

C In A Nutshell

Eventually, you will totally discover a new experience and realization by spending more cash. yet when? do you say you will that you require to acquire those all needs past having significantly cash? Why dont you try to get something basic in the beginning? Thats something that will lead you to comprehend even more all but the globe, experience, some places, subsequently history, amusement, and a lot more?

It is your enormously own epoch to work reviewing habit. along with guides you could enjoy now is **C In A Nutshell** below.

R in a Nutshell - Joseph Adler 2012-09-26

If you're considering R for statistical computing and data visualization, this book provides a quick and practical guide to just about everything you can do with the open source R language and software environment. You'll learn how to write R functions and use R packages to help you prepare, visualize, and analyze data. Author Joseph Adler illustrates each process with a wealth of examples from medicine, business, and sports. Updated for R 2.14 and 2.15, this second edition includes new and expanded chapters on R performance, the ggplot2 data visualization package, and parallel R computing with Hadoop. Get started quickly with an R tutorial and hundreds of examples Explore R syntax, objects, and other language details Find thousands of user-contributed R packages online, including Bioconductor Learn how to use R to prepare data for analysis Visualize your data with R's graphics, lattice, and ggplot2 packages Use R to calculate statistical tests, fit models, and compute probability distributions Speed up intensive computations by writing parallel R programs for Hadoop Get a complete desktop reference to R
C# 9.0 in a Nutshell - Joseph Albahari 2021-02-26

When you have questions about C# 9.0 or .NET 5, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, but with its continual growth there's so much more to learn. In the tradition of O'Reilly's Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language

available today. Organized around concepts and use cases, C# 9.0 in a Nutshell provides intermediate and advanced programmers with a concise map of C# and .NET that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, records, closures, and patterns Dig deep into LINQ with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, spans, reflection, and cryptography

C++ In a Nutshell - Ray Lischner 2003

C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. This is a complete reference to C++.

Linux Kernel in a Nutshell - Greg Kroah-Hartman 2007-06-26

Presents an overview of kernel configuration and building for version 2.6 of the Linux kernel.

C# 7.0 in a Nutshell - Joseph Albahari 2017-10-11

When you have questions about C# 7.0 or the .NET CLR and its core Framework assemblies, this bestselling guide has the answers you need. Since its debut in 2000, C# has become a language of unusual flexibility and breadth, but its continual growth means there's always more to learn. Organized around concepts and use cases, this updated edition provides intermediate and advanced programmers with a concise map of

C# and .NET knowledge. Dive in and discover why this Nutshell guide is considered the definitive reference on C#. Get up to speed on the C# language, from the basics of syntax and variables to advanced topics such as pointers, operator overloading, and dynamic binding Dig deep into LINQ via three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including XML, regular expressions, networking, serialization, reflection, application domains, and security Delve into Roslyn, the modular C# 7.0 compiler-as-a-service

C# 10 in a Nutshell - Joseph Albahari 2022-02-15

When you have questions about C# 10 or .NET 6, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, and with its continual growth, there's always so much more to learn. In the tradition of O'Reilly's Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language available today. Organized around concepts and use cases, this comprehensive and complete reference provides intermediate and advanced programmers with a concise map of C# and .NET that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, closures, and patterns Dig deep into LINQ, with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, assemblies, spans, reflection, and cryptography

C# 5.0 in a Nutshell - Joseph Albahari 2012-06-19

When you have a question about C# 5.0 or the .NET CLR, this bestselling guide has precisely the answers you need. Uniquely organized around concepts and use cases, this updated fifth edition features a reorganized section on concurrency, threading, and parallel programming—including in-depth coverage of C# 5.0's new asynchronous functions. Shaped by more than 20 expert reviewers, including Microsoft's Eric Lippert, Stephen Toub, Chris Burrows, and Jon Skeet, this book has all you need to stay on track with C# 5.0. It's widely known as the definitive reference on the language. Get up to speed on C# language basics, including

syntax, types, and variables Explore advanced topics such as unsafe code and type variance Dig deep into LINQ via three chapters dedicated to the topic Learn about code contracts, dynamic programming, and parallel programming Work with .NET features, including reflection, assemblies, memory management, security, I/O, XML, collections, networking, and native interoperability "C# 5.0 in a Nutshell is one of the few books I keep on my desk as a quick reference." —Scott Guthrie, Microsoft "Whether you're a novice programmer or an expert who wants to improve your knowledge of modern asynchronous programming techniques, this book has the information you need to get the job done in C#." —Eric Lippert, Microsoft

