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Rev. ed. of: Data abstraction and problem solving with Java / Frank M. Carrano, Janet J. Prichard. 2007.

"Focusing on data abstraction and data structures, the second edition of this very successful book continues to emphasize the needs of both the instructor and the student. The book illustrates the role of classes and abstract data types (ADTs) in the problem-solving process as the foundation for an object-oriented approach. Throughout the next, the distinction between specification and implementation is continually stressed. The text covers major applications of ADTs, such as searching a flight map and performing an event-driven simulation. It also offers early, extensive coverage of recursion and uses this technique in many examples and exercises. Overall, the lucid writing style, widespread use of examples, and flexible coverage of material have helped make this a leading book in the field." --Book Jacket.

This work provides novice and professional programmers with a bridge from traditional programming methods to the object-oriented techniques available in C++. It clearly explains encapsulation and C++ classes, which are then used throughout to implement abstract data types such as lists, stacks, queues, trees and tables. Inheritance, polymorphism, templates and operator overloading are explained both conceptually and through examples. The work offers early, extensive coverage of recursion and uses the technique through many examples and exercises. It sets out to provide a firm foundation in data abstraction, emphasizing the distinction between specification and implementation.

Learn how to program with C++ using today ' s definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 8E. D.S. Malik ' s time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik ' s experience further strengthen the reader ' s understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Let us break the SQL interview with the help of SQL Server interview questions. DESCRIPTION This book gives you a complete idea about the SQL database. It starts from a very basic concept like what is a database, its usage, types, creation, and data storage, security, sorting, and searching for a stored procedure. This book is a complete set of interview breaking questions and answers with live examples and plenty of screenshots. This book takes you on a journey to mastering the SQL database, including SQL datatypes, functions, triggers, and stored procedures. This book also covers the latest and new features of SQL 2016, 2017 and 2019 CTP with examples. In the beginner section, we start with very basic concepts like what is a database, why to use a database, different types of database types, what is SQL, its usages, advantage and disadvantages, SQL datatypes, its different operators and how to use them with samples. In the intermediate section, we will learn about the different SQL functions, SQL Joins (used to fetch values from multiple SQL tables) and SQL DDL, DCL, and DTL commands. (About the last chapters) This is the advanced section of the book where we have provided an explanation of the SQL stored procedure, triggers and SQL view concepts, additionally, we have covered SQL core concepts like keys, indexes, injections and constraints. We have also introduced cutting-edge concepts like SSRS, SSIS, SQL Cloud database (Azure), JSON Support and a list of the new features of SQL 2016, 2017, CTP-2019 with SQL performance improvement tips. Finally, we have ended the book with a series of random SQL questions and answers. KEY FEATURES Database Basic Concepts SQL Fundamentals DDMS, SQL Statements, and Clauses SQL Operators, Datatypes, and Keywords SQL Functions, Wildcards and Dates SQL Joins and CASE Statement SQL DDL, DCL, and DTL Statements SQL Stored procedures, Triggers, Views, and Transactions SQL Keys, Indexes, Injection, and Constraints SSRS, SSIS, SQL Cloud database (Azure), and JSON Support New features of SQL 2016, 2017, and 2019 SQL Performance Improvement Tips Fuzzy Interview Questions and Answers WHAT WILL YOU LEARN After reading this book, you will be able to understand SQL database concepts, handle core database activities like data security, searching, migration, and sorting. You will be able to handle the database

transactions, use different SQL datatypes, functions, triggers, and stored procedures to save and retrieve data from the database. You will also be able to understand advanced SQL concepts like SQL reporting services, integration services, cloud database and new features from the latest SQL versions like 2016, 2017, and 2019. WHO THIS BOOK IS FOR This book is built in such a way that it is useful for all categories such as technical or non-technical readers. This book is perfect. If you are a fresher and you want to learn about SQL, or if you are a teacher and you want to spread SQL knowledge, this book is very helpful. If you want to crack the database interview or if you are working as a DBA and you want to upgrade your knowledge, or if you are backend developer, database tester, performance optimizer, or if your role is that of a database admin, SQL developer, data analyst, mobile app developer or if you are working on core SQL concepts, this book is just right for you. This book is very useful as it contains many simple real-time scenarios for each concept. All functionalities are explained with real SQL screenshots and database records. Table of Contents 1. Database and SQL Basics 2. DDMS SQL Statements and Clauses 3. SQL Operators, Keywords, and Datatypes 4. SQL Operators 5. SQL Functions, Wildcards, and Dates 6. SQL Joins and CASE Statement 7. SQL DDL, DCL, and DTL Statements 8. SQL Stored Procedures, Triggers, Views, and Transactions 9. SQL Keys, Indexes, Injections, and Constraints 10. SSRS, SSIS, SQL Cloud database (Azure), and JSON Support 11. New features of SQL 2016, 2017, and 2019 12. SQL Performance Improvement Tips and Fuzzy Interview Questions

For courses in computer programming in Java. Starting Out with Java: From Control Structures through Objects provides a step-by-step introduction to programming in Java. Gaddis covers procedural programming—control structures and methods—before introducing object-oriented programming, ensuring that students understand fundamental programming and problem-solving concepts. As with all Gaddis texts, every chapter contains clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises. MyProgrammingLab® not included. Students, if MyProgrammingLab is a recommended/mandatory component of the course, please ask your instructor for the correct ISBN and course ID. MyProgrammingLab should only be purchased when required by an instructor. Instructors, contact your Pearson representative for more information. MyProgrammingLab is an online homework, tutorial, and assessment product designed to personalize learning and improve results. With a wide range of interactive, engaging, and assignable activities, students are encouraged to actively learn and retain tough course concepts.

This easy-to-follow textbook teaches Java programming from first principles, as well as covering design and testing methodologies. The text is divided into two parts. Each part supports a one-semester module, the first part addressing fundamental programming concepts, and the second part building on this foundation, teaching the skills required to develop more advanced applications. This fully updated and greatly enhanced fourth edition covers the key developments introduced in Java 8, including material on JavaFX, lambda expressions and the Stream API. Topics and features: begins by introducing fundamental programming concepts such as declaration of variables, control structures, methods and arrays; goes on to cover the fundamental object-oriented concepts of classes and objects, inheritance and polymorphism; uses JavaFX throughout for constructing event-driven graphical interfaces; includes advanced topics such as interfaces and lambda expressions, generics, collection classes and exceptions; explains file-handling techniques, packages, multi-threaded programs, socket programming, remote database access and processing collections using streams; includes self-test questions and programming exercises at the end of each chapter, as well as two illuminating case studies; provides additional resources at its associated website (simply go to springer.com and search for "Java in Two Semesters"), including a guide on how to install and use the NetBeans™ Java IDE. Offering a gentle introduction to the field, assuming no prior knowledge of the subject, Java in Two Semesters is the ideal companion to undergraduate modules in software development or programming.

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.

The Perfect Pet is a new book about a visit to Happy Farm, where readers will find one-of-a-kind animals with unique talents and personalities. The Perfect Pet will introduce children to a host of whimsical characters like Charlie the Cheetah, Finley the Llama from Old Yokohama, Leona the Lioness, Wally the Whale and their friends. Each page is wonderfully illustrated with bright vivid colors that animate the story.

Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.

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