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Learning Ruby has never been this fast and easy, or fun! Veteran Codemy.com programmer John Elder walks you step by step through the ins and outs of Ruby Programming. Written for the absolute beginner, you don't need any programming experience to dive in and get started with this book. Follow

along as John teaches you to set up a development environment and write your first program. You'll learn about Variables, Math, IF/THEN Statements, Array, Hashes, Loops, Methods and much more. By the end, you'll be well on your way to becoming a professional Ruby coder! Build on your skills with practice exercises at the end of each chapter and build a math flashcard game using all the skills you've learned throughout the book. It really is this easy to learn Ruby! *AUTHOR UPDATE: C9, the development environment we used in the book, was purchased by Amazon and is no longer accepting new users unless you sign up through my education account at [Codemy.com/c9](https://www.codemy.com/c9) Master the programming skills you need to turn raw, unfiltered data into deep insights and get ready for a data science and analytics career with this definitive guide to R Programming for Beginners! Do you want to get started learning how to program, but don't know where to begin? Are you interested in moving beyond Excel sheets

and learning one of the most powerful programming language used in cutting edge research such as machine learning? If you answered yes to any of these questions, then this book might just be what you need. R can be a royal pain in the neck sometimes. Even seasoned programmers and data analysts still struggle with it. But it doesn't have to be you. In this guide, you're going to learn everything you need to do heavy data wrangling in R, with graded exercises and examples at the end to help you reinforce what you've learned. Here's a preview of what you're going to discover in R Programming for Beginners Step-by-step instructions to help you set up and install the R Environment with photos How to properly Execute R Scripts with your favorite code editor Everything you need to know about the R syntax-statements, blocks, comments, and keywords Steps to help you write your very first R script and begin your programming journey The 6 data types supported by the R programming language How to name variables and assign values to them Steps to help you write well-defined user functions effectively How to control program flow with decision making control structures and loops How to visualize data with R programming ...and lots more! Whether you're completely new to programming and have never written a single line of code before, or you're an intermediate or experienced R programmer looking to brush up on the basics, this book has everything you need to master

R completely. Scroll to the top of the page and click the "Add to Cart" button to get started today! This book aims to capture the fundamentals of computer programming without tying the topic to any specific programming language. To the best of the authors' knowledge there is no such book in the market. Harness the Raw Power of the Rust Programming Language and Build High-Performance, Scalable and Fault-Tolerant Applications with the Ultimate Beginners Guide to Rust! Are you interested in learning how to program powerful applications that serve millions of users concurrently without breaking, but have no idea how to begin? Are you currently an object-oriented programmer looking to pivot to functional programming languages? If your answer is yes to any of the questions above, then learning the Rust programming language is one of the best things you can do for your software career! In this comprehensive introduction to the Rust programming language for beginners, Nathan Metzler gives you a complete look under the hood of Rust and shows you how to take advantage of Rust's powerful features from installing Rust on your computer and running your first code to creating scalable applications. Among the pages of Rust Programming for Beginners, you're going to discover: All you need to know about the Rust programming language as a beginner to help you get started on the right foot Step-by-step instructions to install Rust on Windows,

macOS, Linux, and FreeBSD with images How to write, compile and execute your first piece of working code with Rust programming language How to build and run projects in rust as well as identify and troubleshoot compile-time and runtime errors A crash course to the basics of Rust language syntax and data types from statements and comments to integers and boolean Programming examples in Rust designed to help you enhance your coding knowledge and sharpen your programming skill with the Rust language ...and tons more! Properly-paced, filler-free, and specifically designed for beginners to Rust, this book is a complete guide to help newbies get up to speed with Rust and is brimming with practical advice to leverage the performance of Rust, as well as code examples to test your knowledge. Ready to master one of the world's most powerful and versatile programming languages? Scroll to the top of the page and click the "Buy Now with 1-Click" button to get started TODAY! Python Programming Complete Crash Course Python Programming For Beginners, Python Programming For Intermediates, Python Programming For Advanced This Python Programming Bundle includes all 3 books Python Programming For Beginners Python Programming For Intermediates Python Programming For Advanced Do you think the programmers who work at your office are magical wizards who hold

