

C In A Nutshell Alyssonnoelbooks

C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language. The new second edition of "Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this new edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code. In short, to-the-point chapters, all aspects of programming are covered including style, software engineering, programming design, object-oriented design, and debugging. It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Steve Oualline's clear, easy-going writing style and hands-on approach to learning make "Practical C++ Programming a nearly painless way to master this complex but powerful programming language. This text is designed to help student teachers develop an approach to teaching that is both theoretical and practical. Focused on key aspects of teaching, it recommends 7 research-based priorities for teaching and teacher education.

The new edition of this classic O'Reilly reference provides clear, detailed explanations of every feature in the C language and runtime library, including multithreading, type-generic macros, and library functions that are new in the 2011 C standard (C11). If you want to understand the effects of an unfamiliar function, and how the standard library requires it to behave, you'll find it here, along with a typical example. Ideal for experienced C and C++ programmers, this book also includes popular tools in the GNU software collection. You'll learn how to build C programs with GNU Make, compile executable programs from C source code, and test and debug your programs with the GNU debugger. In three sections, this authoritative book covers: C language concepts and language elements , with separate chapters on types, statements, pointers, memory management, I/O, and more The C standard library , including an overview of standard headers and a detailed function reference Basic C programming tools in the GNU software collection, with instructions on how use them with the Eclipse IDE.

When you have a question about C# 5.0 or the .NET CLR, this bestselling guide has precisely the answers you need. Uniquely organized around concepts and use cases, this updated fifth edition features a reorganized section on concurrency, threading, and parallel programming—including in-depth coverage of C# 5.0's new asynchronous functions. Shaped by more than 20 expert reviewers, including Microsoft's Eric Lippert, Stephen Toub, Chris Burrows, and Jon Skeet, this book has all you need to stay on track with C# 5.0. It's widely known as the definitive reference on the language. Get up to speed on C# language basics, including syntax, types, and variables Explore advanced topics such as unsafe code and type variance Dig deep into LINQ via three chapters dedicated to the topic Learn about code contracts, dynamic programming, and parallel programming Work with .NET features, including reflection, assemblies, memory management, security, I/O, XML, collections, networking, and native interoperability "C# 5.0 in a Nutshell is one of the few books I keep on my desk as a quick reference." —Scott Guthrie, Microsoft "Whether you're a novice programmer or an expert who wants to improve your knowledge of modern asynchronous programming techniques, this book has the information you need to get the job done in C#." —Eric Lippert, Microsoft

Learning a language—any language—involves a process wherein you learn to rely less and less on instruction and more increasingly on the aspects of the language you've mastered. Whether you're learning French, Java, or C, at some point you'll set aside the tutorial and attempt to converse on your own. It's not necessary to know every subtle facet of French in order to speak it well, especially if there's a good dictionary available. Likewise, C programmers don't need to memorize every detail of C in order to write good programs. What they need instead is a reliable, comprehensive reference that they can keep nearby. C in a Nutshell is that reference. This long-awaited book is a complete reference to the C programming language and C runtime library. Its purpose is to serve as a convenient, reliable companion in your day-to-day work as a C programmer. C in a Nutshell covers virtually everything you need to program in C, describing all the elements of the language and illustrating their use with numerous examples. The book is divided into three distinct parts. The first part is a fast-paced description, reminiscent of the classic Kernighan & Ritchie text on which many C programmers cut their teeth. It focuses specifically on the C language and preprocessor directives, including extensions introduced to the ANSI standard in 1999. These topics and others are covered: Numeric constants Implicit and explicit type conversions Expressions and operators Functions Fixed-length and variable-length arrays Pointers Dynamic memory management Input and output The second part of the book is a comprehensive reference to the C runtime library; it includes an overview of the contents of the standard headers and a description of each standard library function. Part III provides the necessary knowledge of the C programmer's basic tools: the compiler, the make utility, and the debugger. The tools described here are those in the GNU software collection. C in a Nutshell is the perfect companion to K&R, and destined to be the most reached-for reference on your desk.

