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2FPRL8 - ESCOBAR DILLON

This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition:

- Doubles the tutorial material and exercises over the first edition
- Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video
- Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them
- Includes several NEW "war stories" relating experiences from real-world applications
- Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced

eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase MyProgrammingLab search for ISBN-10:0134243935 /ISBN-13: 9780134243931. That package includes ISBN-10: 0134041674 /ISBN-13: 9780134041674 and ISBN-10: 0134254015 /ISBN-13: 9780134254012. For courses in computer programming and engineering. Beginner to Intermediate Programming in Java Absolute Java provides a comprehensive reference to programming in the Java language. Accessible to both beginner and intermediate programmers, the text focuses around specifically using the Java language to practice programming techniques. The Sixth Edition is extremely flexible and easily applicable to a wide range of users. Standalone and optional chapters allow instructors to adapt the text to a variety of course content. Highly up-to-date with new content and information regarding the use of Java, this text introduces readers to the world of programming through a widely used and relevant language. Also Available with MyProgrammingLab™ This title is also available with MyProgrammingLab - an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. Students, if interested in purchasing this title with MyProgrammingLab, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. Interactive Practice helps students gain first-hand programming experience in an interactive online environment. Step-by-step VideoNote Tutorials enhance the programming concepts presented in your Pearson textbook by allowing students to view the entire problem-solving process outside of the classroom--when they need help the most. Pearson eText gives students access to their textbook anytime, anywhere. In addition to note taking, highlighting, and bookmarking, the Pearson eText offers interactive and sharing features. Rich media options let students watch lecture and example videos as they read or do their homework. Instructors can share their comments or highlights, and students can add their own, creating a tight community of learners in your class. The Pearson eText companion app allows existing subscribers to access their titles on an iPad or Android tablet for either online or offline viewing. Dynamic grading and assessment ensure your students' submissions are automatically graded, both saving you time, and offering students immediate learning opportunities. Gradebook results can be exported to Excel to use with your LMS.

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

"Java, Java, Java, Third Edition systematically introduces the Java 1.5 language to the context of practical problem-solving and effective object-oriented design. Carefully and incrementally, the authors demonstrate how to decompose problems, use UML diagrams to design Java software that solves those problems, and transform their designs into efficient, robust code. Their "objects-early" approach reflects the latest pedagogical insights into teaching Java, and their examples help readers apply sophisticated techniques rapidly and effectively."--BOOK JACKET.

Java Concepts: Late Objects, 3rd Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. It provides an approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts and become competent coders. Each important concept is introduced in easy-to-understand terms before more complicated examples are discussed. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

An Introduction to Object-Oriented Programming with Java provides an accessible and technically thorough introduction to the basics of programming using Java. The text takes a truly object-oriented approach. Objects are used early so that students think in objects right from the beginning.

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes

what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in *Automate the Boring Stuff with Python, 2nd Edition*.

Authoritative but accessible information on Java programming fundamentals As one of the most popular programming languages in the world, Java is widely used in everything from application software to web applications. This helpful book escorts you through the fundamentals and concepts of Java programming using a first/late objects approach. Packed with extensive opportunities for programming practice, *Java For Everyone* is an ideal resource for learning all there is to know about Java programming. Serves as an authoritative guide on the fundamentals of Java programming Features accessible coverage compatible with Java 5, 6, 7 Uses first/late objects approach and provides a variety of opportunities for programming practice If you're interested in learning the basics of Java programming, then this is the book you need.

Cay Horstmann's fifth edition of *Big Java, Early Objects* provides a comprehensive and approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts. The inclusion of advanced chapters makes the text suitable for a 2-semester course sequence, or as a comprehensive reference to programming in Java. The fifth edition includes new exercises from science and business which engages students with real world applications of Java in different industries -- BACK COVER.

In *The Art and Science of Java*, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of *The Art and Science of C*. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

A precise, relevant, comprehensive approach to mathematical concepts...