special powers that manipulate your computer? Believe it or not, anyone can learn how to write programs, and it doesn't take a higher math and science education to start. *Beginning Programming for Dummies* shows you how computer programming works without all the technical details or hard programming language. It explores the common parts of every computer programming language and how to write for multiple platforms like Windows, Mac OS X, or Linux. This easily accessible guide provides you with the tools you need to: Create programs and divide them into subprograms Develop variables and use constants Manipulate strings and convert them into numbers Use an array as storage space Reuse and rewrite code Isolate data Create a user interface Write programs for the Internet Utilize JavaScript and Java Applets In addition to these essential building blocks, this guide features a companion CD-ROM containing Liberty BASIC compiler and code in several languages. It also provides valuable programming resources and lets you in on cool careers for programmers. With *Beginning Programming of Dummies*, you can take charge of your computer and begin programming today! *Python Programming for Beginners* doesn't make any assumptions about your background or knowledge of Python or computer programming. You need no prior knowledge to benefit from this book. You will be guided step by step using a logical and systematic

approach. As new concepts, commands, or jargon are encountered they are explained in plain language, making it easy for anyone to understand. -
-Publisher's description. Learning a programming language can seem like a daunting task. You may have looked at coding in the past, and felt it was too complicated and confusing. This comprehensive beginner's guide will take you step by step through learning one of the best programming languages out there. In a matter of no time, you will be writing code like a professional. JavaScript is a popular client-side scripting language that is used to develop products and applications to run in a web browser. Almost all applications that you see on the web will have JavaScript running in some form or another. There is no limit to the extent of functionality that can be created using JavaScript. With this visual guide to computer programming for beginners, it has never been easier to learn how to code. Coding skills are in high demand and the need for programmers is still growing. Covering three of the most popular languages for new coders, this book uses a graphic method to break complex subjects into user-friendly chunks, bringing essential skills within easy reach. Each chapter contains tutorials on practical projects designed to teach you the main applications of each language, such as building websites, creating games, and designing apps. The book also looks at

many of the main coding languages that are out there, outlining the key applications of each language, so you can choose the right language for you. You'll learn to think like a programmer by breaking a problem down into parts, before turning those parts into lines of code. Short, easy-to-follow steps then show you, piece by piece, how to build a complete program. There are challenges for you to tackle to build your confidence before moving on. Written by a team of expert coders and coding teachers, *Beginner's Step-by-Step Coding Course* is the ideal way to get to set you on the road to code. Are you looking for the PERFECT introduction into the world of coding? Are you in learning programming easily? Are you interested in creating real world programming projects with C or what Java? This comprehensive beginner's guide will take you step by step through learning the best programming languages. In a matter of no time, you will be writing code like a professional. Despite there being many advanced and new languages, Java is highly popular and has dominated this field from the early 2000s till the present. Used in everything from microcontrollers to operating systems, C is a popular programming language among developers because of its flexibility and versatility. This book helps you get hands-on with various tasks, covering the fundamental as well as complex C programming concepts that are essential for making real-life applications

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without tying the topic to any specific programming language. To the best of the authors' knowledge there is no such book in the market. Become a Java wizard with this popular programming guide Consider Beginning Programming with Java For Dummies your indispensable guide to learning how to program in one of the most popular programming languages—Java! Java is an invaluable language to master, as it's widely used for application development, including Android, desktop, and server-side applications. Beginning Programming with Java For Dummies is written specifically for newbies to programming. The book starts with an overview of computer programming and builds from there; it explains the software you need, walks you through writing your own programs, and introduces you to a few of the more-complex aspects of programming in Java. It also includes step-by-step examples you can try on your own (and email the author if you need help). As you work through the book, you'll get smart about these Java features: Object-oriented programming (OOP), a Java mainstay IntelliJ IDEA, an integrated development environment (IDE), that gives you one place to do all your programming, including debugging code Loops, branches, and collections Variables and operators Expressions, statements, and blocks Beginning Programming with Java For Dummies translates all this foreign programming and computer

syntax into plain English, along with plenty of helpful examples and tips. Learning a new language—and coding is definitely its own language—should be a fun endeavor. With this book as your handy interpreter, you'll be on your way to fluency, speaking the language of coders everywhere! Coding for Beginners in easy steps has an easy-to-follow style that will appeal to anyone, of any age, who wants to begin coding computer programs. You need have no previous knowledge of any computer programming language so it's ideal for the newcomer, including youngsters needing to learn programming basics for the school curriculum. Coding for Beginners in easy steps instructs you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program has been executed. Coding for Beginners in easy steps begins by explaining how to easily create a programming environment on your own computer, so you can quickly begin to create your own working programs by copying the book's examples. After demonstrating the essential building blocks of computer programming it describes how

