

Expert C Cli For Visual C Programmers

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 arrays 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 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 lead 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 books 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

This book constitutes the refereed proceedings of the 5th International Conference on Advances in Visual Informatics, IVIC 2017, held in Bangi, Malaysia, in November 2017. The keynote and 72 papers presented were carefully reviewed and selected from 130 submissions. The

papers are organized in the following topics: Visualization and Data Driven Technology; Engineering and Data Driven Innovation; Data Driven Societal Well-being and Applications; and Data Driven Cyber Security.

C# is undeniably one of the most versatile programming languages available to engineers today. With this comprehensive guide, you'll learn just how powerful the combination of C# and .NET can be. Author Ian Griffiths guides you through C# 8.0 fundamentals and techniques for building cloud, web, and desktop applications. Designed for experienced programmers, this book provides many code examples to help you work with the nuts and bolts of C#, such as generics, LINQ, and asynchronous programming features. You'll get up to speed on .NET Core and the latest C# 8.0 additions, including asynchronous streams, nullable references, pattern matching, default interface implementation, ranges and new indexing syntax, and changes in the .NET tool chain. Discover how C# supports fundamental coding features, such as classes, other custom types, collections, and error handling Learn how to write high-performance memory-efficient code with .NET Core's Span and Memory types Query and process diverse data sources, such as in-memory object models, databases, data streams, and XML documents with LINQ Use .NET's multithreading features to exploit your computer's parallel processing capabilities Learn how asynchronous language features can help improve application responsiveness and scalability

Complete coverage of all key .NET 4 and Visual Studio 2010 languages and technologies .NET 4 is Microsoft's latest version of their core programming platform, and Visual Studio 2010 is the toolset that helps write .NET 4 applications. This comprehensive resource offers one-stop shopping for all you need to know to get productive with .NET 4. Experienced author and .NET guru Mitchel Sellers reviews all the important new features of .NET 4, including .NET charting and ASP.NET charting, ASP.NET dynamic data and jQuery, and the addition of F# as a supported package language. The expansive coverage is divided into six distinctive parts for easy navigation, and addresses: Visual Studio 2010, .NET 4, ASP.NET, the C# language, the VB.NET language, and the new F# language. A practical approach and complete examples round out this much-needed reference. Focuses on the new and important features of the latest version Microsoft's core programming platform-.NET 4-as well as Visual Studio 2010, which allows you to write .NET 4 applications Provides comprehensive coverage divided into six parts: Visual Studio 2010, .NET 4, ASP.NET, the C# language, the VB.NET language, and the new F# language Discusses Visual Studio snippets and templates, .NET charting components, the .NET framework and WPF, LINQ, and the Entity framework Explores various aspects of Visual Basic 2010, such as multi-line lambdas, auto-implemented properties, nullable optional parameters, and more This investigative look at .NET 4 and Visual Studio 2010 will help you identify and isolate key elements that can benefit you immediately.

.NET 2.0 IL (Intermediate Language) is the foundation language at the root of all the .NET languages. It is this code which is compiled and executed by the .NET 2.0 Framework. As a result of this absolutely anything that can be expressed in IL can be carried out by the .NET 2.0 Framework. This book gives readers inside information on the language's architecture straight from the most reliable possible source – Serge Lidin, the language's designer.

Master the intricacies of application development with unmanaged C++ code—straight from the experts. Jeffrey Richter's classic book is now fully revised for Windows XP, Windows Vista, and Windows Server 2008. You get in-depth, comprehensive guidance, advanced techniques, and extensive code samples to help you program Windows-based applications. Discover how to: Architect and implement your applications for both 32-bit and 64-bit Windows Create and manipulate processes and jobs Schedule, manage, synchronize and destroy threads Perform asynchronous and synchronous device I/O operations with the I/O completion port Allocate memory using various techniques including virtual

memory, memory-mapped files, and heaps Manipulate the default committed physical storage of thread stacks Build DLLs for delay-loading, API hooking, and process injection Using structured exception handling, Windows Error Recovery, and Application Restart services