Java How to Program (Late Objects), Tenth Edition is intended for use in the Java programming course. It also serves as a useful reference and self-study tutorial to Java programming. The Deitels' groundbreaking *How to Program* series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. *Java How to Program (Late Objects), Tenth Edition*, teaches programming by presenting the concepts in the context of full working programs. The Late Objects Version delays coverage of class development, first presenting control structures, methods and arrays material in a non-object-oriented, procedural programming context. Teaching and Learning Experience This program presents a better teaching and learning experience--for you and your students. Teach Programming with the Deitels' Signature Live Code Approach: Java language features are introduced with thousands of lines of code in hundreds of complete working programs. Use a Late Objects Approach: The Late Objects Version begins with a rich treatment of procedural programming, including two full chapters on control statements and 200+ exercises. Keep Your Course Current: This edition can be used with Java SE 7 or Java SE 8, and is up-to-date with the latest technologies and advancements. Facilitate Learning with Outstanding Applied Pedagogy: Making a Difference exercise sets, projects, and hundreds of valuable programming tips help students apply concepts. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text.

Software -- Software Engineering.

For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses. Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter. Bruegge and Dutoit emphasize learning object-oriented software engineer through practical experience: students can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies).

Big Java: Late Objects is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It is designed for a two-semester first course in programming for computer science students. Using an innovative visual design that leads readers step-by-step through intricacies of Java programming, *Big Java: Late Objects* instills confidence in beginning programmers and confidence leads to success.

This book introduces programmers to objects at a gradual pace. The syntax boxes are revised to show typical code examples rather than abstract notation. This includes optional example modules using Alice and Greenfoot. The examples feature annotations with dos and don'ts along with cross references to more detailed explanations in the text. New tables show a large number of typical and cautionary examples. New programming and review problems are also presented that ensure a broad coverage of topics. In addition, Java 7 features are included to provide programmers with the most up-to-date information.

Helps you discover the power of Java for developing applications. This book incorporates the latest version of Java with a reader-friendly presentation and meaningful real-world exercises that highlight new Java strengths.

This text is intended for use in the Java programming course Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the Java programming language by presenting all the details needed to understand the "how" and the "why"—but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. In *Starting Out with Java: Early Objects*, Gaddis looks at objects—the fundamentals of classes and methods—before covering procedural programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. Teaching and Learning Experience This program pre-

sents a better teaching and learning experience—for you and your students. Enhance Learning with the Gaddis Approach: Gaddis's accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Keep Your Course Current: Content is refreshed to provide the most up-to-date information on new technologies for your course. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text.

By emphasizing the application of computer programming not only in success stories in the software industry but also in familiar scenarios in physical and biological science, engineering, and applied mathematics, *Introduction to Programming in Java* takes an interdisciplinary approach to teaching programming with the Java(TM) programming language. Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

In *Java Concepts*, Cay Horstmann provides a comprehensive introduction to fundamental programming techniques and design skills helping the student master basic concepts. Realistic programming examples, homework assignments, and lab exercises build student problem-solving abilities.

This *Competitive Programming* book, 4th edition (CP4) is a must have for every competitive programmer. Mastering the contents of this book is a necessary (but admittedly not sufficient) condition if one wishes to take a leap forward from being just another ordinary coder to being among one of the world's finest competitive programmers. Typical readers of Book 1 (only) of CP4 would include: (1). Secondary or High School Students who are competing in the annual International Olympiad in Informatics (IOI) (including the National or Provincial Olympiads) as Book 1 covers most of the current IOI Syllabus, (2). Casual University students who are using this book as supplementary material for typical Data Structures and Algorithms courses, (3). Anyone who wants to prepare for typical fundamental data structure/algorithm part of a job interview at top IT companies. Typical readers of both Book 1 + Book 2 of CP4 would include: (1). University students who are competing in the annual International Collegiate Programming Contest (ICPC) Regional Contests (including the World Finals) as Book 2 covers much more Computer Science topics that have appeared in the ICPCs, (2). Teachers or Coaches who are looking for comprehensive training materials, (3). Anyone who loves solving problems through computer programs. There are numerous programming contests for those who are no longer eligible for ICPC, including Google CodeJam, Facebook Hacker Cup, TopCoder Open, CodeForces contest, Internet Problem Solving Contest (IPSC), etc.

NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. *Building Java Programs: A Back to Basics Approach, Third Edition*, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, *Building Java Programs* develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 0133437302/ 9780133437300 *Building Java Programs: A Back to Basics Approach plus MyProgrammingLab with Pearson eText -- Access Card Package, 3/e* Package consists of: 0133360903/ 9780133360905 *Building Java Programs, 3/e* 0133379787/ 9780133379785 MyProgrammingLab with Pearson eText -- Access Card -- for *Building Java Programs, 3/e* Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.