to code powerful algorithms and demonstrates how to code classes for Object Oriented Programming (OOP). The examples throughout this book feature the popular Python programming language but additionally the final chapter demonstrates a comparison example in the C, C++, and Java programming languages to give you a rounded view of computer coding. The code in the listed steps within the book is colour-coded to precisely match the default colour-coding of the Python IDLE editor, making it easier for beginners to grasp. By the end of this book you will have gained a sound understanding of coding and be able to write your own computer programs that can be run on any compatible computer. "This remarkable book combines practical advice, ready-to-use techniques, and a deep understanding of why this is the right way to develop software. I have seen software teams transformed by the ideas in this book." --Mike Cohn, author of Agile Estimating and Planning "As a lean practitioner myself, I have loved and used their first book for years. When this second book came out, I was delighted that it was even better. If you are interested in how lean principles can be useful for software development organizations, this is the book you are looking for. The Poppendiecks offer a beautiful blend of history, theory, and practice." --Alan Shalloway, coauthor of Design Patterns Explained "I've enjoyed reading the book very much. I feel it might even be

better than the first lean book by Tom and Mary, while that one was already exceptionally good! Mary especially has a lot of knowledge related to lean techniques in product development and manufacturing. It's rare that these techniques are actually translated to software. This is something no other book does well (except their first book)." --Bas Vodde "The new book by Mary and Tom Poppendieck provides a well-written and comprehensive introduction to lean principles and selected practices for software managers and engineers. It illustrates the application of the values and practices with well-suited success stories. I enjoyed reading it." --Roman Pichler "In Implementing Lean Software Development, the Poppendiecks explore more deeply the themes they introduced in Lean Software Development. They begin with a compelling history of lean thinking, then move to key areas such as value, waste, and people. Each chapter includes exercises to help you apply key points. If you want a better understanding of how lean ideas can work with software, this book is for you." --Bill Wake, independent consultant In 2003, Mary and Tom Poppendieck's Lean Software Development introduced breakthrough development techniques that leverage Lean principles to deliver unprecedented agility and value. Now their widely anticipated sequel and companion guide shows exactly how to implement Lean

software development, hands-on. This new book draws on the Poppendiecks' unparalleled experience helping development organizations optimize the entire software value stream. You'll discover the right questions to ask, the key issues to focus on, and techniques proven to work. The authors present case studies from leading-edge software organizations, and offer practical exercises for jumpstarting your own Lean initiatives. Managing to extend, nourish, and leverage agile practices Building true development teams, not just groups Driving quality through rapid feedback and detailed discipline Making decisions Just-in-Time, but no later Delivering fast: How PatientKeeper delivers 45 rock-solid releases per year Making tradeoffs that really satisfy customers Implementing Lean Software Development is indispensable to anyone who wants more effective development processes--managers, project leaders, senior developers, and architects in enterprise IT and software companies alike. Do you want to start to learn the main programming languages but are but are you frustrated at the idea that programming is difficult and complex for those who have never faced it? Ok, don't worry. This bundle was created for you! □ "The most difficult language is your first". There is this myth in the programming world's. I've been there too, learning any programming language can be frustrating and discouraging. I remember well the initial

difficulties in learning my first programming language. Everything would have been easier if I had a guide that made me understand the real basics of programming. Today, the computer is an indispensable tool in many fields. However, the machine can do absolutely nothing without software, that is, without a program that tells you what you have to do. A programming language can be defined as an artificial language that allows the programmer to communicate with the computer to tell him what he has to do. To this end, man has invented many programming languages, but all of them can be classified into three main types: the machine, low level, and high level. This bundle takes you to the discovery of the main programming languages required in the world of work, starting from scratch. Book 1: Coding for beginners Start from here to learn the basics! This book covers: Getting Started with Coding Overview of the main programming languages Functions Strings Loops Object-Oriented Programming Algorithms... and so much more! Book 2: Coding with Python Learn one of the most popular programming language in the world! This book covers: What is Python? Why Python? How to Installing Python (Guide step by step) Python Basics Variables, Lists, Dictionaries, Functions... and so much more! Book 3: SQL programming for beginners SQL is the most universal and commonly used database language! This book covers:

SQL to Work with Databases Why is SQL So Great Creating and exploring a Database Getting Started with Queries Subqueries SQL Views and Transactions Book 4: Coding HTML Learn the top three well-known markup languages HTML, JavaScript, and CSS This book covers: Fundamentals Of HTML HTML Styles All About Links, And Forms In HTML Frames, Colors, And Layout Of HTML Fundamentals of Javascript Fundamentals of CSS... and so much more! After reading this book, you will be more than just a beginner, and you will be able to use that to your benefit so that you can do everything from providing yourself with service to making a lucrative income. Are you ready to learn in a simple way? Click to buy now! □ Java Programming for Beginners is an introduction to Java programming, taking you through the Java syntax and the fundamentals of object-oriented programming. About This Book Learn the basics of Java programming in a step-by-step manner Simple, yet thorough steps that beginners can follow Teaches you transferable skills, such as flow control and object-oriented programming Who This Book Is For This book is for anyone wanting to start learning the Java language, whether you're a student, casual learner, or existing programmer looking to add a new language to your skillset. No previous experience of Java or programming in general is required. What You Will Learn Learn the core Java language for both Java 8 and Java 9 Set

up your Java programming environment in the most efficient way Get to know the basic syntax of Java Understand object-oriented programming and the benefits that it can bring Familiarize yourself with the workings of some of Java's core classes Design and develop a basic GUI Use industry-standard XML for passing data between applications In Detail Java is an object-oriented programming language, and is one of the most widely accepted languages because of its design and programming features, particularly in its promise that you can write a program once and run it anywhere. Java Programming for Beginners is an excellent introduction to the world of Java programming, taking you through the basics of Java syntax and the complexities of object-oriented programming. You'll gain a full understanding of Java SE programming and will be able to write Java programs with graphical user interfaces that run on PC, Mac, or Linux machines. This book is full of informative and entertaining content, challenging exercises, and dozens of code examples you can run and learn from. By reading this book, you'll move from understanding the data types in Java, through loops and conditionals, and on to functions, classes, and file handling. The book finishes with a look at GUI development and training on how to work with XML. The book takes an efficient route through the Java landscape, covering all of the core topics that a Java developer needs. Whether

you're an absolute beginner to programming, or a seasoned programmer approaching an object-oriented language for the first time, Java Programming for Beginners delivers the focused training you need to become a Java developer. Style and approach This book takes a very hands-on approach, carefully building on lessons learned with snippets and tutorials to build real projects. Python Programming Crash Course 2 in 1 This Book Includes: Python Programming for Beginners, Python Programming for Intermediates Python is one of the best programming languages out there. It is easy for beginners to learn and powerful enough to help even advanced programmers get their work done. Python Programming: Python Programming for Beginners is a great place for beginners to take a look at Python and understand this program. From its history and why it is so easy to use to some of the tasks that you can do with Python, this guidebook will help you get started. A preview of what you will learn inside includes: The origins of Python and why you would use this option over another programming language. The benefits of using Python Some common terms you should know to get started How to download Python and the other programs you will need to get started Some of the basic functions and commands with Python Learning what comments are as well as strings and more functions Learning what variables are and how they can help you do

in Python Getting started in programming can be scary, but Python makes it easy. Check out Python Programming: Python Programming for Beginners to get started! Learn the Python Programming Language The Only step by step guide that teaches you python programming from beginner, intermediate, to advanced. Be sure to check out the beginner guide before proceeding to the intermediate. Are you ready to expand your skills and really start to take over in the Python language? Have you already got a bit of experience with this programming language, but are ready to delve in deeper and really see what kinds of code you are able to write? Python Programming for Intermediates: A Complete Crash Course on Python Programming is the right choice for you! This books takes you beyond the beginners steps of working in Python and allows you to explore some of the power that this program offers. From a reintroduction to how to start with this program all the way to loop statements and functions, you are going to be writing those fantastic codes in no time. What you will learn in this eBook includes: Getting started with Python Some of the basic commands, variables, statements, and other things that you are able to do with this programming language Understanding the decision control structure Loop control statements Functions And so much more Learn the Python Programming lanaguage by grabbing your guide today! Have you ever wanted to learn

how to program but never found quite the right book to get you started? Programming: A Primer gets you going straight away with the fundamentals of what programming is, basic programming with Python and the fundamental aspects of practical web development. In this book, you'll learn about: What programming is and how it can benefit you.Variables and operations as the building blocks of a program.If statements, For loops and Methods in Python.Classes, Objects and Inheritance in Python.Web development using HTML, CSS, JavaScript, PHP and SQL.A basic introduction to some of the most important algorithms in programming.The programming languages and frameworks that are available to developers.The future of technology and opportunities for developers and entrepreneurs.Where you can take programming further to learn and create more amazing applications. Programming: A Primer offers an easy way into coding for anyone with an interest in using technology to solve problems, whether a school or new undergraduate computer science student or a working professional. It gives everyone, regardless of background, the ideal foundations and motivation needed to get to grips with programming. A companion website can be found here: <http://www.codingforbeginners.co.uk/>. Get to grips with the building blocks of programming languages and get started on your programming journey without a