For intermediate to experienced C programmers who want to become UNIX system programmers. Explains system calls and special library routines available on the system. Annotation copyrighted by Book News, Inc., Portland, OR

Effective techniques and experienced insights to maximize your C# 6 and 7 programming skills Key Features Written by C# legend and top StackOverflow contributor Jon Skeet Unlock the new features of C# 6 and 7 Insights on the future of the C# language Master asynchronous functions, interpolated strings, tuples, and more Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. "An excellent overview of C# with helpful and realistic examples that make learning the newest features of C# easy." —Meredith Godar About The Book C# is the foundation of .NET development. New features added in C# 6 and 7 make it easier to take on big data applications, cloud-centric web development, and cross-platform software using .NET Core. Packed with deep insight from C# guru Jon Skeet, this book takes you deep into concepts and features other C# books ignore. C# in Depth, Fourth Edition is an authoritative and engaging guide that reveals the full potential of the language, including the new features of C# 6 and 7. It combines deep dives into the C# language with practical techniques for enterprise development, web applications, and systems programming. As you absorb the wisdom and techniques in this book, you'll write better code, and become an exceptional troubleshooter and problem solver. What You Will Learn Comprehensive guidance on the new features of C# 6 and 7 Important legacies and greatest hits of C# 2-5 Expression-bodied members Extended pass-by-reference functionality Writing asynchronous C# code String interpolation Composition with tuples Decomposition and pattern matching This Book Is Written For intermediate C# developers. About The Author Jon Skeet is a senior software engineer at Google. He studied mathematics and computer science at Cambridge, is a recognized authority in Java and C#, and maintains the position of top contributor to Stack Overflow. Table of Contents 1. Survival of the sharpest 2. C# 2 3. C# 3: LINQ and everything that comes with it 4. C# 4: Improving interoperability 5. Writing asynchronous code 6. Async implementation 7. C# 5 bonus features 8. Super-sleek properties and expression-bodied members 9. Stringy features 10. A smörgåsbord of features for concise code 11. Composition using tuples 12. Deconstruction and pattern matching 13. Improving efficiency with more pass by reference 14. Concise code in C# 7 15. C# 8 and beyond PART 1 C# IN CONTEXT PART 2 C# 2-5 PART 3 C# 6 PART 4 C# 7 AND BEYOND

With a new name and a new focus on CORBA, database drivers, and Microsoft Back Office applications, Inprise/Borland Delphi is enjoying a resurgence, with a growing user base of programmers who use Delphi for rapid development of enterprise computing applications. Not to rest on success, the latest version of Delphi, Version 5, includes further expansion and refinement of the 3-tier application framework introduced in Delphi 4 and has resulted in a prize-winning product. Delphi in a Nutshell is the first concise reference to Borland/Inprise Delphi available. It succinctly collects all the information you need in one easy-to-use, complete, and accurate volume that goes beyond the product documentation itself. Delphi in a Nutshell starts with the Delphi object model and how to use RTTI (Run Time Type Information) for efficient programming. The rest of the book is the most complete Delphi Pascal language reference available in print, detailing every language element with complete syntax, examples, and methods for use. The book concludes with a look at the compiler, discussing compiler directives in depth.

[Using C on the UNIX System](#)

[ADO.NET in a Nutshell](#)

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[Java in a Nutshell](#)

[C# 5.0 in a Nutshell](#)

[C In A Nutshell A Desktop Quick Reference](#)

[XML in a Nutshell](#)

[C# 8.0 in a Nutshell](#)

[C# in a Nutshell](#)

Oracle Languages - Syntax summary for SQL language statements, SQL function calls PL/SQL language statements and characteristics, PL/SQL built-in package headers, and Java (JDBC and SQLJ) interfaces to the Oracle database.