Python in a Nutshell - Alex Martelli 2006-07-14

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

C in a Nutshell, 2nd Edition - Tony Crawford. Peter Prinz 2016

Group Theory in a Nutshell for Physicists - A. Zee 2016-03-29

A concise, modern textbook on group theory written especially for physicists Although group theory is a mathematical subject, it is indispensable to many areas of modern theoretical physics, from atomic physics to condensed matter physics, particle physics to string theory. In particular, it is essential for an understanding of the fundamental forces. Yet until now, what has been missing is a modern, accessible, and self-contained textbook on the subject written especially for physicists. Group Theory in a Nutshell for Physicists fills this gap, providing a user-friendly and classroom-tested text that focuses on those aspects of group theory physicists most need to know. From the basic intuitive notion of a group, A. Zee takes readers all the way up to how theories based on gauge groups could unify three of the four fundamental forces. He also includes a concise review of the linear algebra needed for group theory, making the book ideal for self-study. Provides physicists with a modern and accessible introduction to group theory Covers applications to various areas of physics, including field theory, particle physics, relativity, and

much more Topics include finite group and character tables; real, pseudoreal, and complex representations; Weyl, Dirac, and Majorana equations; the expanding universe and group theory; grand unification; and much more The essential textbook for students and an invaluable resource for researchers Features a brief, self-contained treatment of linear algebra An online illustration package is available to professors Solutions manual (available only to professors)

Delphi in a Nutshell - Ray Lischner 2000-03-16

"The bulk of the book is a complete ordered reference to the Delphi language set. Each reference item includes: the syntax, using standard code conventions; a description; a list of arguments, if any, accepted by the function or procedure; tips and tricks of usage - practical information on using the language feature in real programs; a brief example; and a cross-reference to related keywords."--Jacket.

C in a Nutshell - Peter Prinz 2005-12-16

Learning a language--any language--involves a process wherein you learn to rely less and less on instruction and more increasingly on the aspects of the language you've mastered. Whether you're learning French, Java, or C, at some point you'll set aside the tutorial and attempt to converse on your own. It's not necessary to know every subtle facet of French in order to speak it well, especially if there's a good dictionary available. Likewise, C programmers don't need to memorize every detail of C in order to write good programs. What they need instead is a reliable, comprehensive reference that they can keep nearby. C in a Nutshell is that reference. This long-awaited book is a complete reference to the C programming language and C runtime library. Its purpose is to serve as a convenient, reliable companion in your day-to-day work as a C programmer. C in a Nutshell covers virtually everything you need to program in C, describing all the elements of the language and illustrating their use with numerous examples. The book is divided into three distinct parts. The first part is a fast-paced description, reminiscent of the classic Kernighan & Ritchie text on which many C programmers cut their teeth. It focuses specifically on the C language and preprocessor directives, including extensions introduced to the ANSI standard in 1999. These

topics and others are covered: Numeric constants Implicit and explicit type conversions Expressions and operators Functions Fixed-length and variable-length arrays Pointers Dynamic memory management Input and output The second part of the book is a comprehensive reference to the C runtime library; it includes an overview of the contents of the standard headers and a description of each standard library function. Part III provides the necessary knowledge of the C programmer's basic tools: the compiler, the make utility, and the debugger. The tools described here are those in the GNU software collection. C in a Nutshell is the perfect companion to K&R, and destined to be the most reached-for reference on your desk.

C Pocket Reference - Peter Prinz 2002-11-20

C is one of the oldest programming languages and still one of the most widely used. Whether you're an experienced C programmer or you're new to the language, you know how frustrating it can be to hunt through hundreds of pages in your reference books to find that bit of information on a certain function, type or other syntax element. Or even worse, you may not have your books with you. Your answer is the C Pocket Reference. Concise and easy to use, this handy pocket guide to C is a must-have quick reference for any C programmer. It's the only C reference that fits in your pocket and is an excellent companion to O'Reilly's other C books. Ideal as an introduction for beginners and a quick reference for advanced programmers, the C Pocket Reference consists of two parts: a compact description of the C language and a thematically structured reference to the standard library. The representation of the language is based on the ANSI standard and includes extensions introduced in 1999. An index is included to help you quickly find the information you need. This small book covers the following: C language fundamentals Data types Expressions and operators C statements Declarations Functions Preprocessor directives The standard library O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a

sticking point in your work and need to get to a solution quickly, the new C Pocket Reference is the book you'll want to have.