computer science degree Key Features Understand the fundamentals of a computer program and apply the concepts you learn to different programming languages Gain the confidence to write your first computer program Explore tips, techniques, and best practices to start coding like a professional programmer Book Description Learning how to code has many advantages, and gaining the right programming skills can have a massive impact on what you can do with your current skill set and the way you advance in your career. This book will be your guide to learning computer programming easily, helping you overcome the difficulties in understanding the major constructs in any mainstream programming language. Computer Programming for Absolute Beginners starts by taking you through the building blocks of any programming language with thorough explanations and relevant examples in pseudocode. You'll understand the relationship between computer programs and programming languages and how code is executed on the computer. The book then focuses on the different types of applications that you can create with your programming knowledge. You'll delve into programming constructs, learning all about statements, operators, variables, and data types. As you advance, you'll see how to control the flow of your programs using control structures and reuse your code using functions. Finally, you'll explore best practices that will help you write code like a pro.

By the end of this book, you'll be prepared to learn any programming language and take control of your career by adding coding to your skill set. What you will learn Get to grips with basic programming language concepts such as variables, loops, selection and functions Understand what a program is and how the computer executes it Explore different programming languages and learn about the relationship between source code and executable code Solve problems using various paradigms such as procedural programming, object oriented programming, and functional programming Write high-quality code using several coding conventions and best practices Become well-versed with how to track and fix bugs in your programs Who this book is for This book is for beginners who have never programmed before and are looking to enter the world of programming. This includes anyone who is about to start studying programming and wants a head start, or simply wants to learn how to program on their own. Master the ins and out of C programming and take your skills to the next level with this powerful introductory guide to C coding! Have you tried a bunch of free tutorials about C programming on YouTube and read tons of tutorial articles, but found them to be too hard and/or outdated or simply not suitable for beginners? Do you want to learn to write C the proper way and get up to speed with the best practices for writing code in this versatile language? Whatever the reason

you're reading this, this guide was designed for you. In this guide, you're going to learn how to code in C using the command prompt. You're also going to discover robust C coding tactics with more focus on real-world applications instead of abstract ideas that don't seem to hold water in today's rapidly changing tech space. Here's a snippet of what you're going to discover in this C for Beginners: A simple, straightforward introduction to C and why you should care Everything thing you need to get started with C and hit the ground running A foolproof guide to basic syntax and basic program structure How to write your very first C program Data types, variables, constants, operators, functions, arrays, strings, pointers and more explained in plain, lucid English 10 programming examples to help you think about C programming and get started on the right foot ...and tons more! Designed with beginners in mind and perfectly suitable for intermediate C programmers, C for Beginners is more than just a step-by-step tutorial. You're going to be given the mindset you need to become a successful programmer not only in C, but any other language you will eventually focus on in the future. Ready to get started on your journey to becoming a professional C coder? Scroll up and click the "add to cart" button to buy now! C Programming language is one of the oldest and most commonly used programming languages out there. Many other languages have been

written based on the features of C. This book is aimed at beginners, and takes you through everything you need to know and understand to begin using C programming language effectively. This guide takes you step by step through the basics of C, including the program structure, different keywords and data types, variables, constants, and much more! Order your copy now, and begin your journey with C programming today! Here Is A Preview Of What You'll Learn About... History Of C Programming Language Program Structure Keywords & Data Types Variables & Constants Basic Input & Output C Working With Loops Logic & Decision Making Much, Much More! The main goal of this book is to teach fundamental programming principles to beginners using Julia, one of the fastest growing programming languages today. Julia can be classified as a "modern" language, possessing many features not available in more popular languages like C and Java. The book is organized in 10 chapters. Chapter 1 gives an overview of the programming process. It shows how to write a first Julia program and introduces some of the basic building blocks needed to write programs. Chapter 2 is all about numbers—integers, floating-point, operators, expressions—how to work with them and how to print them. Chapter 3 shows how to write programs which can make decisions. It explains how to use if and if...else statements.

