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iOS 9 Application Development in 24 Hours, Sams Teach Yourself
Sams Publishing
In just 24 lessons of one hour or less, Sams Teach Yourself Swift in 24 Hours, Second Edition, will teach you how to build next-generation OS X and iOS apps with Apple's Swift 2 programming language. This book's straightforward, step-by-step approach helps you quickly master Swift 2's core concepts, structure, and syntax and use Swift to write safe, powerful, modern code. In just a few hours you'll be applying features such as extensions, closures, protocols, and generics. 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 Swift 2 programming 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. Notes and tips point out shortcuts and solutions. Learn how to... Get started with Swift 2.0's Xcode 7 development environment Master Swift's fundamental data types Use operators to change, assign, combine, check, or verify values Retain data and preferences in memory with arrays, sets, and dictionaries Control program flow, modify execution paths, and iterate code Perform complex actions concisely with Swift 2.0's improved functions Work with higher-order functions and closures Harness the power of structs, enums, classes, and class inheritance Take advantage of Swift's advanced memory allocation and references Use protocols to define behavior and explore Protocol-Oriented

Programming Add type functionality with extensions Smoothly handle errors Leverage the power of generics to create flexible and reusable code Interoperate with Objective-C code Get started with Functional Programming approaches and thinking functionally **Sams Teach Yourself More Visual Basic .NET in 21 Days** Sams Publishing
In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each 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 iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information

related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color-figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build

advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run
ASP.NET Core 5. 0 in 24 Hours Sams
Sams Teach Yourself Java in 24 Hours, Seventh Edition Covers Java 8 and Android Development In just 24 lessons of one hour or less, you can learn the fundamentals of Java programming. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and

conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. 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 Create flexible, interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures, the powerful new capability introduced in Java 8 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: Programming a Graphical User Interface 13 Building a Simple User Interface 14 Laying Out a User Interface 15 Responding to User Input 16 Building a Complex User Interface PART V: Moving into Advanced Topics 17 Storing Objects in Data Structures 18 Handling Errors in a Program 19 Creating a Threaded Program 20 Using Inner Classes and Closures 21 Reading and Writing Files 22 Creating Web Services with JAX-WS 23 Creating Java2D Graphics 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here: Java Resources C This Book's

Website D Setting Up an Android Development Environment SAMS Teach Yourself Database Programming with Visual Basic 6 in 21 Days Sams Publishing In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each 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 iOS development tasks. Quizzes and Exercises 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.

Printed in full color—figures and code appear as they do in Xcode Covers iOS 5.0 and up Learn to navigate the Xcode 4.2+ development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development paradigm Visually design and code interfaces using Xcode Storyboards, Segues, and the iOS Object Library Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Email, Web Views, and Google Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace and debug your applications as they run Covers iOS 5, Xcode 4.2+, Storyboards, iPhone, iPad,

and More! Additional files and updates available online http://teachyourselfios.com
Sams Teach Yourself Visual Basic 6 in 10 Minutes Pearson Education
This guide teaches readers how to design and implement their an open source database. Topics include designing and creating a database; normalizing data; adding tables, columns and indexes; importing and exporting data; administering, optimizing and troubleshooting My SQL; and locks and keys.
Sams Teach Yourself MySQL in 21 Days Sams Publishing
&>A clear, easy-to-understand tutorial for developers who want to write software for today's hottest market: iPhone, iTouch, and App Store! The start-to-finish, hands-on introduction to iPhone programming for every developer, regardless of experience Introduces the iPhone development environment and teaches every essential Objective-C concept with fully-documented, carefully-explained code A complete tutorial package: step-by-step instructions, examples, Q and As, quizzes,

exercises, tips, shortcuts, and more iPhone is the world's hottest application market: more than 500,000 developers have downloaded Apple's iPhone software development kit in just one year. Now there's a friendly, accessible guide to iPhone development for every programmer, regardless of experience. In just 24 lessons of one hour or less, Sams Teach Yourself iPhone Application Development in 24 Hours will help beginning iPhone and mobile developers gain true mastery, so you can construct virtually any iPhone application. Each lesson builds on everything that's come before, helping you learn all they need to know without ever becoming overwhelmed. Coverage includes: preparing for iPhone development; navigating the development environment; mastering Objective-C and the MVC paradigm; using widgets and webviews; implementing multiple views; reading and writing data; building user interfaces; generating graphics; playing media; using maps; networking; using the touch interface; sensing motion; pushing application updates;