C in a Nutshell - Peter Prinz 2015-12-10

The new edition of this classic O'Reilly reference provides clear, detailed explanations of every feature in the C language and runtime library, including multithreading, type-generic macros, and library functions that are new in the 2011 C standard (C11). If you want to understand the effects of an unfamiliar function, and how the standard library requires it to behave, you'll find it here, along with a typical example. Ideal for experienced C and C++ programmers, this book also includes popular tools in the GNU software collection. You'll learn how to build C programs with GNU Make, compile executable programs from C source code, and test and debug your programs with the GNU debugger. In three sections, this authoritative book covers: C language concepts and language elements, with separate chapters on types, statements, pointers, memory management, I/O, and more The C standard library, including an overview of standard headers and a detailed function reference Basic C programming tools in the GNU software collection, with instructions on how use them with the Eclipse IDE

Java in a Nutshell - David Flanagan 1997

Java in a Nutshell, Deluxe Edition is a Java programmer's dream come true in one small package. The heart of this Deluxe Edition is the Java Reference Library on CD-ROM, which brings together five volumes for Java developers and programmers, linking related info across books. It includes: Exploring Java, 2nd Edition, Java Language Reference, 2nd Edition, Java Fundamental Classes Reference, Java AWT Reference, and Java in a Nutshell, 2nd Edition, included both on the CD-ROM and in a companion desktop edition. Java in a Nutshell, Deluxe Edition is an indispensable resource for anyone doing serious programming with Java 1.1. The Java Reference Library alone is also available by subscription on the World Wide Web. Please see <http://online-books.oreilly.com/books/javaref/> for details. The electronic text on the Web and on the CD is fully searchable and includes a complete index to all five volumes. It also includes the sample code found in the printed volumes. Exploring Java,

2nd Edition introduces the basics of Java 1.1 and offers a clear, systematic overview of the language. It covers the essentials of hot topics like Beans and RMI, as well as writing applets and other applications, such as networking programs, content and protocol handlers, and security managers. The Java Language Reference, 2nd Edition is a complete reference that describes all aspects of the Java language, including syntax, object-oriented programming, exception handling, multithreaded programming, and differences between Java and C/C++. The second edition covers the new language features that have been added in Java 1.1, such as inner classes, class literals, and instance initializers. The Java Fundamental Classes Reference provides complete reference documentation on the core Java 1.1 classes that comprise the java.lang, java.io, java.net, java.util, java.text, java.math, java.lang.reflect, and java.util.zip packages. These classes provide general-purpose functionality that is fundamental to every Java application. The Java AWT Reference provides complete reference documentation on the Abstract Window Toolkit (AWT), a large collection of classes for building graphical user interfaces in Java. Java in a Nutshell, 2nd Edition, the bestselling book on Java and the one most often recommended on the Internet, is a complete quick-reference guide to Java, containing descriptions of all of the classes in the Java 1.1 core API, with a definitive listing of all methods and variables, with the exception of the still-evolving Enterprise APIs. These APIs will be covered in a future volume. Highlights of the library include: History and principles of Java How to integrate applets into the World Wide Web A detailed look into Java's style of object-oriented programming Detailed coverage of all the essential classes in java.lang, java.io, java.util, java.net, java.awt Using threads Network programming Content and protocol handling A detailed explanation of Java's image processing mechanisms Material on graphics primitives and rendering techniques Writing a security manager System requirements: The CD-ROM is readable on all Windows and UNIX platforms. Current implementations of the Java Virtual Machine for the Mac platform do not support the Java search applet in this CD-ROM. Mac users can purchase the World Wide Web version (see <http://online-books.oreilly.com/books/>

javaref/for more information). A Web browser that supports HTML 3.2, Java, and JavaScript, such as Netscape 3.0 or Internet Explorer 3.0, is required.

Using C on the UNIX System - David A. Curry 1989

For intermediate to experienced C programmers who want to become UNIX system programmers. Explains system calls and special library routines available on the system. Annotation copyrighted by Book News, Inc., Portland, OR

Cisco IOS in a Nutshell - James Boney 2002

A guide to router configuration and the IOS operating system explores the Cisco user interface, configuring lines, access lists, routing protocols, dial-on-demand routing, and security issues.