Chapter 4 explains the notion of 'looping', implemented using for and while statements. It also explains how to read data from a file and write results to a file. Chapter 5 formally treats with functions, enabling a (large) program to be broken up into smaller manageable units which work together to solve a given problem. Chapter 6 is devoted to characters and strings. In Julia, we can work with them as seamlessly as we do with numbers. Chapter 7 tackles array processing, which is significantly easier in Julia than other languages. Chapter 8 is about sorting and searching techniques. Sorting puts data in an order that can be searched more quickly/easily, and makes it more palatable for human consumption. Chapter 9 introduces structures, enabling us to group data in a form that can be manipulated more easily as a unit. Chapter 10 deals with two useful data structures—dictionaries and sets. These enable us to solve certain kinds of problems more easily and conveniently than we can without them. This book is intended for anyone who is learning programming for the first time. The presentation is based on the fact that many students (though not all) have difficulties in learning programming. To overcome this, the book uses an approach which provides clear examples, detailed explanations of very basic concepts and numerous interesting problems (not just artificial exercises whose only purpose is to illustrate some language feature). Do you want to start to learn the main

programming languages but are but are you frustrated at the idea that programming is difficult and complex for those who have never faced it? Ok, don't worry. This bundle was created for you! □ "The most difficult language is your first". There is this myth in the programming world's. I've been there too, learning any programming language can be frustrating and discouraging. I remember well the initial difficulties in learning my first programming language. Everything would have been easier if I had a guide that made me understand the real basics of programming. Today, the computer is an indispensable tool in many fields. However, the machine can do absolutely nothing without software, that is, without a program that tells you what you have to do. A programming language can be defined as an artificial language that allows the programmer to communicate with the computer to tell him what he has to do. To this end, man has invented many programming languages, but all of them can be classified into three main types: the machine, low level, and high level. This bundle takes you to the discovery of the main programming languages required in the world of work, starting from scratch. Book 1: Coding for beginners Start from here to learn the basics! This book covers: Getting Started with Coding Overview of the main programming languages Functions Strings Loops Object-Oriented Programming Algorithms... and

so much more! Book 2: Coding with Python Learn one of the most popular programming language in the world! This book covers: What is Python? Why Python? How to Installing Python (Guide step by step) Python Basics Variables, Lists, Dictionaries, Functions... and so much more! After reading this book, you will be more than just a beginner, and you will be able to use that to your benefit so that you can do everything from providing yourself with service to making a lucrative income. Are you ready to learn in a simple way? Click to buy now! An introduction to coding for complete beginners, this friendly and accessible book will teach children the basics of Python (a widely used programming language), allowing them to get inside the code of their computer and create simple games and animations on screen. Java is currently among the most widely used programming languages. It is particularly popular among programming beginners, because the language is both powerful and free of error-prone concepts, such as pointer arithmetic. This book is especially written for absolute programming beginners who have no previous knowledge of Java or other programming languages. It explains important programming concepts in an easy and comprehensive way, allowing programming beginners to familiarize themselves with the language very quickly. There are programming examples for every topic to reinforce the

lessons. Furthermore, the book recommends more than sixty-five webpages that can help readers improve their coding skills. The book includes advanced topics such as network programming, concurrency, and graphical user interfaces; the basics of these and other topics are presented in a beginner-friendly way. "Learning by doing" is a reliable method for learning programming languages. In keeping with this method, the book offers exercises for all topics covered. You can apply your learning directly and intensify your knowledge of the Java programming language. The book covers the following topics: Basics of the Language (Compiler, Eclipse) Core Components of the Java Programming Language Control Flow: Conditions and Loops Object Orientation: A Brief Overview Primitive Data Types Expressions and Operators Arrays Strings Classes and Objects References, Parameters, and Null Inheritance Exceptions Generics Collections File Management Concurrency Network Programming Graphical User Interfaces (GUIs) Additional Web Resources Example Code Downloads The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and

geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

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- Create, update, move, and rename files and folders
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- Update and format data in Excel spreadsheets of any size
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- Send email responses and text notifications
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Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those

programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in *Automate the Boring Stuff with Python*, 2nd Edition. Every Conceivable Topic a Complete Novice Needs To Know Get the Kindle version FREE when purchasing the Paperback! If you are a newcomer to programming it's easy to get lost in the technical jargon, before even getting to the language you want to learn. What are statements, operators, and functions? How to structure, build and deploy a program? What is functional programming and object oriented programming? How to store, manage and exchange data? These are topics many programming guides don't cover, as they are assumed to be general knowledge to most developers. That is why this guide has been created. It is the ultimate primer to all programming languages. What This Book Offers Zero Knowledge Required This guide has specifically been created for someone who is completely new to programming. We cover all the concepts, terms, programming paradigms and coding techniques that every beginner should know. A Solid Foundation This guide will form the foundation for all future programming languages you may encounter. It doesn't focus on merely one specific language, but rather the principles that apply to all programming languages.

