

---

# Sams Teach Yourself Python

---

If you ally habit such a referred **Sams Teach Yourself Python** books that will pay for you worth, get the entirely best seller from us currently from several preferred authors. If you want to funny books, lots of novels, tale, jokes, and more fictions collections are as well as launched, from best seller to one of the most current released.

You may not be perplexed to enjoy every books collections Sams Teach Yourself Python that we will certainly offer. It is not regarding the costs. Its practically what you craving currently. This Sams Teach Yourself Python, as one of the most practicing sellers here will entirely be accompanied by the best options to review.

*Sams Teach Yourself Python* Downloaded from [biblioteca.undar.edu.pe](http://biblioteca.undar.edu.pe) by guest

---

## **MAXIMO DUNCAN**

---

*C Programming in One Hour a Day, Sams Teach Yourself Sams Publishing*  
Become a Python programmer—and have

fun doing it! Start writing software that solves real problems, even if you have absolutely no programming experience! This friendly, easy, full-color book puts you in total control of your own

learning, empowering you to build unique and useful programs.

Microsoft has completely reinvented the beginning programmer's tutorial, reflecting deep research into how today's beginners learn, and why other books fall short. *Begin to Code with Python* is packed with innovations, from its "Snaps" prebuilt operations to its "Make Something Happen" projects. Whether you're a total beginner or you've tried before, this guide will put the power, excitement, and fun of programming where it belongs: in your hands! Easy, friendly, and you're in control! Learn how to... Get, install, and use powerful free tools to create modern Python programs Learn

key concepts from 170 sample programs, and use them to jumpstart your own Discover exactly what happens when a program runs Approach program development with a professional perspective Learn the core elements of the Python language Build more complex software with classes, methods, and objects Organize programs so they're easy to build and improve Capture and respond to user input Store and manipulate many types of real-world data Define custom data types to solve specific problems Create interactive games that are fun to play Build modern web and cloud-based applications Use pre-built libraries to quickly create powerful software Get code

samples, including complete apps, at: <https://aka.ms/BegintoCodePython/downloads>

About This Book For absolute beginners who've never written a line of code For anyone who's been frustrated with other beginning programming books or courses For people who've started out with other languages and now want to learn Python Works with Windows PC, Apple Mac, Linux PC, or Raspberry Pi Includes mapping of MTA exam objectives that are covered in this book, as well as an appendix with further explanation of some of the topics on the exam

**Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours** Sams Publishing

Apache Hadoop is the

technology at the heart of the Big Data revolution, and Hadoop skills are in enormous demand. Now, in just 24 lessons of one hour or less, students can learn all the skills and techniques they'll need to deploy each key component of a Hadoop platform in a local environment or in the cloud, building a fully functional Hadoop cluster and using it with real programs and datasets. Each short, easy lesson builds on all that's come before, helping students master all of Hadoop's essentials, and extend it to meet real-world challenges. Apache Hadoop in 24 Hours, Sams Teach Yourself covers all this, and much more:

Understanding Hadoop and the Hadoop Distributed File System

(HDFS) Importing data into Hadoop, and process it there  
 Mastering basic MapReduce Java programming, and using advanced MapReduce API concepts  
 Making the most of Apache Pig and Apache Hive  
 Implementing and administering YARN  
 Taking advantage of the full Hadoop ecosystem  
 Managing Hadoop clusters with Apache Ambari  
 Working with the Hadoop User Environment (HUE)  
 Scaling, securing, and troubleshooting Hadoop environments  
 Integrating Hadoop into the enterprise  
 Deploying Hadoop in the cloud  
 Getting started with Apache Spark  
 Step-by-step instructions walk students through

common questions, issues, and tasks; Q-and-As, Quizzes, and Exercises build and test your knowledge; Did You Know? tips offer insider advice and shortcuts; and Watch Out! alerts help avoid pitfalls. By the time they're finished, they'll be comfortable using Apache Hadoop to solve a wide spectrum of Big Data problems.  
[Sams Teach Yourself SQL in 24 Hours](#) Sams Publishing  
 In just 24 lessons of one hour or less, you will be able to build full-featured production websites using Django, the powerful web development framework based on Python. Designed for experienced website developers who have at least some familiarity with the Python programming

