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Thomas H. Cormen

The Art of UNIX Programming Eric S. Raymond,2003-09-23 The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of hackers the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

Programming in C Stephen G. Kochan,1983

Embedded C Coding Standard Michael Barr,2018-06-12 Barr Group's Embedded C Coding Standard was developed to help firmware engineers minimize defects in embedded systems. Unlike the majority of coding standards, this standard focuses on practical rules that keep bugs out - including techniques designed to improve the maintainability and portability of embedded software. The rules in this coding standard include a set of guiding principles, as well as specific naming conventions and other rules for the use of data types, functions, preprocessor macros, variables, and other C language constructs. Individual rules that have been demonstrated to reduce or eliminate certain types of defects are highlighted. The BARR-C standard is distinct from, yet compatible with, the MISRA C Guidelines for Use of the C Language in Critical Systems. Programmers can easily combine rules from the two standards as needed.

Procedural Content Generation for C++ Game Development Dale Green,2016-01-30 Get to know techniques and approaches to procedurally generate game content in C++ using Simple and Fast Multimedia Library About This Book This book contains a bespoke Simple and Fast Multimedia Library (SFML) game engine with complete online documentation Through this book, you'll create games that are non-predictable and dynamic and have a high replayability factor Get a breakdown of the key techniques and approaches applied to a real game. Who This Book Is For If you are a game developer who is familiar with C++ and is looking to create bigger and more dynamic games, then this book is for you. The book assumes some prior experience with C++, but any intermediate concepts are clarified in detail. No prior experience with SFML is required. What You Will Learn Discover the systems and ideology that lie at the heart of procedural systems Use Random number generation (RNG) with C++ data types to create random but controlled results Build levels procedurally with randomly located items and events Create dynamic game objects at runtime Construct games using a component-based approach Assemble non-predictable game events and scenarios Operate procedural generation to create dynamic content fast and easily Generate game environments for endless replayability In Detail Procedural generation is a growing trend in game development. It allows developers to create games that are bigger and more dynamic, giving the games a higher level of replayability. Procedural generation isn't just one technique, it's a collection of techniques and approaches that are used together to create dynamic systems and objects. C++ is the industry-standard programming language to write computer games. It's at the heart of most engines, and is incredibly powerful. SFML is an easy-to-use, cross-platform, and open-source multimedia library. Access to computer hardware is broken into succinct modules, making it a great choice if you want to develop cross-platform games with ease. Using C++ and SFML technologies, this book will guide you through the techniques and approaches used to generate content procedurally within game development. Throughout the course of this book, we'll look at examples of these technologies, starting with setting up a roguelike project using the C++ template. We'll then move on to using RNG with C++ data types and randomly scattering objects within a game map. We will create simple console examples to implement in a real game by creating unique and randomised game items, dynamic sprites, and effects, and procedurally generating game events. Then we will walk you through generating random game maps. At the end, we will have a retrospective look at the project. By the end of the book, not only will you have a solid understanding of procedural generation, but you'll also have a

working roguelike game that you will have extended using the examples provided. Style and approach This is an easy-to-follow guide where each topic is explained clearly and thoroughly through the use of a bespoke example, then implemented in a real game project.

Professional C++ Nicholas A. Solter,Scott J. Kleper,2005-01-07 Geared to experienced C++ developers who may not be familiar with the more advanced features of the language, and therefore are not using it to its full capabilities Teaches programmers how to think in C++-that is, how to design effective solutions that maximize the power of the language The authors drill down into this notoriously complex language, explaining poorly understood elements of the C++ feature set as well as common pitfalls to avoid Contains several in-depth case studies with working code that's been tested on Windows, Linux, and Solaris platforms