debugging; optimization; distributing software via the App Store; and more. By the time you are finished you'll be comfortable enough to write real-world apps that sell.
Sams Teach Yourself Mac OS X Lion App Development in 24 Hours Addison-Wesley Professional
In just 24 sessions of one hour or less, you'll learn how to build complete, professional-quality web solutions with ASP.NET 4 and Microsoft Visual Web Developer 2010. Using this book's straightforward, step-by-step approach, you'll master the entire process, from site design through data collection, user management through debugging and deployment. Scott Mitchell, editor of top ASP.NET resource site 4GuysFromRolla.com, shows how to use the newest ASP.NET 4 enhancements and make the most of free tools like ASP.NET Ajax and Microsoft SQL Server 2008 Express Edition. Each lesson builds on what you've already learned, giving you a strong, practical foundation for success! Step-by-step instructions carefully walk you through the most

common ASP.NET 4 development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way, Did You Know?, and Watch Out! boxes point out shortcuts and solutions. Learn how to… Get started fast with ASP.NET 4 and Visual Web Developer 2010 Use Visual Web Developer 2010 to quickly build professional-quality ASP.NET websites Design, create, and test ASP.NET web pages Collect, process, and validate input from your site's visitors Build a website that supports user accounts Create web pages that access, display, and edit database data using Microsoft SQL Server 2008 Express Edition Define site maps to provide efficient, easy navigation Use master pages to build more consistent and well-designed sites Create more responsive and interactive web pages with ASP.NET Ajax Host, upload, deploy, and update production web sites
Sams Teach Yourself SQL in 24 Hours Pearson Education
Presents lessons offering step-by-step instructions on using Core Data to

build data-driven applications for iOS devices and Mac OS X computers.
Sams Teach Yourself Xcode 4 in 24 Hours Sams Publishing
Presents lessons covering the features and functions of Objective-C, with information on such topics as using Xcode 5, working with data types, using compiler directives, managing memory, and working with code blocks.
iOS 8 Application Development in 24 Hours, Sams Teach Yourself Pearson Education
Offers tutorials covering data-aware controls and Web pages, data organization, reusable code modules, reports, graphing, and contact and task managmement.
Sams Teach Yourself Visual Basic 2010 in 24 Hours Sams Publishing Sams Teach Yourself Core Data for Mac and IOS in 24 HoursSams Publishing
Sams Teach Yourself SQL in 10 Minutes Sams Publishing
"Sams Teach Yourself More Visual Basic.NET in 21 Days" provides step-by-step coverage of the most important new features of Visual Basic.NET, plus information on VB.NET that will shorten the learning curve for

programmers who wish to migrate to VB.NET. The author's thorough coverage gives programmers an understanding of the advanced building blocks that are necessary to use when creating Windows applications. Copyright © Libri GmbH. All rights reserved.

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In just 24 lessons of one hour or less, you will learn professional techniques to design and build efficient databases and query them to extract useful information. Using a straightforward, step-by-step approach, each lesson builds on the previous one, allowing you to learn the essentials of ANSI SQL from the ground up. Example code demonstrates the authors' professional techniques, while exercises written for MySQL offer the reader hands-on learning with an open-source database. Included are advanced techniques for using views, managing transactions, database administration, and extending SQL. Step-by-step instructions carefully walk you through the most common SQL tasks. Q&As, Quizzes, and Exercises at the end of each chapter help you test your knowledge.

Notes and Tips point out shortcuts and solutions. New terms are clearly defined and explained. Learn how to... Use SQL-2003, the latest standard for the Structured Query Language Design and deploy efficient, secure databases Build advanced queries for information retrieval Sort, group, and summarize information for best presentation Tune databases and queries for maximum performance Understand database administration and security techniques For more than ten years the authors have studied, applied, and documented the SQL standard and its application to critical database systems. Ryan Stephens and Ron Plew are entrepreneurs, speakers, and cofounders of Perpetual Technologies, Inc. (PTI), a fast-growing IT management and consulting firm which specializes in database technologies. They taught database courses for Indiana University–Purdue University in Indianapolis for five years and have authored more than a dozen books on Oracle, SQL, database design, and the high availability of critical systems. Arie D. Jones is Senior SQL Server database administrator

and analyst for PTI. He is a regular speaker at technical events and has authored several books and articles. Category: Database Covers: ANSI SQL User Level: Beginning–Intermediate Register your book at informit.com/title/978067 2330186 for convenient access to updates and corrections as they become available.