language, this book uses a straightforward, step-by-step approach. Each lesson builds on the previous ones, enabling you to learn the essentials of implementing the Django framework on a website from the ground up. Step-by-step instructions carefully walk you through the most common Django tasks. Q&As, quizzes, and exercises at the end of each lesson help you test your knowledge. Notes and tips point out shortcuts and solutions. Learn how to... Install and configure the Django web development framework Cleanly separate data, logic, and view layers Implement site interfaces with build templates and views Utilize templates and

views to store, access, and retrieve data Use the Django forms library Define custom tags and filters to minimize coding Secure sites with registration, authorization, logins, and permissions Manage sessions and cookies Implement middleware for request and response handling Create sitemaps to inform search engines of your content Internationalize your site Optimize performance with caching Deploy Django in multiple configurations Maintain sites with Django's administrator interface Introduction 1 Part I: Creating the Website Framework Hour 1: Understanding Django 7 Hour 2: Creating Your First Website 19 Hour 3: Adding Models and

Objects to Your Website 37 Hour 4: Creating the Initial Views 63 Part II: Implementing the Website Interface Hour 5: Using Data from the Database in Views 81 Hour 6: Configuring Web Page Views 103 Hour 7: Implementing Django Templates to Create Custom Views 117 Hour 8: Using Built-in Template Tags to Enhance Views 139 Hour 9: Using Built-in Template Filters to Enhance Views 155 Hour 10: Adding Forms to Views 185 Hour 11: Using Views to Add and Update Data in the Database 209 Hour 12: Utilizing Generic Views 231 Hour 13: Advanced View Configurations 269 Part III: Implementing a Full-Featured Website Hour 14: Managing Site Users 295 Hour 15: Adding Website Security 313 Hour 16: Managing Sessions and Cookies 333 Hour 17: Customizing Models in the Admin Interface 347 Hour 18: Customizing the Admin Interface 365 Part IV: Implementing Advanced Website Components Hour 19: Implementing Middleware 383 Hour 20: Internationalization and Localization 407 Hour 21: Creating Sitemaps 423 Hour 22: Implementing Multiple Websites 437 Hour 23: Configuring Caching 451 Hour 24: Deploying Django 465

Appendixes Appendix A: Django Resources 477 Appendix B: Django Form Field Objects 481 Appendix C: Formatting Dates and Times 491 Index 493 [SQL in 10 Minutes a](#)

Day, Sams Teach Yourself Sams Publishing Teach Yourself HTML, CSS, and JavaScript All in One combines these three fundamental web development technologies into one clearly written, carefully organized, step-by-step tutorial that expertly guides the beginner through these three interconnected technologies. In just a short time, you can learn how to use HTML, Cascading Style Sheets (CSS), and JavaScript together to design, create, and maintain world-class websites. Each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on

examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with

transparent images and background graphics Design your site's layout and typography using CSS Make elements move on your page with CSS transformations and transitions Animate with CSS and the HTML5 Canvas element Write HTML that's responsive web design-ready Design a site for mobile devices Use CSS media queries and breakpoints Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows

Java in 24 Hours, Sams Teach Yourself (Covering Java 9)  
Microsoft Press

The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and



procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised

information since the last edition If you've never used Python or are new to programming in general, *Beginning Programming with Python For Dummies* is a helpful resource that will set you up for success.

*Sams Teach Yourself Arduino Programming in 24 Hours* Sams Publishing

In just 24 sessions of one hour or less, *Sams Teach Yourself Go in 24 Hours* will help new and experienced programmers build software that's simpler, more reliable, and far more scalable. This book's straightforward, step-by-step approach guides you from setting up your environment through testing and deploying powerful solutions. Using practical

examples, expert Go developer George Ornbo walks you through Go's fundamental constructs, demonstrates its breakthrough features for concurrent and network programming, and illuminates Go's powerful new idioms. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Go programming tasks and techniques. Quizzes and exercises help you test your knowledge and stretch your skills. Practical, hands-on examples show you how to apply what you learn. Notes and Tips point out shortcuts, solutions,

and problems to avoid. Two bonus chapters available online: Hour 25, "Creating a RESTful JSON API," and Hour 26 "Creating a TCP Chat Server." Learn how to...