Pemrograman C++ untuk Pemula merupakan sebuah buku yang memuat koleksi contoh – contoh dan latihan – latihan yang menjadi suplemen pembelajaran dasar pemrograman C++ di universitas. Pendekatan pada buku ini dipicu oleh kebutuhan mahasiswa dalam penjelasan dan keterbacaan program C++. Material ditulis dan ditulis – kembali sampai para mahasiswa nyaman dengan tiap program yang disajikan. Kebanyakan contoh pada buku ini dihasilkan dari interaksi para mahasiswa di dalam kelas. Buku ini merupakan dasar bagi buku kami yang berjudul “Pemrograman C++ untuk Programmer”. Buku ini didesain agar mereka yang tidak memiliki pengalaman pemrograman sama sekali dapat menggunakannya. Buku ini bahkan dapat dipergunakan bagi para siswa SMU sederajat dan para pembelajar mandiri. Satu – satunya syarat dalam mempelajari buku ini adalah pengetahuan matematika yang cukup. Bab 1 mendiskusikan elemen – elemen dasar C++. Setelah menyelesaikan bab ini, pembaca akan familiar dengan dasar – dasar C++ dan siap untuk menulis program – program yang cukup kompleks. Operasi masukan / keluaran merupakan hal yang fundamental pada setiap bahasa pemrograman. Hal ini dikenalkan pada Bab 2 dan didiskusikan secara detail. Bab 3 dan 4 mengenalkan struktur kendali untuk mengubah aliran sekuensial dari eksekusi. Bab 5 dan 6 mendiskusikan fungsi – fungsi yang didefinisikan oleh pengguna. Direkomendasikan bahwa pengguna tanpa latar belakang pemrograman perlu menyediakan waktu ekstra dalam mempelajari Bab 5 dan 6. Beberapa contoh disediakan untuk menolong pembaca dalam memahami konsep – konsep pelewatan parameter dan skop sebuah pengenal. Bab 7 mendiskusikan tipe data terdefinisi – pengguna (tipe enumerasi), mekanisme namespace dari C++ Standar ANSI/ISO, dan tipe string. Tipe enumerasi memiliki keterbatasan dalam penggunaannya; Tujuan utama dari tipe enumerasi adalah meningkatkan keterbacaan sebuah program. Bab 8 mendiskusikan array secara detail. Bab 9 menjelaskan rekaman (struct) sebagai syarat bagi Anda untuk mempelajari C++ lebih lanjut.

Stan Lippman is one of the best-selling authors on C++ and has long been one of the major contributors to its growth and standardization. Written by experts, and full of sound expert insight and advice, this book can be read profitably by any C++ programmer. Short code examples concisely illustrate concepts, and more elaborate examples show how C++/CLI is best used. Even programmers new to C++/CLI, but planning to migrate to it from another language, can use this book to understand core language elements crucial to planning and migrating effectively.

Buku ini dikhususkan bagi pembaca yang benar-benar ingin menguasai fondasi PBO. Karena fondasi harus kokoh, buku ini sungguh-sungguh memperdalam konsep-konsep yang mendasari PBO misalnya kompilasi terpisah, namespace dan memori statis/dinamis (terutama tentang skop dan koneksi suatu variabel), overloading fungsi, dan kelas. Kaitan antara pointer, array, dan objek juga disajikan. Overloading operator juga didiskusikan secara kritis di dalam buku ini. Sebagai kelanjutan buku ini, penulis sedang memfinalisasi buku yang berjudul “PEMROGRAMAN C++: PEMROGRAMAN BERORIENTASI OBJEK LANJUT”. Pada buku tersebut, akan didiskusikan dan diinvestigasi perihal alokasi memori dinamis, pewarisan kelas, pendaur-ulangan kode, pendalaman fungsi friend, eksepsi, RTTI, dan metode I/O. Buku ini ditulis karena spirit untuk mendokumentasikan gagasan-gagasan pemrograman berorientasi objek di dalam keluarga besar C++. Di Indonesia, sangat jarang ditemui buku yang mendiskusikan pemrograman C++ yang mengupas secara detail kelebihan dan kekurangan suatu kode sumber. Buku ini menelaah suatu kode sumber dengan memberikan perhatian khusus terhadap potongan-potongan kode yang dianggap penting. Buku ini dikhususkan bagi mahasiswa sarjana dan pembelajar mandiri yang menjadi pemrogram aktif.