Python Tricks Dan Bader,2017 I don't even feel like I've scratched the surface of what I can do with Python With Python Tricks: The Book you'll discover Python's best practices and the power of beautiful & Pythonic code with simple examples and a step-by-step narrative. You'll get one step closer to mastering Python, so you can write beautiful and idiomatic code that comes to you naturally. Learning the ins and outs of Python is difficult-and with this book you'll be able to focus on the practical skills that really matter. Discover the hidden gold in Python's standard library and start writing clean and Pythonic code today. Who Should Read This Book: If you're wondering which lesser known parts in Python you should know about, you'll get a roadmap with this book. Discover cool (yet practical!) Python tricks and blow your coworkers' minds in your next code review. If you've got experience with legacy versions of Python, the book will get you up to speed with modern patterns and features introduced in Python 3 and backported to Python 2. If you've worked with other programming languages and you want to get up to speed with Python, you'll pick up the idioms and practical tips you need to become a confident and effective Pythonista. If you want to make Python your own and learn how to write clean and Pythonic code, you'll discover best practices and little-known tricks to round out your knowledge. What Python Developers Say About The Book: I kept thinking that I wished I had access to a book like this when I started learning Python many years ago. - Mariatta Wijaya, Python Core Developer This book makes you write better Python code! - Bob Belderbos, Software Developer at Oracle Far from being just a shallow collection of snippets, this book will leave the attentive reader with a deeper understanding of the inner workings of Python as well as an appreciation for its beauty. - Ben Felder, Pythonista It's like having a seasoned tutor explaining, well, tricks! - Daniel Meyer, Sr. Desktop Administrator at Tesla Inc.

C Paul J. Deitel,Harvey M. Deitel,2016

C++ Templates David Vandevoorde,Nicolai M. Josuttis,Douglas Gregor,2017-09-14 Templates are among the most powerful features of C++, but they remain misunderstood and underutilized, even as the C++ language and development community have advanced. In C++ Templates, Second Edition, three pioneering C++ experts show why, when, and how to use modern templates to build software that's cleaner, faster, more efficient, and easier to maintain. Now extensively updated for the C++11, C++14, and C++17 standards, this new edition presents state-of-the-art techniques for a wider spectrum of applications. The authors provide authoritative explanations of all new language features that either improve templates or interact with them, including variadic templates, generic lambdas, class template argument deduction, compile-time if, forwarding references, and user-defined literals. They also deeply delve into fundamental language concepts (like value categories) and fully cover all standard type traits. The book starts with an insightful tutorial on basic concepts and relevant language features. The remainder of the book serves as a comprehensive reference, focusing first on language details and then on coding techniques, advanced applications, and sophisticated idioms. Throughout, examples clearly illustrate abstract concepts and demonstrate best practices for exploiting all that C++ templates can do. Understand exactly how templates behave, and avoid common pitfalls Use templates to write more efficient, flexible, and maintainable software Master today's most effective idioms and techniques Reuse source code without compromising performance or safety Benefit from utilities for generic programming in the C++ Standard Library Preview the upcoming

concepts feature The companion website, tmplbook.com, contains sample code and additional updates.

Algorithms Unlocked Thomas H. Cormen,2013-03-01 For anyone who has ever wondered how computers solve problems, an engagingly written guide for nonexperts to the basics of computer algorithms. Have you ever wondered how your GPS can find the fastest way to your destination, selecting one route from seemingly countless possibilities in mere seconds? How your credit card account number is protected when you make a purchase over the Internet? The answer is algorithms. And how do these mathematical formulations translate themselves into your GPS, your laptop, or your smart phone? This book offers an engagingly written guide to the basics of computer algorithms. In Algorithms Unlocked, Thomas Cormen—coauthor of the leading college textbook on the subject—provides a general explanation, with limited mathematics, of how algorithms enable computers to solve problems. Readers will learn what computer algorithms are, how to describe them, and how to evaluate them. They will discover simple ways to search for information in a computer; methods for rearranging information in a computer into a prescribed order ("sorting"); how to solve basic problems that can be modeled in a computer with a mathematical structure called a "graph" (useful for modeling road networks, dependencies among tasks, and financial relationships); how to solve problems that ask questions about strings of characters such as DNA structures; the basic principles behind cryptography; fundamentals of data compression; and even that there are some problems that no one has figured out how to solve on a computer in a reasonable amount of time.