- Get productive quickly with Go development tools and web servers
- Master core features, including strings, functions, structs, and methods
- Work with types, variables, functions, and control structures
- Make the most of Go's arrays, slices, and maps
- Write powerful concurrent software with Goroutines and channels
- Handle program errors smoothly
- Promote code reuse with packages
- Master Go's unique idioms for highly effective coding
- Use regular expressions and time/date functions

Test and benchmark Go code · Write basic command-line programs, HTTP servers, and HTTP clients · Efficiently move Go code into production · Build basic TCP chat servers and JSON APIs Register your book at [informit.com/register](http://informit.com/register) for convenient access to the two bonus chapters online, downloads, updates, and/or corrections as they become available.

**Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours** Pearson Education

This practical guide shows intermediate and advanced web and mobile app developers how to build highly scalable Python applications in the cloud with Google App

Engine. The flagship of Google's Cloud Platform, App Engine hosts your app on infrastructure that grows automatically with your traffic, minimizing up-front costs and accommodating unexpected visitors. You'll learn hands-on how to perform common development tasks with App Engine services and development tools, including deployment and maintenance. App Engine's Python support includes a fast Python 2.7 interpreter, the standard library, and a WSGI-based runtime environment. Choose from many popular web application frameworks, including Django and Flask. Get a hands-on introduction to App

Engine's tools and features, using an example application Simulate App Engine on your development machine with tools from Google Cloud SDK Structure your app into individually addressable modules, each with its own scaling configuration Exploit the power of the scalable Cloud Datastore, using queries, transactions, and data modeling with the ndb library Use Cloud SQL for standard relational databases with App Engine applications Learn how to deploy, manage, and inspect your application on Google infrastructure

**Sams Teach Yourself Java in 21 Days** Sams Publishing  
 Impractical Python Projects is a collection of fun and educational

projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military

cipher using  
cryptanalysis - Derive  
the anagram, "I am  
Lord Voldemort" using  
linguistical sieves -  
Plan your parents'  
secure retirement with  
Monte Carlo simulation  
- Save the sorceress  
Zatanna from a stabby  
death using palindromes  
- Model the Milky Way  
and calculate our odds  
of detecting alien  
civilizations - Help the  
world's smartest  
woman win the Monty  
Hall problem argument  
- Reveal Jupiter's Great  
Red Spot using optical  
stacking - Save the  
head of Mary, Queen of  
Scots with  
steganography - Foil  
corporate security with  
invisible electronic ink  
Simulate volcanoes,  
map Mars, and more,  
all while gaining  
valuable experience  
using free modules like  
Tkinter, matplotlib,

Cprofile, Pylint,  
Pygame, Pillow, and  
Python-Docx. Whether  
you're looking to pick  
up some new Python  
skills or just need a  
pick-me-up, you'll find  
endless educational,  
geeky fun with  
Impractical Python  
Projects.

Sams Teach Yourself  
Python in 24 Hours

Sams Publishing

As one of today's cloud  
computing services,  
Google App Engine  
does more than  
provide access to a  
large system of  
servers. It also offers  
you a simple model for  
building applications  
that scale  
automatically to  
accommodate millions  
of users. With  
Programming Google  
App Engine, you'll get  
expert practical  
guidance that will help  
you make the best use

of this powerful platform. Google engineer Dan Sanderson shows you how to design your applications for scalability, including ways to perform common development tasks using App Engine's APIs and scalable services. You'll learn about App Engine's application server architecture, runtime environments, and scalable datastore for distributing data, as well as techniques for optimizing your application. App Engine offers nearly unlimited computing power, and this book provides clear and concise instructions for getting the most from it right from the source. Discover the differences between traditional web development and

development with App Engine Learn the details of App Engine's Python and Java runtime environments Understand how App Engine handles web requests and executes application code Learn how to use App Engine's scalable datastore, including queries and indexes, transactions, and data modeling Use task queues to parallelize and distribute work across the infrastructure Deploy and manage applications with ease

**The Quick Python Book** Sams Publishing

C# is a new object-oriented language that enables programmers to quickly build a wide range of applications. This book takes readers step-by-step through learning C# in an intensive, three-

week course.