Detailed Descriptions & Code Samples Emphasis has been placed on beginner-friendly descriptions, supported by working code samples from the most popular languages, such as C#, Java and Python, to help illustrate concepts and terms. Key Topics What Is a Programming Language? Why Do We Need a Programming Language? The History of Programming Languages Popular Programming Languages Understanding the Structure of a Program What Are the Different Types of Programs? How Is a Program Built? How Is a Program Executed? What Are Program Statements? What Are Data Types? What Are Variables? What Are Operators? Working with Numbers The Importance of Strings Making Decisions in Programs Iterative Programming Logical Grouping of Code What Are Functions? Taking Input Sending Output What Is Functional Programming? What Is Object Oriented Programming? What Are Client Server Applications? What Is Web Programming? Managing Data in a Program Storing Data in Files Storing Data in Databases Data Exchange Formats Error Handling Logging in Programs Logical Grouping of Programs Deploying Programs Programming for the Internet Serverless Programming Programming for Mobile Devices Design Practices Get Your Copy Today! Get started using the C# programming language. Based on the author's 15 years of experience teaching beginners, the book provides you with a step-by-

step introduction to the principles of programming, or rather, how to think like a programmer. The task-solution approach will get you immersed, with minimum theory and maximum action. What You Will Learn Understand what programming is all about Write simple, but non-trivial, programs Become familiar with basic programming constructs such as statements, types, variables, conditions, and loops Learn to think like a programmer and combine these programming constructs in new ways Get to know C# as a modern, mainstream programming language, and Visual Studio as one of the world's most popular programming tools Who This Book Is For Those with very little or no experience in computer programming, who know how to use a computer, install a program, and navigate the web. Coding for Beginners Learn Computer Programming the Right Way Learning to code may be one of the smartest and most important investments in yourself that one can ever make. Not only does it make you invaluable to most employers, teach you indispensable analytical skills, and provide you with a knowledge most only dream of, it's also fun too. What makes it fun is learning the right way, and not the hard way. The great part about it is, the right way is also the quickest and easiest way. This book is designed to streamline the coding and computer programming learning process to help get beginners on the right track to writing their first

program. In this book, you will learn: What computer programming is How to get started with coding The most useful programming languages Which software to use and why How to code casually vs professionally How to stop procrastinating Why procrastination is only hurting you How to get the job done right the first time Get your copy of Coding for Beginners: Learn Computer Programming the Right Way and don't waste your time learning the hard way! **55% OFF FOR BOOKSTORES! DISCOUNTED RETAIL PRICE NOW AT \$19,78 INSTEAD OF \$43,95** Are you interested in coding, but you don't know where to start? This book is entitled Coding for Kids, but adults can also use it if they are working on the matter for the first time. Coding can help children to understand the technical world that is all around them. They can understand the internet, smart TVs, and smartphones they can't seem to put down. By understanding how things work, they can also begin to get inspired and think of their own ideas. This book covers the following topics: What Is Coding (Introduction) Programming Languages and Ides What Programming Language Should You Learn? OOP (Object-Oriented Programming) Preparing Yourself for Coding The Future of Machine Learning .. And so much more! One of the best things about coding for kids is that the more widespread computer-use becomes, the more areas of life that are touched by coding. This means

that no matter what you are interested in, coding can play a role. For example, if you like music, there are many applications of coding in the music industry. Coding is even used in sports, where coaches are using it to help their teams perform better. It seems like no matter what, coding is being used in any area of life that you find interesting and fun. When you can do computer programming that is applied to something that you find interesting, you are going to realize that you enjoy coding and will have so much fun by doing your work. With this visual guide to computer programming for beginners, it has never been easier to learn how to code. Coding skills are in high demand and the need for programmers is still growing. Covering three of the most popular languages for new coders, this book uses a graphic method to break complex subjects into user-friendly chunks, bringing essential skills within easy reach. Each chapter contains tutorials on practical projects designed to teach you the main applications of each language, such as building websites, creating games, and designing apps. The book also looks at many of the main coding languages that are out there, outlining the key applications of each language, so you can choose the right language for you. You'll learn to think like a programmer by breaking a problem down into parts, before turning those parts into lines of code. Short, easy-to-follow steps then show you, piece by piece, how to build a

complete program. There are challenges for you to tackle to build your confidence before moving on. Written by a team of expert coders and coding teachers, Beginner's Step-by-Step Coding Course is the ideal way to get to set you on the road to code. Python is a programming language that is used for general purposes. It is described as a high-level programming scripting language but may also be put to use for non-scripting contexts. It is different from other programming languages since it embraces code readability and the ability to express programming language using only a few lines of codes. Python intends to create clearer programs for small programming uses as well as for complex and large scale programming use. Python supports several programming concepts: it may be applied to object oriented programming, imperative-styles as well as functional programming. This isn't just any kind of programming book that cramps everything in a 300-page book; there's Wikipedia for that! Coding for Beginners is a road map for anyone, young or old, looking for a way in into the ever-changing world of programming. Instead of overloading you with information that's impossible to process and would likely overwhelm you to pieces, this book guides you through exactly the projects you want to do, and how you can successfully turn these ideas into functionally coded projects. What You'll Learn in This Book: Definitions of all the