This complete guide to the Perl programming language ranges widely through the Perl programmer's universe, gathering together in a convenient form a wealth of information about Perl itself and its application to CGI scripts, XML processing, network programming, database interaction, and graphical user interfaces. The book is an ideal reference for experienced Perl programmers and beginners alike. With more than a million dedicated programmers, Perl is proving to be the best language for the latest trends in computing and business, including network programming and the ability to create and manage web sites. It's a language that every Unix system administrator and serious web developer needs to know. In the past few years, Perl has found its way into complex web applications of multinational banks, the U.S. Federal Reserve, and hundreds of large corporations. In this second edition, Perl in a Nutshell has been expanded to include coverage of Perl 5.8, with information on Unicode processing in Perl, new functions and modules that have been added to the core language, and up-to-date details on running Perl on the Win32 platform. The book also covers Perl modules for recent technologies such as XML and SOAP. Here are just some of the topics contained in this book: Basic Perl reference Quick reference to built-in functions and standard modules CGI.pm and mod_perl XML::* modules DBI, the database-independent API for Perl Sockets programming LWP, the library for Web programming in Perl Network programming with the Net modules Perl/Tk, the Tk extension to Perl for graphical interfaces Modules for interfacing with Win32 systems As part of the successful "in a Nutshell" book series from O'Reilly & Associates, Perl in a Nutshell is for readers who want a single reference for all their needs. "In a nutshell, Perl is designed to make the easy jobs easy, without making the hard jobs impossible."-- Larry Wall, creator of Perl

Offers a reference to key C# programming concepts covering language elements, syntax, datatypes, and tasks.

When you have questions about C# 8.0 or .NET Core, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, but with its continual growth there's so much more to learn. In the tradition of the O'Reilly Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language available today. Organized around concepts and use cases, C# 8.0 in a Nutshell provides intermediate and advanced programmers with a concise map of C# and .NET knowledge that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, closures, and patterns Dig deep into LINQ with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, serialization, spans, reflection, and cryptography Delve into Roslyn, the modular C# compiler as a service

Written by experts on the Microsoft® .NET programming platform, ADO.NET in a Nutshell delivers everything .NET programmers will need to get a jump-start on ADO.NET technology or to sharpen their skills even further. In the tradition of O'Reilly's In a Nutshell Series, ADO.NET in a Nutshell is the most complete and concise source of ADO.NET information available. ADO.NET is the suite of data access technologies in the .NET Framework that developers use to build applications services accessing relational data and XML. Connecting to databases is a fundamental part of most applications, whether they are web, Windows®, distributed, client/server, XML Web Services, or something entirely different. But ADO.NET is substantially different from Microsoft's previous data access technologies—including the previous version of ADO—so even experienced developers need to understand the basics of the new disconnected model before they start programming with it. Current with the .NET Framework 1.1, ADO.NET in a Nutshell offers one place to look when you need help with anything related to this essential technology, including a reference to the ADO.NET namespaces and object model. In addition to being a valuable reference, this book provides a concise foundation for programming with ADO.NET and covers a variety of issues that programmers face when developing web applications or Web Services that rely on database access. Using C#, this book presents real world, practical examples that will help you put ADO.NET to work immediately. Topics covered in the book include: An Introduction to ADO.NET Connections, Commands and DataReaders Disconnected Data Advanced DataSets Transactions DataViews and Data Binding XML and the DataSet Included with the book is a Visual Studio .NET add-in that integrates the entire reference directly into your help files. When combining ADO.NET in a Nutshell with other books from O'Reilly's .NET in a Nutshell series, you'll have a comprehensive, detailed and independent reference collection that will help you become more productive.