Buku ini tanpa basa-basi mengupas tuntas overloading operator dan fungsi teman yang mengaplikasikan keduanya dalam kelas Vektor.

Terdapat juga pembahasan yang cukup detail tentang konstruktor dan destruktur yang diterapkan pada kelas Antrian. Pewarisan kelas secara publik, privat, maupun secara terproteksi dianalisa secara kritis dengan mengemukakan perbedaan ketiganya. Pendaaur-ulangan kode lewat pewarisan jamak dan lewat template juga tidak luput dibedah secara bertahap dan sistematis. Konsep eksepsi dan RTTI diintroduksi dengan penjelasan-penjelasan kasuistik dan aplikatif. Bagian akhir buku ini, dibahas metode-metode iostream dalam mengelola aliran keadaan yang diberikan dalam berbagai contoh terapan aktual. Akhirnya kami berharap buku ini menjadi referensi berguna bagi mereka yang membaca. Dengan ini pula, kami menyatakan bahwa semua kesalahan yang ada pada buku ini adalah milik kami.

You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

Miriam Liskin's Visual FoxPro Expert Solutions is an advanced tutorial that covers complex topics not found anywhere else. With expert advice on high-level topics and programming, this book will help you become more proficient in client/server, SQL, multiple-database reports, forms, queries, and more! This practical approach allows the author to concentrate on the application development process - and to include more information than any other book on the market. From client/server setups and network programming to Visual FoxPro for Windows power programming techniques, you'll get all the information you need to get productive immediately.

Foundations of C++/CLI: The Visual C++ Language for .NET 3.5 introduces C++/CLI, Microsoft's extensions to the C++ syntax that allow you to target the common language runtime, the key to the heart of the .NET Framework 3.5. This book gives you a small, fast-paced primer that will kick-start your journey into the world of C++/CLI. In 13 no-fluff chapters, Microsoft insiders take readers into the core of the C++/CLI language and explain both how the language elements work and how Microsoft intends them to be used. This book is a beginner's guide, but it assumes a familiarity with programming basics. And it concentrates on explaining the aspects of C++/CLI that make it the most powerful and fun language of the .NET Framework. As such, this book is ideal if you're thinking of migrating to C++/CLI from another language. By the end of this book, you'll have a thorough grounding in the core language elements together with the confidence to explore further that comes from a solid understanding of a language's syntax and grammar.

Your hands-on guide to Visual C++/CLI fundamentals Expand your expertise—and teach yourself the fundamentals of the Microsoft Visual C++/CLI language. If you have previous programming experience but are new to Visual C++, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Write and debug object-oriented C++ programs in Visual Studio 2012 Utilize the various features of the C++/CLI language Make use of the Microsoft .NET Framework Class Library Create a

simple Windows Store app Use .NET features such as properties, delegates and events Access data from disparate sources using ADO.NET Create and consume web services using Windows Communication Foundation Work effectively with legacy code and COM C++/CLI in Action is a practical guide that will help you breathe new life into your legacy C++ programs. The book begins with a concise C++/CLI tutorial. It then quickly moves to the key themes of native/managed code interop and mixed-mode programming. You'll learn to take advantage of GUI frameworks like Windows Forms and WPF while keeping your native C++ business logic. The book also covers methods for accessing C# or VB.NET components and libraries.