programming terms you need to care about Should you learn HTML, JavaScript, C#, Ruby, Python, C++? How to decide which programming language to learn and master first Beginner-friendly snippets you can paste in your favorite code editor How to prepare yourself for coding in all aspects from hardware to software to your mindset How to build a basic website Tips and tricks that even seasoned programmers might not even be aware of! Going pro: If you decide programming is a career path you want to take, is a college degree required, or a total waste of time? Who Should Read This Book? If you're already a programmer, this is your chance to buy and gift it to a friend! I wrote this book for people with ZERO coding skills. This is recommended for: Adults switching careers from a non-tech profession Any person with no tech background Teenagers checking out what kind of programming career fits them best Someone looking to dabble in mobile app development or site creation Programming Basics! : Learn Computer Programming ***Available at \$20 for a LIMITED TIME ONLY (Usual Price: \$32)*** This New Book by Best-Selling Author Mr Kotiyana gets you started programming in Java right away & begins with the basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. This book Programming Basics (programming for beginners)

was written as an answer for anyone to pick up a programming language and be productive. You will be able to start from scratch without having any previous exposure to any programming language. By the end of this book, you will have the skills to be a capable programmer, or at least know what is involved with how to read and write code. Afterward you should be armed with the knowledge required to feel confident in learning more. You should have general computer skills before you get started. After this you'll know what it takes to at least look at code without your head spinning. Tags: ----- computer, computer programming, Programming books, programming for Beginners, programming for Dummies, Programming Beginners Guide, Programming Complete Reference, programming for beginners, Programming guide, Programming coding, Programming basics, basic programming, programming principles, programming computer, ultimate Programming guide, Programming software development, programming software, software programs, how to program, computer Programming language, computer Programming basics, computer Programming guide, computers Programming books, how to Programming , Programming for dummies 2017, Programming for beginners 2017 Are you ready to chart a new course in your programming career? Are you ready but don't know where to

begin? Do not worry, because these books give you the fundamentals of programming languages. This guide is what you need to learn to program easily and quickly from an expert with over 10+ years' experience. All you need is a bit of patience and planning. The books cover topics such as: The Complete Introduction Guide for Learning the Basics of C, C#, C++, SQL, JAVA, JAVASCRIPT, PHP, and PYTHON The concepts of different programming languages Variables of the different programming language Where the language is applicable in our today world What are the things you need to know about artificial intelligence? How you can start with machine learning and Why you need to understand the fundamentals; the jars of machine learning and how many they are; what the roadmaps to machine learning are What the types of machine learning are, and what their impacts are to amplify various elements of business operations In addition a book explains Python in detail with the help of detailed coding examples that are usually not available in Python beginner-level books and that will make your journey easier. Python is a robust programming language and supports both functional and object-oriented concepts. We took a lot of care and we tried to explain a lot of concepts that are important for the success of an entry-level programmer. Along with all these basic concepts, we have tried to give some practical examples which can help the

reader understand the concepts better. We will discuss in detail the best parts of the book: Brief history of Python and different development environments available Detailed reading about conditionals and loops along with programming code Functions, modules, and object-oriented programming in detail The books are well arranged for easy understanding. Don't forget to brush up your knowledge by going through the exercise pages. So what are you waiting for? Let the programming begin! Invest in your future! Click the "Buy Now" button at the top of this page and get your copy of "Computer Programming for Beginners" now! With this visual guide to computer programming for beginners, it has never been easier to learn how to code. Coding skills are in high demand and the need for programmers is still growing. Covering three of the most popular languages for new coders, this book uses a graphic method to break complex subjects into user-friendly chunks, bringing essential skills within easy reach. Each chapter contains tutorials on practical projects designed to teach you the main applications of each language, such as building websites, creating games, and designing apps. The book also looks at many of the main coding languages that are out there, outlining the key applications of each language, so you can choose the right language for you. You'll learn to think like a programmer by breaking a problem down into parts,

before turning those parts into lines of code. Short, easy-to-follow steps then show you, piece by piece, how to build a complete program. There are challenges for you to tackle to build your confidence before moving on. Written by a team of expert coders and coding teachers, Beginner's Step-by-Step Coding Course is the ideal way to get to set you on the road to code.

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