Learning a language—any language—involves a process wherein you learn to rely less and less on instruction and more increasingly on the aspects of the language you've mastered. Whether you're learning French, Java, or C, at some point you'll set aside the tutorial and attempt to converse on your own. It's not necessary to know every subtle facet of French in order to speak it well, especially if there's a good dictionary available. Likewise, C programmers don't need to memorize every detail of C in order to write good programs. What they need instead is a reliable, comprehensive reference that they can keep nearby. C in a Nutshell is that reference. If you're considering R for statistical computing and data visualization, this book provides a quick and practical guide to just about everything you can do with the open source R language and software environment. You'll learn how to write R functions and use R packages to help you prepare, visualize, and analyze data. Author Joseph Adler illustrates each process with a wealth of examples from medicine, business, and sports. Updated for R 2.14 and 2.15, this second edition includes new and expanded chapters on R performance, the ggplot2 data visualization package, and parallel R computing with Hadoop. Get started quickly with an R tutorial and hundreds of examples Explore R syntax, objects, and other language details Find thousands of user-contributed R packages online, including Bioconductor Learn how to use R to prepare data for analysis Visualize your data with R's graphics, lattice, and ggplot2 packages Use R to calculate statistical tests, fit models, and compute probability distributions Speed up intensive computations by writing parallel R programs for Hadoop Get a complete desktop reference to R

When you have questions about C# 9.0 or .NET 5, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, but with its continual growth there's so much more to learn. In the tradition of O'Reilly's Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language available today. Organized around concepts and use cases, C# 9.0 in a Nutshell provides intermediate and advanced programmers with a concise map of C# and .NET that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, records, closures, and patterns Dig deep into LINQ with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, spans, reflection, and cryptography

[The Definitive Reference](#)

[C# 6.0 in a Nutshell](#)

[From Simple to Complex Systems](#)

[A Desktop Quick Reference for IOS on IP Networks](#)

[C Pocket Reference](#)

[Navigating Your Teacher Education Program as a Student Teacher](#)

[Algorithms in a Nutshell](#)

[Oracle in a Nutshell](#)

[C# 3.0 in a Nutshell](#)

A guide to router configuration and the IOS operating system explores the Cisco user interface, configuring lines, access lists, routing protocols, dial-on-demand routing, and security issues.

Do you feel stuck in life, not knowing how to make it more successful? Do you wish to become more popular? Are you craving to earn more? Do you wish to expand your horizon, earn new clients and win people over with your ideas? How to Win Friends and Influence People is a well-researched and comprehensive guide that will help you through these everyday problems and make success look easier. You can learn to expand your social circle, polish your skill set, find ways to put forward your thoughts more clearly, and build mental strength to counter all hurdles that you may come across on the path to success. Having helped millions of readers from the world over achieve their goals, the clearly listed techniques and principles will be the answers to all your questions.

What people are saying about C# 4.0 in a Nutshell "C# 4.0 in a Nutshell is one of the few books I keep on my desk as a quick reference. It is a book I recommend."--Scott Guthrie, Corporate Vice President, .NET Developer Platform, Microsoft Corporation "A must-read for a concise but thorough examination of the parallel programming features in the .NET Framework 4."--Stephen Toub, Parallel Computing Platform Program Manager, Microsoft "This wonderful book is a great reference for developers of all levels."-- Chris Burrows, C# Compiler Team, Microsoft When you have questions about how to use C# 4.0 or the .NET CLR, this highly acclaimed bestseller has precisely the answers you need. Uniquely organized around concepts and use cases, this fourth edition includes in-depth coverage of new C# topics such as parallel programming, code contracts, dynamic programming, security, and COM interoperability. You'll also find updated information on LINQ, including examples that work with both LINQ to SQL and Entity Framework. This book has all the essential details to keep you on track with C# 4.0. Get up to speed on C# language basics, including syntax, types, and variables Explore advanced topics such as unsafe code and preprocessor directives Learn C# 4.0 features such as dynamic binding, type parameter variance, and optional and named parameters Work with .NET 4's rich set of features for parallel programming, code contracts, and the code security model Learn .NET topics, including XML, collections, I/O and networking, memory management, reflection, attributes, security, and native interoperability