Buku ini dikhususkan bagi pembaca yang benar-benar ingin menguasai fondasi pemrograman berbasis objek. Karena fondasi harus kokoh, buku ini sungguh-sungguh memperdalam konsep-konsep yang mendasari PBO misalnya kompilasi terpisah, namespace dan memori statis/dinamis (terutama tentang skop dan koneksi suatu variabel), overloading fungsi, dan kelas. Kaitan antara pointer, array, dan objek juga disajikan. Overloading operator dan aplikasinya juga didiskusikan secara kritis di dalam buku ini. Setiap kode sumber ditelaah sepotong demi sepotong agar memberikan penjelasan yang integratif kepada pembaca. Berikut beberapa topik konsentrasi yang disajikan dalam buku ini: Konsep penanganan tipe data dasar: bool, char, short, int, long, float, dan double. Konsep penanganan tipe data gabungan, array, string, struktur, union, enumerasi, dan pointer. Penggunaan dan aplikasi operator new dan delete. Loop dan ekspresi relasional. Percabangan dan operator logika. Konsep fungsi: relasi fungsi dan struktur, relasi fungsi dan array, relasi fungsi dan pointer, overloading fungsi dan lain-lain. Model memori dan namespace: Durasi, skop, dan koneksi suatu variabel. Kelas dan objek: Fungsi friend, konstruktor, destruktur, overloading operator, fungsi konversi kelas, dan lain-lain.

Buku ini dikonstruksi dengan menganut pendekatan solutif atas dasar-dasar teknik pemrograman Java. Buku teks ini didasarkan ide-ide dasar yang dipercaya dapat menjadikan pembaca memiliki kemampuan analisis dan pemrograman berorientasi-objek: Berorientasi-objek: Buku ini sungguh-sungguh mengajarkan pendekatan berorientasi-objek. Semua pemrosesan program selalu didiskusikan dalam peristilahan berorientasi-objek. Pembaca akan belajar bagaimana menggunakan objek-objek sebelum menulis dan menciptakannya. Buku ini menggunakan pendekatan progresi alamiah yang membuahkan kemampuan dalam merancang solusi-solusi berorientasi-objek. Praktek pemrograman yang benar: Pembaca seharusnya tidak diajari bagaimana memprogram; Pembaca sebaiknya diajari bagaimana menuliskan program yang benar. Buku teks ini mengintegrasikan latihan-latihan yang berperan sebagai fondasi dari keterampilan pemrograman yang baik. Pembaca akan belajar bagaimana menyelesaikan permasalahan dan bagaimana mengimplementasikan solusinya. Contoh: Pembaca akan belajar dari contoh. Buku teks ini diisi dengan contoh-contoh yang diimplementasikan secara utuh untuk mendemonstrasikan konsep-konsep pemrograman yang baik. Grafika dan GUI: Grafika dapat menjadi motivator bagi pembaca, dan kegunaannya dapat berperan sebagai contoh-contoh yang baik untuk pemrograman berorientasi-objek. Latihan Pemrograman: Pembaca ditantang untuk menyelesaikan soal-soal yang disediakan secara khusus pada akhir dari tiap bab.

For all programmers.

Designed for the way many developers work, this practical problem-solving guide balances the need for rapid development with a trusted source of information.

Expert F# 2.0 is about practical programming in a beautiful language that puts the power and elegance of functional programming into the hands of professional developers. In combination with .NET, F# achieves unrivaled levels of programmer productivity and program clarity.

Expert F# 2.0 is The authoritative guide to F# by the inventor of F# A comprehensive reference of F# concepts, syntax, and features A

treasury of expert F# techniques for practical, real-world programming F# isn't just another functional programming language. It's a general-purpose language ideal for real-world development. F# seamlessly integrates functional, imperative, and object-oriented programming styles so you can flexibly and elegantly solve any programming problem. Whatever your background, you'll find that F# is easy to learn, fun to use, and extraordinarily powerful. F# will change the way you think about—and go about—programming. Written by F#'s inventor and two major contributors to its development, Expert F# 2.0 is the authoritative, comprehensive, and in-depth guide to the language and its use. Designed to help others become experts, the first part of the book quickly yet carefully describes the F# language. The second part then shows how to use F# elegantly for a wide variety of practical programming tasks. The world's foremost experts in F# show you how to program in F# the way they do!

Pada buku ini, Anda akan mempelajari dengan cepat ketiga bahasa yang disediakan oleh Visual Studio: Visual C++, Visual Basic, dan Visual C#. Buku ini, tanpa basa basi, akan mengajarkan Anda bagaimana menerapkan ketiga bahasa tersebut. Sebagai bahan praktikum maupun bahan latihan mandiri, buku ini sangat cocok bagi pelajar SMA, SMK, dan mahasiswa.