Beginning NetBeans IDE Geertjan Wielenga,2015-08-26 Beginning NetBeans IDE is your authoritative tutorial for learning and using the open source NetBeans IDE platform backed by Oracle. Written by a NetBeans product manager at Oracle, Geertjan Wielenga shows you what NetBeans really is all about and how to install and set it up. Then, right away, he shows you how to write your first simple NetBeans Java application. In this book, you get a tour of the various, essential and key NetBeans wizards and plug-ins. Then, you start building a more complex Java-based application using the NetBeans IDE. And, you learn how to improve that application by exploring the NetBeans refactoring, testing/debugging, profiling and distribution tools. After reading and using this tutorial, you'll come away with a working case study that you can re-apply as a template for your own specific needs. You'll have an understanding of the key essentials of the popular NetBeans IDE.

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

The Book of Ruby Huw Collingbourne,2011-07-11 Ruby is famous for being easy to learn, but most users only scratch the surface of what it can do. While other books focus on Ruby's trendier features, The Book of Ruby reveals the secret inner workings of one of the world's most popular programming languages, teaching you to write clear, maintainable code. You'll start with the basics—types, data structures, and control flows—and progress to advanced features like blocks, mixins, metaclasses, and beyond. Rather than bog you down with a lot of theory, The Book of Ruby takes a hands-on approach and focuses on making you productive from day one. As you follow along, you'll learn to: –Leverage Ruby's succinct and flexible

syntax to maximize your productivity –Balance Ruby's functional, imperative, and object-oriented features –Write self-modifying programs using dynamic programming techniques –Create new fibers and threads to manage independent processes concurrently –Catch and recover from execution errors with robust exception handling –Develop powerful web applications with the Ruby on Rails framework Each chapter includes a Digging Deeper section that shows you how Ruby works under the hood, so you'll never be caught off guard by its deceptively simple scoping, multithreading features, or precedence rules. Whether you're new to programming or just new Ruby, The Book of Ruby is your guide to rapid, real-world software development with this unique and elegant language.

SPA Design and Architecture Emmit A. Scott, Jr.,2015-11-12 Summary SPA Design and Architecture teaches you the design and development skills you need to create SPAs. Includes an overview of MV* frameworks, unit testing, routing, layout management, data access, pub/sub, and client-side task automation. This book is full of easy-to-follow examples you can apply to the library or framework of your choice. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The next step in the development of web-based software, single-page web applications deliver the sleekness and fluidity of a native desktop application in a browser. If you're ready to make the leap from traditional web applications to SPAs, but don't know where to begin, this book will get you going. About the Book SPA Design and Architecture teaches you the design and development skills you need to create SPAs. You'll start with an introduction to the SPA model and see how it builds on the standard approach using linked pages. The author guides you through the practical issues of building an SPA, including an overview of MV* frameworks, unit testing, routing, layout management, data access, pub/sub, and client-side task automation. This book is full of easy-to-follow examples you can apply to the library or framework of your choice. What's Inside Working with modular JavaScript Understanding MV* frameworks Layout management Client-side task automation Testing SPAs About the Reader This book assumes you are a web developer and know JavaScript basics. About the Author Emmit Scott is a senior software engineer and architect with experience building large-scale, web-based applications. Table of Contents PART 1 THE BASICS What is a single-page application? The role of MV* frameworks Modular JavaScript PART 2 CORE CONCEPTS Navigating the single page View composition and layout Inter-module interaction Communicating with the server Unit testing Client-side task automation APPENDIXES Employee directory example walk-through Review of the XMLHttpRequest API Chapter 7 server-side setup and summary Installing Node.js and Gulp.js

The Story of the Selma Voting Rights Marches in Photographs David Aretha,2014-01-01 The Civil Rights Act of 1964 was a momentous victory for civil rights activists, but one major obstacle remained in the path toward equal rights for African Americans: the right to vote. In the South, segregationists prevented African Americans from voting. Civil rights leaders believed it was time for strong action and chose Selma, Alabama, as the rallying point. There, the marches and protests captured the nation's attention. Through gripping primary source photographs, author David Aretha explores this important time in American history.