Python in 24 Hours, Sams Teach Yourself Pearson Education

The book covers XSLT and Xpath (as a part of XSLT), as these topics have everything to do with processing XML. It will also cover XML from an XSLT processing and design point of view. Other XML technologies will not be discussed as superset of XSLT, most notably XSL. XSL Formatting Objects alone is enough material for an entire book. Apart from that, XSLT and Xpath form the processing/programming section of the entire XSL specification. This book presents an overview of XSLT and guides readers through transforming their first XML data. In this book you will also learn: Selecting Data-Stylesheets and Xpath Basics; Inserting text and elements in output;

Copying elements from the source and inserting text; Conditional processing basics and expressions; Modularizing stylesheets; Understanding, creating, and using templates; Controlling output, as well as creating more advanced output; Using multi-file stylesheets, variables, and parameters; Working with numbers, strings, multiple XML sources, and namespaces; Selecting data based upon keys; Recursion; Creating computational stylesheets; Working with parses; Designing XML and XSLT applications; Extending XSLT.

Sams Teach Yourself WPF in 24 Hours Sams Publishing

Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. Using a straightforward, step-by-step approach, each lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of WPF from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Learn how to... Use XAML to build user interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP Incorporate audio and video into your applications Customize controls with styles, templates, and animation Apply best practices for developing software with WPF Deploy WPF applications to the desktop and Web Take advantage of WPF's advanced printing capabilities Grow as a developer by improving your overall software design skills Introduction

Sams Teach Yourself iPhone Application Development in 24 Hours Pearson Education
Sams Teach Yourself

Database Programming with Visual Basic 6 in 21 Days is a tutorial that allows you to learn about working with databases in a set amount of time. The book presents you with a step-by-step approach to learning what can be a critical topic for developing applications. Each week will focus on a different aspect of database programming with Visual Basic. Some of the topics covered are data controls, programming with the Microsoft Jet Engine, and programming with the ODBC Interface and SQL.

Sams Teach Yourself Swift in 24 Hours
Pearson Education
In just 24 sessions of one hour or less, learn how to build great Windows Store apps, Windows desktop applications, and Web applications with C# 5.0. Using this tutorial's straightforward, step-by-step approach, you'll master everything from the absolute basics to the newest innovations, so you can solve real problems with C#. One step at a time, you'll learn core techniques like flow control and error handling, construct complete solutions with Visual Studio, use advanced features like attributes and dynamic

types, and even build engaging, immersive Windows Store apps. Each lesson builds on what you've already learned, giving you a strong real-world foundation for success, even if you've never programmed with C# 5.0 before! 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 your knowledge. Notes and tips present interesting information related to the discussion. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Gain a holistic understanding of C# 5.0, .NET, and Visual Studio 2012 Use classes and objects "the C# way" Master the C# type system, inheritance, interfaces, and abstract classes Define, initiate, respond to, and send data through events Work with loops, strings, regular expressions, and collections Ensure type safety and promote code reuse with generics and collections Work with data in all forms, from file systems and streams to XML and databases Use advanced features such as attributes, dynamic

types, and anonymous functions Build and debug C# applications with Visual Studio 2012 Create state-of-the-art Windows Store apps with the async pattern Improve performance and reliability by managing memory more effectively Build more responsive software with threads, concurrency, and parallelism

ASP.NET Core in 24 Hours, Sams Teach Yourself
Sams Publishing
In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each 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 iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present

interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color–figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

Sams Teach Yourself NoSQL with MongoDB in 24 Hours Sams Publishing Teaches the fundamentals of Visual Basic script, HTML, HTPP, ActiveX, and databases, and progresses to such topics as creating dynamic Web pages from the server using ADO and the ADC. Original. (Intermediate) **Sams Teach Yourself More Visual Basic 6 in 21 Days** Sams Publishing In just 24 lessons of one hour or less, Sams Teach Yourself R in 24 Hours helps you learn all the R skills you need to solve a wide spectrum of real-world data analysis problems. You'll master the entire data analysis workflow, learning to build code that's efficient, reproducible, and suitable for sharing with others. This book's straightforward, step-by-step approach teaches you how to import, manipulate, summarize, model, and plot data with R; formalize your analytical code; and build powerful R packages using current best practices. 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 Install, configure, and explore the R environment, including RStudio Use basic R syntax, objects, and packages Create and manage data structures, including vectors, matrices, and arrays Understand lists and data frames Work with dates, times, and factors Use common R functions, and learn to write your own Import and export data and connect to databases and spreadsheets Use the popular tidyr, dplyr and

data.table packages Write more efficient R code with profiling, vectorization, and initialization Plot data and extend your graphical capabilities with ggplot2 and Lattice graphics Develop common types of models Construct high-

quality packages, both simple and complex Write R classes: S3, S4, and Reference Classes Use R to generate dynamic reports Build web applications with Shiny Register your book at

informit.com/register for convenient access to updates and corrections as they become available. This book's source code can be found at http://www.mango-solutions.com/wp/teach-yourself-r-in-24-hours-book/.