Diawali dengan konsep-konsep bahasa C (termasuk operator, struktur kendali, dan fungsi), buku ini berlanjut sampai membahas konsep dan aplikasi struktur data seperti senarai berantai, antrian, tumpukan, dan pohon. Buku ini dimaksudkan untuk mengajarkan Anda belajar memprogram C dan cocok untuk programmer pemula maupun programmer berpengalaman. Setiap fitur pemrograman C didiskusikan di sini. Setiap fitur baru disajikan, contoh program utuh disajikan untuk memberikan ilustrasi fitur bahasan. Hal ini merefleksikan filosofi dalam penulisan buku ini: untuk mengajarkan dengan contoh. Kemudahan dalam pembacaan program sangat ditekankan pada buku ini. Hal ini karena penulis percaya bahwa program harus ditulis sedemikian rupa agar mudah dibaca baik oleh penulis maupun oleh orang lain. Karena buku ini ditulis sebagai tutorial dan kaya contoh, setiap bab yang dirangkum didasarkan pada materi yang disajikan sebelumnya. Oleh karena itu, untuk keuntungan maksimum dari buku ini, Anda direkomendasikan untuk membaca setiap bab secara berurutan. Untuk lebih mengontrol pemahaman, Anda diminta untuk mengerjakan soal latihan di akhir setiap bab sebelum melanjutkan ke bab berikutnya. FITUR KUNCI: Menjelaskan semua operator, ekspresi, statemen kendali, dan aturan dalam C dengan detail. Mendemonstrasikan sintaks dan implementasinya melalui contoh. Merangkum struktur data seperti array, senarai berantai, antrian, tumpukan, dan pohon. BAHASAN Operator relasional dan ekualitas • Statemen seleksi if • Statemen seleksi if...else • Statemen repetisi while • Statemen Repetisi for • Statemen switch • Statemen Repetisi do...while • continue dan break • Fungsi • Pemanggilan dengan Referensi • Rekursi • Pengurutan Array • Pencarian Array • Pointer • Kualifier const • Pengurutan Bubble • Operator sizeof • Aritmatika Pointer • Pustaka Karakter dan String • Penspesifikasi Konversi • String Kendali • Struktur • Union • Manipulasi Bit • Enumerasi • Senarai berantai • Antrian • Tumpukan • Pohon Pro Visual C++/CLI and the .NET 3.5 Platform is about writing .NET applications using C++/CLI. While readers are learning the ins and outs of .NET application development, they will also be learning the syntax of C++, both old and new to .NET. Readers will also gain a good understanding of the .NET architecture. This is truly a .NET book applying C++ as its development language—not another C++ syntax book that happens to cover .NET.

This six-volume set presents cutting-edge advances and applications of expert systems. Because expert systems combine the expertise of engineers, computer scientists, and computer programmers, each group will benefit from buying this important reference work. An "expert system" is a knowledge-based computer system that emulates the decision-making ability of a human expert. The primary role of the expert system is to perform appropriate functions under the close supervision of the human, whose work is supported by that expert system. In the

reverse, this same expert system can monitor and double check the human in the performance of a task. Human-computer interaction in our highly complex world requires the development of a wide array of expert systems. Key Features * Expert systems techniques and applications are presented for a diverse array of topics including: * Experimental design and decision support * The integration of machine learning with knowledge acquisition for the design of expert systems * Process planning in design and manufacturing systems and process control applications * Knowledge discovery in large-scale knowledge bases * Robotic systems * Geographical information systems * Image analysis, recognition and interpretation * Cellular automata methods for pattern recognition * Real-time fault tolerant control systems * CAD-based vision systems in pattern matching processes * Financial systems * Agricultural applications * Medical diagnosis