Linux in a Nutshell - Ellen Siever 2000

Linux in a Nutshell covers the core commands available on common Linux distributions. This isn't a scaled-down quick reference of common commands, but a complete reference containing all user, programming, administration, and networking commands. Contents include: • Programming, system administration, and user commands with complete lists of options • LILO and Loadlin (boot) options • Shell syntax and variables for the bash, csh, and tcsh shells • Pattern matching • Emacs and vi editing commands • sed and gawk commands • Common configuration tasks for the GNOME and KDE desktops and the fvwm2 window manager • Red Hat and Debian package managers New material in the third edition includes common techniques for customizing the GNOME and KDE desktops and the fvwm2 window manager; the dpkg Debian Package Manager; an expanded discussion of the rpm Red Hat Package Manager and CVS; and many new commands. Linux in a Nutshell is a must for any Linux user; it weighs less than a stack of manual pages, but gives you everything you need for common, day-to-day use.

Windows Vista in a Nutshell - Preston Gralla 2006-12-22

This unique reference thoroughly documents every important setting and feature in Microsoft's new operating system, with alphabetical listings for hundreds of commands, windows, menus, listboxes, buttons,

scrollbars and other elements of Windows Vista. With this book's simple organization, you'll easily find any setting, tool, or feature for the task you want to accomplish. Along with a system overview that highlights major changes, and a tour of the basics such as manipulating files and getting around the interface, Windows Vista in a Nutshell offers alphabetized references for these topics: The User Interface: Covers the Sidebar, Aero Glass, the new Control Panel layout, and applets, as well as how to customize animated windows, the desktop, Start menu, pop-up windows on the Taskbar, and more. The File System, Drives, Data, and Search: Discusses working with the new Windows Explorer, Virtual Folders, searches, indexing, saved searches, metadata, and sharing. The Internet and Networking: Examines TCP/IP, RSS, tabbed browsing, and anti-phishing features of Internet Explorer, plus cookie handling, parental control features, and more. Networking and Wireless: Offers an illustrated, step-by-step guide to setting up a home network; covers the Network Center, Sync Center, Hot Spot access, wireless management, collaboration, and sharing. Working with Hardware: Describes how to set up, maintain, and troubleshoot hardware--including keyboards, mice, monitors, USB devices, scanners, cameras, and sound devices--and how to add, install, and troubleshoot drivers. Security: Includes the Security Center, Windows Defender, User Account Protection, System Protection, Network Access Protection, WiFi encryption, Windows Firewall, file encryption, and more. Mobility: Explains Mobility Center settings, plugging a secondary monitor into your computer, and the new "network projection" feature for making presentations. Multimedia: Covers Windows Photo Gallery, Media Player, Media Center, podcasting features, connecting to and syncing with MP3 players, recording TV and videos, making videos with Windows Movie Maker, and burning CDs and DVDs. The Command Prompt: Provides commands for working with files, utilities for troubleshooting the network, and instructions on how to create your own batch files. Appendixes include information on installation, keyboard shortcuts, common filename extensions, and more. Windows Vista in a Nutshell is your one-stop source for everything you need from Microsoft's latest operating system.

Java in a Nutshell - David Flanagan 2005-03-15

With more than 700,000 copies sold to date, Java in a Nutshell from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the "in a Nutshell" category another impressive tune-up. In this latest revision, readers will find Java in a Nutshell, 5th Edition, does more than just cover the extensive changes implicit in 5.0, the newest version of Java. It's undergone a complete makeover--in scope, size, and type of coverage--in order to more closely meet the needs of the modern Java programmer. To wit, Java in a Nutshell, 5th Edition now places less emphasis on coming to Java from C and C++, and adds more discussion on tools and frameworks. It also offers new code examples to illustrate the working of APIs, and, of course, extensive coverage of Java 5.0. But faithful readers take comfort: it still hasn't lost any of its core elements that made it such a classic to begin with. This handy reference gets right to the heart of the program with an accelerated introduction to the Javaprogramming language and its key APIs--ideal for developers wishing to start writing code right away. And, as was the case in previous editions, Java in a Nutshell, 5th Edition is once again chock-full of poignant tips, techniques, examples, and practical advice. For as long as Java has existed, Java in a Nutshell has helped developers maximize the capabilities of the program's newest versions. And this latest edition is no different.

Fintech Law in a Nutshell - Chris Brummer 2019-11-18

Technology is redefining financial services--including the way actors make and settle payments, raise capital, extend loans, and memorialize increasingly complex relationships. At the same time, new innovations--from cryptocurrencies to marketplace lending, robo-advising, and mobile payments--are creating novel regulatory issues for anti-money laundering requirements and cybersecurity. This Nutshell provides an overview of some the key developments reshaping finance--and the rules deployed to oversee them.

