical methods for computing special functions and discusses when to use these methods depending on the function and the range of parameters. Not only are standard and simple parameter domains considered, but methods valid for large and complex parameters are described as well. The first part of the book (basic methods) covers convergent and divergent series, Chebyshev expansions, numerical quadrature, and recurrence relations. Its focus is on the computation of special functions; however, it is suitable for general numerical courses. Pseudoalgorithms are given to help students write their own algorithms. In addition to these basic tools, the authors discuss other useful and efficient methods, such as methods for computing zeros of special functions, uniform asymptotic expansions, Padé approximations, and sequence transformations. The book also provides specific algorithms for computing several special functions (like Airy functions and parabolic cylinder functions, among others).

Learning Python B. Nagesh Rao,2017-05-17 10 Reasons Why This is the Best Book for

You: 1. This book starts slowly! The fundamental concepts are taught gently to ensure that you have a good foundation of basic concepts! 2. This book is well organised! The chapters, headings, subheadings and content within the chapters have been planned very carefully so that you conquer Python - chapter by chapter! 3. This book teaches interactively! The moment a new concept is taught, there is code that immediately follows so that you understand how it looks to the Python interpreter! 4. This book teaches even when you can't practice! Not only do we show you code immediately after teaching a concept, we also provide output from a real Python session so that you can imagine how Python reacts when you type in a piece of code! 5. This book teaches good programming practices! It is not only important to learn Python, but to also code like a professional. While it will definitely take a little bit of time to metamorphose from novice to professional, we show you best practices and pitfalls that will accelerate your journey! 6. This book presents programs that solve real problems! When it is time to apply Python, we show you constructive programs that demonstrate how to apply Python concepts! 7. We analyse every bit of code! Everything there is to analyse is analysed. Code snippets and programs are followed by output, which is then followed by analysis! 8. We compare Python with other programming languages! For the benefit of those readers who already know other programming languages like C/C++, Java or Perl, we provide tips that help them migrate to Python faster. These tips are in separate boxes to ensure that they don't disturb those readers who are not savvy with these languages! 9. We have filtered out content! While this might appear disadvantageous or counter-intuitive, we believe in presenting the most important concepts in detail and probably even skipping some concepts that you can live

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Touch of Class Bertrand Meyer,2009-08-28 This text combines a practical, hands-on approach to programming with the introduction of sound theoretical support focused on teaching the construction of high-quality software. A major feature of the book is the use of Design by Contract.

Squeak by Example Oscar Nierstrasz,Stéphan Ducasse,Damien Pollet,2009 Squeak is a modern, open source, fully-featured implementation of the Smalltalk programming language and environment. Squeak is highly portable -- even its virtual machine is written entirely in Smalltalk, making it easy to debug, analyze, and change. Squeak is the vehicle for a wide range of innovative projects from multimedia applications and educational platforms to commercial web development environments. -- Preface.

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Human Subjects Research after the Holocaust Sheldon Rubenfeld,Susan Benedict,2014-06-30 "An engaging, compelling and disturbing confrontation with evil ...a book that will be transformative in its call for individual and collective moral responsibility. – Michael A. Grodin, M.D., Professor and Director, Project on Medicine and the Holocaust, Elie Wiesel Center for Judaic Studies, Boston University Human Subjects Research after the

Holocaust challenges you to confront the misguided medical ethics of the Third Reich personally, and to apply the lessons learned to contemporary human subjects research. While it is comforting to believe that Nazi physicians, nurses, and bioscientists were either incompetent, mad, or few in number, they were, in fact, the best in the world at the time, and the vast majority participated in the government program of "applied biology." They were not coerced to behave as they did—they enthusiastically exploited widely accepted eugenic theories to design horrendous medical experiments, gas chambers and euthanasia programs, which ultimately led to mass murder in the concentration camps. Americans provided financial support for their research, modeled their medical education and research after the Germans, and continued to perform unethical human subjects research even after the Nuremberg Doctors' Trial. The German Medical Association apologized in 2012 for the behavior of its physicians during the Third Reich. By examining the medical crimes of human subjects researchers during the Third Reich, you will naturally examine your own behavior and that of your colleagues, and perhaps ask yourself If the best physicians and bioscientists of the early 20th century could do evil while believing they were doing good, can I be certain that I will never do the same?

Smalltalk with Style Edward J. Klimas,David A. Thomas,Suzanne Skublics,1996 Bridging the gap between well established software engineering principles and the real-world practice of programming, this book presents guidelines for programming in the Smalltalk language that will result in source code that is clear, easy to read, and easy to understand. Covers layout and structure; comments; code formatting; software reuse and overall program structure; reliability and portability; tips, tricks, and traps. For product managers

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