Based on newest version of Visual Studio .NET (2005) and .NET Framework version 2.0 All topic areas include specific code examples Bridges the gap between classic C++ and Visual C++ .NET Update of a highly successful first edition Are you an RTL or system designer that is currently using, moving, or planning to move to an HLS design environment? Finally, a comprehensive guide for designing hardware using C++ is here. Michael Fingeroff's High-Level Synthesis Blue Book presents the most effective C++ synthesis coding style for achieving high quality RTL. Master a totally new design methodology for coding increasingly complex designs! This book provides a step-by-step approach to using C++ as a hardware design language, including an introduction to the basics of HLS using concepts familiar to RTL designers. Each chapter provides easy-to-understand C++ examples, along with hardware and timing diagrams where appropriate. The book progresses from simple concepts such as sequential logic design to more complicated topics such as memory architecture and hierarchical sub-system design. Later chapters bring together many of the earlier HLS design concepts through their application in simplified design examples. These examples illustrate the fundamental principles behind C++ hardware design, which will translate to much larger designs. Although this book focuses primarily on C and C++ to present the basics of C++ synthesis, all of the concepts are equally applicable to SystemC when describing the core algorithmic part of a design. On completion of this book, readers should be well on their way to becoming experts in high-level synthesis.

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Buku ini disajikan dengan pendekatan progresif atas dasar-dasar teknik pemrograman Buku ini sungguh – sungguh mengajarkan pendekatan berorientasi objek. Semua pemrosesan selalu dibahas dalam peristilahan berorientasi objek. Pembaca akan belajar bagaimana menggunakan objek-objek sebelum menulis dan menciptakannya. Buku ini menggunakan pendekatan progresi alamiah yang membuahkan kemampuan dalam merancang solusi-solusi berorientasi objek. Pembaca seharusnya tidak diajari bagaimana memprogram; pembaca sebaiknya diajari bagaimana menuliskan

program yang benar. Buku teks ini mengintegrasikan latihan-latihan yang berperan sebagai fondasi dan keterampilan pemrograman yang baik. Pembaca akan belajar bagaimana menyelesaikan permasalahan dan bagaimana mengimplementasikan solusinya. Pembaca akan belajar dari contoh. Buku teks ini diisi dengan contoh-contoh yang diimplementasikan secara utuh untuk mendemonstrasikan konsep-konsep pemrograman yang baik. Pembaca ditantang untuk menyelesaikan soal-soal yang disediakan secara khusus pada akhir dari tiap bab. Berikut topik-topik bahasan yang disajikan pada buku teks ini: Array, Pointer, Kelas dan Objek, Pembebanan Operator, Pewarisan, Fungsi Virtual dan Polimorfisme, Template, String C++, Penanganan Eksepsi, Aliran I/O dan bekerja dengan file, Namespace dan Direktif Praprosesor, STL (Standart Tamplate Library), Container Asosiatif : Set, Multiset. Map dan Multimap, Bit Set, dan Algoritma

Design and architect real-world scalable C++ applications by exploring advanced techniques in low-level programming, object-oriented programming (OOP), the Standard Template Library (STL), metaprogramming, and concurrency Key Features Design professional-grade, maintainable apps by learning advanced concepts such as functional programming, templates, and networking Apply design patterns and best practices to solve real-world problems Improve the performance of your projects by designing concurrent data structures and algorithms Book Description C++ has evolved over the years and the latest release – C++20 – is now available. Since C++11, C++ has been constantly enhancing the language feature set. With the new version, you'll explore an array of features such as concepts, modules, ranges, and coroutines. This book will be your guide to learning the intricacies of the language, techniques, C++ tools, and the new features introduced in C++20, while also helping you apply these when building modern and resilient software. You'll start by exploring the latest features of C++, and then move on to advanced techniques such as multithreading, concurrency, debugging, monitoring, and high-performance programming. The book will delve into object-oriented programming principles and the C++ Standard Template Library, and even show you how to create custom templates. After this, you'll learn about different approaches such as test-driven development (TDD), behavior-driven development (BDD), and domain-driven design (DDD), before taking a look at the coding best practices and design patterns essential for building professional-grade applications. Toward the end of the book, you will gain useful insights into the recent C++ advancements in AI and machine learning. By the end of this C++ programming book, you'll have gained expertise in real-world application development, including the process of designing complex software. What you will learn Understand memory management and low-level programming in C++ to write secure and stable applications Discover the latest C++20 features such as modules, concepts, ranges, and coroutines Understand debugging and testing techniques and reduce issues in your programs Design and implement GUI applications using Qt5 Use multithreading and concurrency

to make your programs run faster Develop high-end games by using the object-oriented capabilities of C++ Explore AI and machine learning concepts with C++ Who this book is for This C++ book is for experienced C++ developers who are looking to take their knowledge to the next level and perfect their skills in building professional-grade applications.