With more than 700,000 copies sold to date, Java in a Nutshell from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the "in a Nutshell" category another impressive tune-up. In this latest revision, readers will find Java in a Nutshell, 5th Edition, does more than just cover the extensive changes implicit in 5.0, the newest version of Java. It's undergone a complete makeover--in scope, size, and type of coverage--in order to more closely meet the needs of the modern Java programmer. To wit, Java in a Nutshell, 5th Edition now places less emphasis on coming to Java from C and C++, and adds more discussion on tools and frameworks. It also offers new code examples to illustrate the working of APIs, and, of course, extensive coverage of Java 5.0. But faithful readers take comfort: it still hasn't lost any of its core elements that made it such a classic to begin with. This handy reference gets right to the heart of the program with an accelerated introduction to the Javaprogramming language and its key APIs--ideal for developers wishing to start writing code right away. And, as was the case in previous editions, Java in a Nutshell, 5th Edition is once again chock-full of poignant tips, techniques, examples, and practical advice. For as long as Java has existed, Java in a Nutshell has helped developers maximize the capabilities of the program's newest versions. And this latest edition is no different.

The new edition of this classic O'Reilly reference provides clear, detailed explanations of every feature in the C language and runtime library, including multithreading, type-generic macros, and library functions that are new in the 2011 C standard (C11). If you want to understand the effects of an unfamiliar function, and how the standard library requires it to behave, you'll find it here, along with a typical example. Ideal for experienced C and C++ programmers, this book also includes popular tools in the GNU software collection. You'll learn how to

build C programs with GNU Make, compile executable programs from C source code, and test and debug your programs with the GNU debugger. In three sections, this authoritative book covers: C language concepts and language elements, with separate chapters on types, statements, pointers, memory management, I/O, and more The C standard library, including an overview of standard headers and a detailed function reference Basic C programming tools in the GNU software collection, with instructions on how use them with the Eclipse IDE "Covers .NET 4.6 & the Roslyn compiler"--Cover.

Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications. When you have questions about C# 7.0 or the .NET CLR and its core Framework assemblies, this bestselling guide has the answers you need. Since its debut in 2000, C# has become a language of unusual flexibility and breadth, but its continual growth means there's always more to learn. Organized around concepts and use cases, this updated edition provides intermediate and advanced programmers with a concise map of C# and .NET knowledge. Dive in and discover why this Nutshell guide is considered the definitive reference on C#. Get up to speed on the C# language, from the basics of syntax and variables to advanced topics such as pointers, operator overloading, and dynamic binding Dig deep into LINQ via three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including XML, regular expressions, networking, serialization, reflection, application domains, and security Delve into Roslyn, the modular C# 7.0 compiler-as-a-service

[A Guide to System Programming Cisco IOS in a Nutshell How to Win Friends and Influence People AppleScript in a Nutshell Cocoa in a Nutshell C in a Nutshell, 2nd Edition](#)

[Nanotechnology in a Nutshell Delphi in a Nutshell](#)

A new high-level book for professionals from Atlantis Press providing an overview of nanotechnologies now and their applications in a broad variety of fields, including information and communication technologies, environmental sciences and engineering, societal life, and medicine, with provision of customized treatments. The book shows where nanotechnology is now - a fascinating time when the science is transitioning into complex systems with impact on new products. Present and future developments are addressed, as well as a larger number of new industrial and research opportunities deriving from this domain. An overview for professionals, researchers and policy-makers of this very rapidly expanding field. Brief chapters and colour figures with a contained overall length make the book attractive at an attractive price - a must for every professional's shelf. Mihail C. Roco, National Science Foundation and National Nanotechnology Initiative, wrote the preface underlying the importance and weight of the present book to this exciting and epoch-awakening field of research and applications: "Nanotechnology is well recognized as a science and technology megatrend for the beginning of the 21st century. This book aims to show where nanotechnology is now - transitioning to complex systems and fundamentally new products - and communicates the societal promise of nanotechnology to specialists and the public. Most of what has already made it into the marketplace is in the form of "First Generation" products, passive nanostructures with steady behaviour. Many companies have "Second Generation" products, active nanostructures with changing behaviour during use, and embryonic "Third Generation" products, including 3-dimensional nanosystems. Concepts for "Fourth Generation" products, including heterogeneous molecular nanosystems, are only in research." 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.