Mastering OpenCV with Practical Computer Vision Projects Daniel Lélis Baggio,2012-12-03 Each chapter in the book is an individual project and each project is constructed with step-by-step instructions, clearly explained code, and includes the necessary screenshots. You should have basic OpenCV and C/C++ programming experience before reading this book, as it is aimed at Computer Science graduates, researchers, and computer vision experts widening their expertise.

C++ Coding Standards Herb Sutter,Andrei Alexandrescu,2004-10-25 Consistent, high-quality coding standards improve software quality, reduce time-to-market, promote teamwork, eliminate time wasted on inconsequential matters, and simplify maintenance. Now, two of the world's most respected C++ experts distill the rich collective experience of the global C++ community into a set of coding standards that every developer and

development team can understand and use as a basis for their own coding standards. The authors cover virtually every facet of C++ programming: design and coding style, functions, operators, class design, inheritance, construction/destruction, copying, assignment, namespaces, modules, templates, genericity, exceptions, STL containers and algorithms, and more. Each standard is described concisely, with practical examples. From type definition to error handling, this book presents C++ best practices, including some that have only recently been identified and standardized-techniques you may not know even if you've used C++ for years. Along the way, you'll find answers to questions like What's worth standardizing--and what isn't? What are the best ways to code for scalability? What are the elements of a rational error handling policy? How (and why) do you avoid unnecessary initialization, cyclic, and definitional dependencies? When (and how) should you use static and dynamic polymorphism together? How do you practice safe overriding? When should you provide a no-fail swap? Why and how should you prevent exceptions from propagating across module boundaries? Why shouldn't you write namespace declarations or directives in a header file? Why should you use STL vector and string instead of arrays? How do you choose the right STL search or sort algorithm? What rules should you follow to ensure type-safe code? Whether you're working alone or with others, C++ Coding Standards will help you write cleaner code--and write it faster, with fewer hassles and less frustration.

Digital Art Therapy Rick Garner,2016-11-21 Considering the latest advances and developments in the arena of digital media, this book explores current materials, methods and applications of digital technology in art therapy. It looks thoroughly at the many potential uses and benefits of digital technology in art therapy practice, including the use of stop motion animation and therapeutic light painting photography. A worked example of how digital art therapy can be used in the treatment of traumatic brain injury is also included. The book explores innovative therapeutic uses of digital technologies such as gaming and virtual worlds. Contributions from experienced art therapists address professional and ethical issues, from the sensory qualities of digital media and their effects in practice, to identifying and using developmentally appropriate technologies. As art therapy programs increasingly recognize the importance of using digital media, this cutting-edge guide provides all the necessary knowledge to incorporate this emerging field into practice.

Cross-platform GUI Programming with WxWidgets Julian Smart,Kevin Hock,Stefan Csomor,2006 Describes how to use wxWidgets, an open-source C++ API, to write GUI applications.

Modern Compiler Implementation in ML Andrew W. Appel,2004-07-08 This new, expanded textbook describes all phases of a modern compiler: lexical analysis, parsing, abstract syntax, semantic actions, intermediate representations, instruction selection via tree matching, dataflow analysis, graph-coloring register allocation, and runtime systems. It includes good coverage of current techniques in code generation and register allocation, as well as functional and object-oriented languages, that are missing from most books. In addition, more advanced chapters are now included so that it can be used as the basis for two-semester or graduate course. The most accepted and successful techniques are described in a concise way, rather than as an exhaustive catalog of every possible variant. Detailed descriptions of the interfaces between modules of a compiler are illustrated with actual C header files. The first part of the book, Fundamentals of Compilation, is suitable for a one-semester first course in compiler design. The second part, Advanced Topics, which includes the advanced chapters, covers the compilation of object-oriented and functional languages, garbage collection, loop optimizations, SSA form, loop scheduling, and optimization for cache-memory hierarchies.

C++ How to Program (Early Objects Version) Paul J. Deitel,Harvey Deitel,2013-05-17 NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133450732/ISBN-13: 9780133450736 . That package includes ISBN-10: 0133146146/ISBN-13: 9780133146141 and ISBN-10: 0133378713/ISBN-13: 9780133378719. MyProgrammingLab should only be purchased when required by an instructor For Introduction to Programming

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