Cay Horstmann's *Big Java Late Objects, 2nd Edition* provides a comprehensive and approachable introduction to fundamental programming techniques and design skills, and helps students master basic concepts and become competent coders. The inclusion of advanced chapters makes the text suitable for a 2 or 3-term sequence, or as a comprehensive reference to programming in Python. Major rewrites and an updated visual design make this student-friendly text even more engaging. Filled with realistic programming examples, a great quantity and variety of homework assignments, and lab exercises that build student problem-solving abilities, it is no surprise *Big Java Late Objects* is the number one text for early objects in the Python market.

Revised edition of: *Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University*. Tenth edition. Comprehensive version. 2015.

The Deitels' groundbreaking *How to Program* series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release--Java Standard Edition (Java SE) 6.

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

With a variety of interactive learning features and user-friendly pedagogy, the Third Edition provides a comprehensive introduction to programming using the most current version of Java. Throughout the text the authors incorporate an "active learning approach" which asks students to take an active role in their understanding of the language through the use of numerous interactive examples, exercises, and projects. Object-oriented programming concepts are developed progressively and reinforced through numerous Programming Activities, allowing students to fully understand and implement both basic and sophisticated techniques. In response to students growing interest in animation and visualization the text includes techniques for producing graphical output and animations beginn-

ing in Chapter 4 with applets and continuing throughout the text. You will find Java Illuminated, Third Edition comprehensive and user-friendly. Students will find it exciting to delve into the world of programming with hands-on, real-world applications! New to the Third Edition: -Includes NEW examples and projects throughout -Every NEW copy of the text includes a CD-ROM with the following: *programming activity framework code*full example code from each chapter*browser-based modules with visual step-by-step demonstrations of code execution*links to popular integrated development environments and the Java Standard Edition JDK -Every new copy includes full student access to TuringsCraft Custom CodeLab. Customized to match the organization of this textbook, CodeLab provides over 300 short hands-on programming exercises with immediate feedback. Instructor Resources: Test Bank, PowerPoint Lecture Outlines, Solutions to Programming Activities in text, and Answers to the chapter exercises Also available: Java Illuminated: Brief Edition, Third Edition (ISBN-13: 978-1-4496-3202-1). This Brief Edition is suitable for the one-term introductory course.

Data Mining: Concepts and Techniques provides the concepts and techniques in processing gathered data or information, which will be used in various applications. Specifically, it explains data mining and the tools used in discovering knowledge from the collected data. This book is referred to as the knowledge discovery from data (KDD). It focuses on the feasibility, usefulness, effectiveness, and scalability of techniques of large data sets. After describing data mining, this edition explains the methods of knowing, preprocessing, processing, and warehousing data. It then presents information about data warehouses, online analytical processing (OLAP), and data cube technology. Then, the methods involved in mining frequent patterns, associations, and correlations for large data sets are described. The book details the methods for data classification and introduces the concepts and methods for data clustering. The remaining chapters discuss the outlier detection and the trends, applications, and research frontiers in data mining. This book is intended for Computer Science students, application developers, business professionals, and researchers who seek information on data mining. Presents dozens of algorithms and implementation examples, all in pseudo-code and suitable for use in real-world, large-scale data mining projects. Addresses advanced topics such as mining object-relational databases, spatial databases, multimedia databases, time-series databases, text databases, the World Wide Web, and applications in several fields. Provides a comprehensive, practical look at the concepts and techniques you need to get the most out of your data.

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: -Understand the essential elements of programming: syntax, control, and data -Use object-oriented and functional programming techniques to organize and clarify your programs -Script the browser and make basic Web applications -Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and ar-

rays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation in the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers led by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The book does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

"Blue Pelican Java" is a somewhat unusual high school computer science textbook. Most computer science texts will begin with a section on the history of computers followed with a flurry of definitions that are just "so many words" to the average student. The approach here is to first give the student some experience upon which to hang the definitions that come later. The usual practice of introducing classes and objects is deferred until the student has a firm grasp of the fundamentals (loops, decision structures, etc). Thus, the beginning student is not overwhelmed by the simultaneous introduction of OOPs and the fundamentals. The book includes plenty of exercises (many in "contest" form), programming projects, and a huge appendix.