This unique reference thoroughly documents every important setting and feature in Microsoft's new operating system, with alphabetical listings for hundreds of commands, windows, menus, listboxes, buttons, scrollbars and other elements of Windows Vista. With this book's simple organization, you'll easily find any setting, tool, or feature for the task you want to accomplish. Along with a system overview that highlights major changes, and a tour of the basics such as manipulating files and getting around the interface, Windows Vista in a Nutshell offers alphabetized references for these topics: The User Interface: Covers the Sidebar, Aero Glass, the new Control Panel layout, and applets, as well as how to customize animated windows, the desktop, Start menu, pop-up windows on the Taskbar, and more. The File System, Drives, Data, and Search: Discusses working with the new Windows Explorer, Virtual Folders, searches, indexing, saved searches, metadata, and sharing. The Internet and Networking: Examines TCP/IP, RSS, tabbed browsing, and anti-phishing features of Internet Explorer, plus cookie handling, parental control features, and more. Networking and Wireless: Offers an illustrated, step-by-step guide to setting up a home network; covers the Network Center, Sync Center, Hot Spot access, wireless management, collaboration, and sharing. Working with Hardware: Describes how to set up, maintain, and troubleshoot hardware--including keyboards, mice, monitors, USB devices, scanners, cameras, and sound devices--and how to add, install, and troubleshoot drivers. Security: Includes the Security Center, Windows Defender, User Account Protection, System Protection, Network Access Protection, WiFi encryption, Windows Firewall, file encryption, and more. Mobility: Explains Mobility Center settings, plugging a secondary monitor into your computer, and the new "network projection" feature for making presentations. Multimedia: Covers Windows Photo Gallery, Media Player, Media Center, podcasting features, connecting to and synching with MP3 players, recording TV and videos, making videos with Windows Movie Maker, and burning CDs and DVDs. The Command Prompt: Provides commands for working with files, utilities for troubleshooting the network, and instructions on how to create your own batch files. Appendixes include information on installation, keyboard shortcuts, common filename extensions, and more. Windows Vista in a Nutshell is your one-stop source for everything you need from Microsoft's latest operating system.

Now installed on more than 20 million Internet domains around the world, PHP is an undisputed leader in web programming languages. Database connectivity, powerful extensions, and rich object-orientation are all reasons for its popularity, but nearly everyone would agree that, above all, PHP is one of the easiest languages to learn and use for developing dynamic web applications. The ease of development and simplicity of PHP, combined with a large community and expansive repository of open source PHP libraries, make it a favorite of web designers and developers worldwide. PHP in a Nutshell is a complete reference to the core of the language as well as the most popular PHP extensions. This book doesn't try to compete with or replace the widely available online documentation. Instead, it is designed to provide depth and breadth that can't be found elsewhere. PHP in a Nutshell provides the maximum information density on PHP, without all the fluff and extras that get in the way. The topic grouping, tips, and examples in this book complement the online guide and make this an essential reference for every PHP programmer. This book focuses on the functions commonly used by a majority of developers, so you can look up the information you need quickly. Topics include: Object-oriented PHP Networking String manipulation Working with files Database interaction XML Multimedia creation Mathematics Whether you're just getting started or have years of experience in PHP development, PHP in a Nutshell is a valuable addition to your desk library.