Learning Go Programming - Vladimir Vivien 2016-10-26

An insightful guide to learning the Go programming language About This Book Insightful coverage of Go programming syntax, constructs, and idioms to help you understand Go code effectively Push your Go skills, with topics such as, data types, channels, concurrency, object-oriented Go, testing, and network programming Each chapter provides working code samples that are designed to help reader quickly understand respective topic Who This Book Is For If you have prior exposure to programming and are interested in learning the Go programming language, this book is designed for you. It will quickly run you through the basics of programming to let you exploit a number of features offered by Go programming language. What You Will Learn Install and configure the Go development environment to quickly get started with your first program. Use the basic elements of the language including source code structure, variables, constants, and control flow primitives to quickly get started with Go Gain practical insight into the use of Go's type system including basic and composite types such as maps, slices, and structs. Use interface types and techniques such as embedding to create idiomatic object-oriented programs in Go. Develop effective functions that are encapsulated in well-organized package structures with support for error handling and panic recovery. Implement goroutine, channels, and other concurrency primitives to write highly-concurrent and safe Go code Write tested and benchmarked code using Go's built test tools Access OS resources by calling C libraries and interact with program environment at runtime In Detail The Go programming language has firmly established itself as a favorite for building complex and scalable system applications. Go offers a direct and practical approach to programming that let programmers write correct and predictable code using concurrency idioms and a full-featured standard library. This is a step-by-step, practical guide full of real world examples to help you get started with Go in no time at all. We start off by understanding the fundamentals of Go, followed by a detailed description of the Go data types, program structures and Maps. After this, you learn how to use Go concurrency idioms to avoid pitfalls and create programs that are exact in expected behavior. Next, you will be familiarized with the tools and

libraries that are available in Go for writing and exercising tests, benchmarking, and code coverage. Finally, you will be able to utilize some of the most important features of GO such as, Network Programming and OS integration to build efficient applications. All the concepts are explained in a crisp and concise manner and by the end of this book; you would be able to create highly efficient programs that you can deploy over cloud. Style and approach The book is written to serve as a reader-friendly step-by-step guide to learning the Go programming language. Each topic is sequentially introduced to build on previous materials covered. Every concept is introduced with easy-to-follow code examples that focus on maximizing the understanding of the topic at hand.

Nuclear Physics in a Nutshell - Carlos A. Bertulani 2007-04-03

Nuclear Physics in a Nutshell provides a clear, concise, and up-to-date overview of the atomic nucleus and the theories that seek to explain it. Bringing together a systematic explanation of hadrons, nuclei, and stars for the first time in one volume, Carlos A. Bertulani provides the core material needed by graduate and advanced undergraduate students of physics to acquire a solid understanding of nuclear and particle science. Nuclear Physics in a Nutshell is the definitive new resource for anyone considering a career in this dynamic field. The book opens by setting nuclear physics in the context of elementary particle physics and then shows how simple models can provide an understanding of the properties of nuclei, both in their ground states and excited states, and also of the nature of nuclear reactions. It then describes: nuclear constituents and their characteristics; nuclear interactions; nuclear structure, including the liquid-drop model approach, and the nuclear shell model; and recent developments such as the nuclear mean-field and the nuclear physics of very light nuclei, nuclear reactions with unstable nuclear beams, and the role of nuclear physics in energy production and nucleosynthesis in stars. Throughout, discussions of theory are reinforced with examples that provide applications, thus aiding students in their reading and analysis of current literature. Each chapter closes with problems, and appendixes address supporting technical topics.

C# 8.0 in a Nutshell - Joseph Albahari 2020-04-21

When you have questions about C# 8.0 or .NET Core, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, but with its continual growth there's so much more to learn. In the tradition of the O'Reilly Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language available today. Organized around concepts and use cases, C# 8.0 in a Nutshell provides intermediate and advanced programmers with a concise map of C# and .NET knowledge that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, closures, and patterns Dig deep into LINQ with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, serialization, spans, reflection, and cryptography Delve into Roslyn, the modular C# compiler as a service

Unix in a Nutshell - Arnold Robbins 2005-10-26

As an open operating system, Unix can be improved on by anyone and everyone: individuals, companies, universities, and more. As a result, the very nature of Unix has been altered over the years by numerous extensions formulated in an assortment of versions. Today, Unix encompasses everything from Sun's Solaris to Apple's Mac OS X and more varieties of Linux than you can easily name. The latest edition of this bestselling reference brings Unix into the 21st century. It's been reworked to keep current with the broader state of Unix in today's world and highlight the strengths of this operating system in all its various flavors. Detailing all Unix commands and options, the informative guide provides generous descriptions and examples that put those commands in context. Here are some of the new features you'll find in Unix in a Nutshell, Fourth Edition: Solaris 10, the latest version of the SVR4-based operating system, GNU/Linux, and Mac OS X Bash shell (along with the 1988 and 1993 versions of ksh) tsch shell (instead of the original Berkeley csh) Package management programs, used for program installation on popular GNU/Linux systems, Solaris and Mac OS X GNU