Perkembangan Teknologi Informasi yang begitu pesat merupakan dorongan sekaligus tantangan bagi masyarakat pembelajar IT, mahasiswa, programer serta peneliti di bidang IT, khususnya pemrograman C++. Belajar pemrograman bukan berarti menghafal sintaks. Buku ini menyajikan pendekatan kasuistik dan progresif sehingga pembelajar C++ tidak hanya dijejali dengan "aturan dan larangan" tetapi juga ditantang untuk menelusuri pemikiran berorientasi objek di balik setiap kode sumber secara gradual dan integratif. Buku ini mengungkap secara komprehensif: komponen-komponen utama kelas yang meliputi konsep konstruktor dan destruktur; fungsi akses dan utilitas; fungsi const; fungsi dan kelas friend; pointer this; anggota kelas static; overloading operator biner dan unary; pewarisan dan polimorfisme; fungsi virtual murni; relasi antar objek; template fungsi dan kelas; manipulator dan format aliran; penanganan eksepsi; kelas unique_ptr; kegagalan new; file sekuensial dan file akses acak; pemrosesan string; pustaka karakter, STL, operator bitwise; iterator; kontainer (runtun, asosiatif dan adapter); kelas mutable; operator const_cast; pointer ke anggota kelas; pewarisan jamak dan kelas basis virtual. Buku ini menyajikan secara konseptual dan implementatif yang mendorong kemampuan pembelajar menjadi programer C++. Buku ini menjadi sangat bermanfaat bagi mereka yang ingin memahami pemrograman C++ secara keseluruhan dan mendalam. DAFTAR ISI • 1 Kelas bagian 1 • 2 Kelas bagian 2 • 3 Overloading operator • 4 Pewarisan • 5 Polimorfisme • 6 Template • 7 Masukan/Keluaran aliran • 8 Penanganan eksepsi • 9 Pemrosesan file • 10 Kelas string • 11 Bit, karakter, C-string, dan struct • 12 STL • 13 Beberapa topik penting lainnya

* Established and high-selling .NET expert/author, with large fan following. * Broad and deep coverage, with full "look forward" to advanced programming methods available in .NET 2005. * Completely up-to-date with the latest iteration of the framework.

Learn the fundamentals, practical applications, and latest features of C# 8.0 and .NET Core 3.0 from expert teacher Mark J. Price. Key Features Build modern, cross-platform applications with .NET Core 3.0 Get up to speed with C#, and up to date with all the latest features of C# 8.0 Start creating professional web applications with ASP.NET Core 3.0 Book Description In C# 8.0 and .NET Core 3.0 – Modern Cross-Platform Development, Fourth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with new chapters on Content Management Systems (CMS) and machine learning with ML.NET. The book covers all the topics you need. Part

1 teaches the fundamentals of C#, including object-oriented programming, and new C# 8.0 features such as nullable reference types, simplified switch pattern matching, and default interface methods. Part 2 covers the .NET Standard APIs, such as managing and querying data, monitoring and improving performance, working with the filesystem, async streams, serialization, and encryption. Part 3 provides examples of cross-platform applications you can build and deploy, such as web apps using ASP.NET Core or mobile apps using Xamarin.Forms. The book introduces three technologies for building Windows desktop applications including Windows Forms, Windows Presentation Foundation (WPF), and Universal Windows Platform (UWP) apps, as well as web applications, web services, and mobile apps. What you will learn Build cross-platform applications for Windows, macOS, Linux, iOS, and Android Explore application development with C# 8.0 and .NET Core 3.0 Explore ASP.NET Core 3.0 and create professional web applications Learn object-oriented programming and C# multitasking Query and manipulate data using LINQ Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for Readers with some prior programming experience or with a science, technology, engineering, or mathematics (STEM) background, who want to gain a solid foundation with C# 8.0 and .NET Core 3.0.