Bounded in a Nutshell is Dr. David C. Lowery's first collection of poetry. In his writing, the reader is able to see life in all of its varied eccentricities. From simple reflections of family life to vivid images of places that he has visited, Lowery is able to capture the importance and simplicity of day-to-day living in his poems. His keen eye makes note of the little things in life — effects that we most often ignore — and presents to the reader musings that help us see the importance of everything around us. BOOK SIGNING EVENT was a SUCCESS!!! <http://www.laurelms.com/events/book-signing/> Over 40 people attended — the largest attendance in the library's history of book signings. Nov 13, 2014 Book Signing Laurel-Jones County Library (530 Commerce St. - Downtown Laurel) 4:00 PM - 6:00 PM Dr. David Lowery will be holding a book signing for Bounded in a Nutshell at the library on Thursday, November 13, 2014 from 4:00-6:00 pm. Bounded in a Nutshell is Dr. Lowery's first collection of poetry. In this work, he has keenly captured the importance and the simplicity of day-to-day life. His poetry reflects on little things that we often fail to notice or simply overlook. Dr. David Lowery holds a doctorate in English education from Mississippi State University. He is the author of articles that have appeared in The Reading Professor, Journal of Case Studies in Education, and Mississippi Professional Educators Journal. He has been named STAR teacher twice. Dr. Lowery has also been named the Mississippi Humanities Council Teacher of the Year at Jones County Junior College, where he teaches English. Lowery has also taught adjunct education courses at Mississippi State University and William Carey University. He resides in Laurel with his wife, Dr. Jennifer Lowery, and their two sons, Noah and Owen. Available for purchase at JJCJ Bookstore, Amazon.com, Barnesandnoble.com, xlibris.com, or by phone at 1-800-795-7274.

Written by experts on the Microsoft(R) .NET programming platform, ADO.NET in a Nutshell delivers everything .NET programmers will need to get a jump-start on ADO.NET technology or to sharpen their skills even further. In the tradition of O'Reilly's In a Nutshell Series, ADO.NET in a Nutshell is the most complete and concise source of ADO.NET information available. ADO.NET is the suite of data access technologies in the .NET Framework that developers use to build applications services accessing relational data and XML. Connecting to databases is a fundamental part of most applications, whether they are web, Windows(R), distributed, client/server, XML Web Services, or something entirely different. But ADO.NET is substantially different from Microsoft's previous data access technologies--including the previous version of ADO--so even experienced developers need to understand the basics of the new disconnected model before they start programming with it. Current with the .NET Framework 1.1, ADO.NET in a Nutshell offers one place to look when you need help with anything related to this essential technology, including a reference to the ADO.NET namespaces and object model. In addition to being a valuable reference, this book provides a concise foundation for programming with ADO.NET and covers a variety of issues that programmers face when developing web applications or Web Services that rely on database access. Using C#, this book presents real world, practical examples that will help you put ADO.NET to work immediately. Topics covered in the book include: An Introduction to ADO.NET Connections, Commands and DataReaders Disconnected Data Advanced DataSets Transactions DataViews and Data Binding XML and the DataSet Included with the book is a Visual Studio .NET add-in that integrates the entire reference directly into your help files. When combining ADO.NET in a Nutshell with other books from O'Reilly's .NET In a Nutshell series, you'll have a comprehensive, detailed and independent reference collection that will help you become more productive.

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

AppleScript in a Nutshell is the first complete reference to AppleScript, the popular programming language that gives both power users and sophisticated enterprise customers the important ability to automate repetitive tasks and customize applications. As the Macintosh continues to expand and solidify its base in the multimedia and publishing industries, AppleScript is the tool of choice on this platform for creating sophisticated time- and money-saving workflow applications (applets). These applets automate the processing and management of digital video, imaging, print, and web-based material. AppleScript is also gaining a foothold in scientific programming, as technical organizations adopt G4 CPU-based systems for advanced computing and scientific analysis. Finally, "power users" and script novices will find that AppleScript is a great everyday Mac programming tool, similar to Perl on Windows NT or Unix. In this well-organized and concise reference, AppleScript programmers will find: Detailed coverage of AppleScript Version 1.4 and beyond on Mac OS 9 and Mac OS X. Complete descriptions of AppleScript language features, such as data types, flow-control statements, functions, object-oriented features (script objects and libraries), and other syntactical elements. Descriptions and hundreds of code samples on programming the various "scriptable" system components, such as the Finder, File Sharing, File Exchange, Network scripting, Web scripting, Apple System Profiler, the ColorSync program, and the numerous powerful language extensions called "osax" or scripting additions. Most other AppleScript books are hopelessly out of date. AppleScript in a Nutshell covers the latest updates and improvements with practical, easy to understand tips, including: Using AppleScript as a tool for distributed computing, an exciting development that Apple Computer calls "program linking over IP." Programmers can now do distributed computing with Macs over TCP/IP networks, including controlling remote applications with AppleScript and calling AppleScript methods on code libraries that are located on other machines. Using the Sherlock find application to automate web and network searching. Insights on scripting new Apple technologies such as Apple Data Detectors, Folder Actions, Keychain Access, and Apple Verifier. AppleScript in a Nutshell is a high-end handbook at a low-end price--an essential desktop reference that puts the full power of this user-friendly programming language into every AppleScript user's hands.