### **Teach Yourself Python in 24 Hours**

No Starch Press  
Sams Teach Yourself  
SQL in 10 Minutes  
offers straightforward,  
practical answers when  
you need fast results.  
By working through the  
book's 22 lessons of 10  
minutes or less, you'll  
learn what you need to  
know to take  
advantage of the SQL  
language. Lessons  
cover IBM DB2,  
Microsoft SQL Server  
and SQL Server  
Express, MariaDB,  
MySQL, Oracle and  
Oracle express,  
PostgreSQL, and  
SQLite. Full-color code  
examples help you  
understand how SQL  
statements are  
structured Tips point  
out shortcuts and  
solutions Cautions help  
you avoid common  
pitfalls Notes explain

additional concepts,  
and provide additional  
information 10 minutes  
is all you need to learn  
how to... Use the major  
SQL statements  
Construct complex SQL  
statements using  
multiple clauses and  
operators Retrieve,  
sort, and format  
database contents  
Pinpoint the data you  
need using a variety of  
filtering techniques  
Use aggregate  
functions to summarize  
data Join two or more  
related tables Insert,  
update, and delete  
data Create and alter  
database tables Work  
with views, stored  
procedures, and more  
**Sams Teach Yourself  
Python in 24 Hours**  
Newnes  
Python Programming  
for Raspberry Pi® In  
just 24 sessions of one  
hour or less, Sams  
Teach Yourself Python

Programming for Raspberry Pi in 24 Hours teaches you Python programming on Raspberry Pi, so you can start creating awesome projects for home automation, home theater, gaming, and more. Using this book's straight-forward, step-by-step approach, you'll move from the absolute basics all the way through network and web connections, multimedia, and even connecting with electronic circuits for sensing and robotics. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Raspberry Pi

Python programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Richard Blum has administered systems and networks for more than 25 years. He has published numerous Linux and open source books, and is an online instructor for web programming and Linux courses used by colleges across the United States. His books include Ubuntu Linux Secrets; Linux for Dummies, Ninth



Edition; PostgreSQL 8 for Windows; and Professional Linux Programming. Christine Bresnahan began working as a systems administrator more than 25 years ago. Now an Adjunct Professor at Ivy Tech Community College, she teaches Python programming, Linux administration and computer security. She is coauthor of The Linux Bible, Eighth Edition. With Blum, she also coauthored Linux Command Line & Shell Scripting Bible, Second Edition. Get your Raspberry Pi and choose the right low-cost peripherals Set up Raspian Linux and the Python programming environment Learn Python basics, including arithmetic and structured commands Master

Python 3 lists, tuples, dictionaries, sets, strings, files, and modules Reuse the same Python code in multiple locations with functions Manipulate string data efficiently with regular expressions Practice simple object-oriented programming techniques Use exception handling to make your code more reliable Program modern graphical user interfaces with Raspberry Pi and OpenGL Create Raspberry Pi games with the PyGame library Learn network, web, and database techniques you can also use in business software Write Python scripts that send email Interact with other devices through Raspberry Pi's GPIO interface Walk through

example Raspberry Pi projects that inspire you to do even more. On the Web: Register your book at [informit.com/title/9780672337642](http://informit.com/title/9780672337642) for access to all code examples from the book, as well as update and corrections as they become available.

*Sams Teach Yourself Django in 24 Hours*

Sams Publishing  
'Sams Teach Yourself Perl in 21 Days' covers the basics in the first few chapters, and then moves on to practical uses of Perl and in-depth discussions of more advanced topics. Perl is a popular programming language typically used in Unix systems.

**Sams Teach Yourself Shell Programming in 24 Hours** Sams Publishing  
In just 24 sessions of

one hour or less, Sams Teach Yourself Python in 24 Hours will help you get started fast, master all the core concepts of programming, and build anything from websites to games. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics through functions, objects, classes, modules, database integration, and more. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Python development tasks. Quizzes and Exercises at the end of each

chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Warnings alert you to possible problems and give you advice on how to avoid them. Learn how to ... Install and run the right version of Python for your operating system Store, manipulate, reformat, combine, and organize information Create logic to control how programs run and what they do Interact with users or other programs, wherever they are Save time and improve reliability by creating reusable functions Master Python data types: numbers, text, lists, and dictionaries Write object-oriented

programs that work better and are easier to improve Expand Python classes to make them even more powerful Use third-party modules to perform complex tasks without writing new code Split programs to make them more maintainable and reusable Clearly document your code so others can work with it Store data in SQLite databases, write queries, and share data via JSON Simplify Python web development with the Flask framework Quickly program Python games with PyGame Avoid, troubleshoot, and fix problems with your code. *Apache Spark in 24 Hours, Sams Teach Yourself* Sams Publishing

Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++—one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you’ve created, to what’s coming in C++0x, the next version of C++. Each lesson builds on what you’ve already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions

carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself to make sure you’re ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform—Windows, Mac or Linux Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover

what's new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including *Teach Yourself Java in 24 Hours*. He maintains this book's official website at <http://cplusplus.cadenhead.org>. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book's examples

Register your book at [informit.com/register](http://informit.com/register) for convenient access to updates and corrections as they become available.

*Python for Data Analysis* Sams Publishing

*Violent Python* shows you how to move from a theoretical understanding of offensive computing concepts to a practical implementation. Instead of relying on another attacker's tools, this book will teach you to forge your own weapons using the Python programming language. This book demonstrates how to write Python scripts to automate large-scale network attacks, extract metadata, and investigate forensic artifacts. It also shows how to write code to intercept and analyze

network traffic using Python, craft and spoof wireless frames to attack wireless and Bluetooth devices, and how to data-mine popular social media websites and evade modern anti-virus.

Demonstrates how to write Python scripts to automate large-scale network attacks, extract metadata, and investigate forensic artifacts Write code to intercept and analyze network traffic using Python. Craft and spoof wireless frames to attack wireless and Bluetooth devices Data-mine popular social media websites and evade modern anti-virus

*Beginning*

*Programming in 24 Hours, Sams Teach Yourself (Barnes & Noble Exclusive Edition) Sams*

**Publishing**  
Introduces the programming language's syntax, control flow, and basic data structures and covers its interaction with applications and management of large collections of code.

Beginning

Programming with Python For Dummies

Pearson Education  
Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-

organized coverage expertly shows how to use all these key technologies together. Short, simple lessons teach hands-on skills readers can apply immediately. By bestselling author Julie Meloni, *Mastering HTML, CSS, and JavaScript* is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. *Sams Teach Yourself HTML, CSS, and JavaScript All in One* brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web

development knowledge you need from one expert source. Bestselling author Julie Meloni (*Sams Teach Yourself PHP, MySQL and Apache All in One*) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites. [Programming Google App Engine with Python](#) "O'Reilly Media, Inc."

Computer programming with Java is easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, an Android app, and even Minecraft mods in Java. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test

your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to... • Set up your Java programming environment • Write your first working program in just minutes • Control program decisions and behavior • Store and work with information • Build straightforward user interfaces • Create interactive web programs • Use threading to build more responsive programs • Read and write files and XML data • Master best practices for object-oriented programming • Use Java 9's new HTTP client • Use Java to create an Android app • Expand your skills with closures • Create Minecraft mods with Java Contents at a



Glance Part I Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work Part II Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops Part III Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object is Like 12 Making the Most of Existing Objects Part IV Moving into Advanced Topics 13 Storing Objects in Data Structures 14 Handling Errors in a Program 15 Creating a Threaded Program 16 Using Inner Classes and Closures Part V Programming a Graphical User Interface 17 Building a Simple User Interface in Swing 18 Laying Out a User Interface 19 Responding to User Input Part VI Writing Internet Applications 20 Reading and Writing Files 21 Using Java 9's New HTTP Client 22 Creating Java2D Graphics 23 Creating Minecraft Mods with Java 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here Java Resources C This Book's Web Site D Fixing a Problem with the Android Studio Emulator

*Sams Teach Yourself*

*Perl in 21 Days* Sams Publishing

This Barnes & Noble custom edition contains an exclusive chapter on "Taking Your Python to the Real World" —

understanding the difference between Python 2 and Python 3, exploring and adding Python libraries, data analysis with Python, introducing Object-Oriented Python, and finding a Python job.

Sams Teach Yourself Beginning

Programming in 24 Hours (Barnes & Nobles Exclusive)

explains the basics of programming in the successful 24 Hours format. The book's examples are easily readable and

understandable by even those with no previous exposure to programming. This book covers the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? Readers will learn how to program the computer and will explore some of the most popular programming languages in use. This book will introduce the reader to common programming fundamentals using Python and progress to provide an overview of other common programming languages and their uses.