Expert F# 3.0 is about practical programming in a beautiful language that puts the power and elegance of data-rich functional programming into the hands of professional developers. In combination with .NET, F# achieves unrivaled levels of programmer productivity and program clarity. Expert F# 3.0 is: A comprehensive guide to F# by the inventor of F# A treasury of F# techniques for practical problem-solving An in-depth case book of how F# applications and of F# 3.0 concepts, syntax, and features F# isn't just another functional programming language. It's a general-purpose language ideal for solving real-world development problems. F# seamlessly integrates functional, imperative, object-oriented and query programming styles so you can flexibly and elegantly solve any programming problem. F# 3.0 combines this with the seamless data-integration capabilities of F# Information-Rich Programming. Whatever your background, you'll find that F# is easy to learn, fun to use, and extraordinarily powerful. F# will change the way you think about—and go about—programming. Written by F#'s inventor and two major F# community members, Expert F# 3.0 is a comprehensive and in-depth guide to the language and its use. Designed to help others become experts, the book quickly yet carefully describes the paradigms supported by F# language, and then shows how to use F# elegantly for a practical web, data, parallel and analytical programming tasks. The world's experts in F# show you how to program in F# the way they do! Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a

safe and effective way It forms the basis of programming and covers concepts such as data structures and the core programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main structures in the language: functions and classes Feel confident about being able to identify the execution flow through the code Be aware of the facilities of the standard library Gain insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

Buku ini hanya cocok bagi mereka yang berkomitmen menjadi seorang programmer C++. Dengan tanpa basa-basi, ditulis untuk mengupas tuntas overloading operator dan fungsi teman, yang mengintegrasikan keduanya dalam kelas. Terdapat juga pembahasan yang cukup detil tentang konstruktor dan destruktur implisit maupun eksplisit. Pewarisan kelas secara publik, privat, maupun secara terproteksi dianalisa dengan mengemukakan perbedaan ketiganya. Pendaurlangan kode lewat pewarisan jamak dan lewat template juga tidak luput dibedah secara bertahap dan sistematis. Konsep penanganan eksepsi dan RTTI diintroduksi dengan penjelasan-penjelasan kasuistik dan aplikatif. Di bagian akhir buku ini, dibahas metode-metode iostream dalam mengelola aliran keadaan yang diberikan dalam berbagai contoh

terapan aktual. Berikut beberapa topik konsentrasi yang disajikan dalam buku ini: Review kelas dan objek: Fungsi friend, kelas friend, fungsi inline, konstruktor terparameterisasi, kelas static, fungsi anggota static, dan lain-lain. Overloading operator, konversi tipe otomatis, dan fungsi konversi. Fungsi anggota implisit, konstruktor pengganda, relasi antara pointer, referensi, dan objek. Pewarisan publik, privat, dan terproteksi, pengikatan statis dan dinamis, fungsi anggota virtual, kelas basis abstrak, dan lain-lain. Pewarisan jamak, kelas basis virtual, fungsi teman kelas basis, dan kelas template. Kelas bertingkat dan penanganan eksepsi lewat fungsi friend atau teman. Masukan, keluaran, dan File: Kelas iostream, metode istream, dan metode ostream.

This book gives developers – both the experienced and those who have only taken their first few steps – a small, fast-paced primer that will kick-start them into the world of C++/CLI. In twenty no-fluff chapters Microsoft insiders take readers into the heart of the C++/CLI language and explain both how the language elements work and how Microsoft intends them to be used. At the end of this short book readers will have a deep thorough grounding in the core language elements and the confidence to explore further that comes from a solid understanding of a language's syntax and grammar.

Author has unique knowledge of Visual C++ 2005 development at Microsoft, including many undocumented features, hints and tips which he records for the first time in this book Presents a fast-track entry for developers familiar with C#, into the VC++ world Complete coverage of Visual C++ 2005 to ensure that readers will have broad understanding necessary to leverage the unique, powerful features

[Copyright: aa9482e18c0e838d9dd80ece48dc8fc2](#)