[C Syntax and Fundamentals](#)

[C++ In a Nutshell](#)

[R in a Nutshell](#)

[C# 7.0 in a Nutshell](#)

[Python in a Nutshell](#)

[C in a nutshell](#)

[A Desktop Quick Reference](#)

[C# 4.0 in a Nutshell](#)

[Bounded in a Nutshell](#)

A reference to the fundamental rules of XML details tags, grammar, placement, element names, attributes, and syntax.

C in a NutshellThe Definitive Reference"O'Reilly Media, Inc."

C is one of the oldest programming languages and still one of the most widely used. Whether you're an experienced C programmer or you're new to the language, you know how frustrating it can be to hunt through hundreds of pages in your reference books to find that bit of information on a certain function, type or other syntax element. Or even worse, you may not have your books with you. Your answer is the C Pocket Reference. Concise and easy to use, this handy pocket guide to C is a must-have quick reference for any C programmer. It's the only C reference that fits in your pocket and is an excellent companion to O'Reilly's other C books. Ideal as an introduction for beginners and a quick reference for advanced programmers, the C Pocket Reference consists of two parts: a compact description of the C language and a thematically structured reference to the standard library. The representation of the language is based on the ANSI standard and includes extensions introduced in 1999. An index is included to help you quickly find the information you need. This small book covers the following: C language fundamentals Data types Expressions and operators C statements Declarations Functions Preprocessor directives The standard library O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point in your work and need to get to a solution quickly, the new C Pocket Reference is the book you'll want to have.

Cocoa® is more than just a collection of classes, and is certainly more than a simple framework. Cocoa is a complete API set, class library, framework, and development environment for building applications and tools to run on Mac OS® X. With over 240 classes, Cocoa is divided into two essential frameworks: Foundation and Application Kit. Above all else, Cocoa is a toolkit for creating Mac OS X application interfaces, and it provides access to all of the standard Aqua® interface components such as menus, toolbars, windows, buttons, to name a few. Cocoa in a Nutshell begins with a complete overview of Cocoa's object classes. It provides developers who may be experienced with other application toolkits the grounding they'll need to start developing Cocoa applications. Common programming tasks are described, and many chapters focus on the larger patterns in the frameworks so developers can understand the larger relationships between the classes in Cocoa, which is essential to using the framework effectively. Cocoa in a Nutshell is divided into two parts, with the first part providing a series of overview chapters that describe specific features of the Cocoa frameworks. Information you'll find in Part I includes: An overview of the Objective-C language Coverage of the Foundation and Application Kit frameworks Overviews of Cocoa's drawing and text handling classes Network services such as hosts, Rendezvous URL services, sockets, and file handling Distributed notifications and distributed objects for interapplication communication Extending Cocoa applications with other frameworks, including the AddressBook, DiscRecording, and Messaging frameworks The second half of the book is a detailed quick reference to Cocoa's Foundation and Application Kit (AppKit) classes. A complement to Apple's documentation, Cocoa in a Nutshell is the only reference to the classes, functions, types, constants, protocols, and methods that make up Cocoa's Foundation and Application Kit frameworks, based on the Jaguar release (Mac OS X 10.2). Peer-reviewed and approved by Apple's engineers to be part of the Apple Developer Connection (ADC) Series, Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work. Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work.

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