Emacs Version 21 Introduction to source code management systems
Concurrent versions system Subversion version control system GDB
debugger As Unix has progressed, certain commands that were once
critical have fallen into disuse. To that end, the book has also dropped
material that is no longer relevant, keeping it taut and current. If you're
a Unix user or programmer, you'll recognize the value of this complete,
up-to-date Unix reference. With chapter overviews, specific examples,
and detailed command.

UML 2.0 in a Nutshell - Dan Pilone 2005

This comprehensive guide has been fully revised to cover UML 2.0,
today's standard method for modelling software systems. Filled with
concise information, it's been crafted to help IT professionals read,
create, and understand system artefacts expressed using UML. Includes
an example-rich tutorial for those who need familiarizing with the
system.

Algorithms in a Nutshell - George T. Heineman 2008-10-14

Creating robust software requires the use of efficient algorithms, but
programmers seldom think about them until a problem occurs.
Algorithms in a Nutshell describes a large number of existing algorithms
for solving a variety of problems, and helps you select and implement the
right algorithm for your needs -- with just enough math to let you
understand and analyze algorithm performance. With its focus on
application, rather than theory, this book provides efficient code
solutions in several programming languages that you can easily adapt to
a specific project. Each major algorithm is presented in the style of a
design pattern that includes information to help you understand why and
when the algorithm is appropriate. With this book, you will: Solve a
particular coding problem or improve on the performance of an existing
solution Quickly locate algorithms that relate to the problems you want
to solve, and determine why a particular algorithm is the right one to use
Get algorithmic solutions in C, C++, Java, and Ruby with implementation
tips Learn the expected performance of an algorithm, and the conditions
it needs to perform at its best Discover the impact that similar design
decisions have on different algorithms Learn advanced data structures to

improve the efficiency of algorithms With Algorithms in a Nutshell, you'll
learn how to improve the performance of key algorithms essential for the
success of your software applications.

Evil Geniuses in a Nutshell - Illiad 2000

Continues the adventures of A.J., Stef, Pitr, Miranda, Greg, Dust Puppy,
and Erwin as they field ridiculous user support questions, confuse CEOs
at trade shows, and strike a blow for Linux users everywhere.

C# in a Nutshell - Peter Drayton 2003

Offers a reference to key C# programming concepts covering language
elements, syntax, datatypes, and tasks.

Practical C++ Programming - Steve Oualline 2003

Practical C++ Programming thoroughly covers: C++ syntax · Coding
standards and style · Creation and use of object classes · Templates ·
Debugging and optimization · Use of the C++ preprocessor · File
input/output.

C in a Nutshell - Peter Prinz 2015-12-10

The new edition of this classic O'Reilly reference provides clear, detailed
explanations of every feature in the C language and runtime library,
including multithreading, type-generic macros, and library functions that
are new in the 2011 C standard (C11). If you want to understand the
effects of an unfamiliar function, and how the standard library requires it
to behave, you'll find it here, along with a typical example. Ideal for
experienced C and C++ programmers, this book also includes popular
tools in the GNU software collection. You'll learn how to build C
programs with GNU Make, compile executable programs from C source
code, and test and debug your programs with the GNU debugger. In
three sections, this authoritative book covers: C language concepts and
language elements, with separate chapters on types, statements,
pointers, memory management, I/O, and more The C standard library,
including an overview of standard headers and a detailed function
reference Basic C programming tools in the GNU software collection,
with instructions on how use them with the Eclipse IDE

Statistics in a Nutshell - Sarah Boslaugh 2012-11-15

A clear and concise introduction and reference for anyone new to the

subject of statistics.

C++ In a Nutshell - Ray Lischner 2003-05-08

To-the-point, authoritative, no-nonsense solutions have always been a trademark of O'Reilly books. The In a Nutshell books have earned a solid reputation in the field as the well-thumbed references that sit beside the knowledgeable developer's keyboard. C++ in a Nutshell lives up to the In a Nutshell promise. C++ in a Nutshell is a lean, focused reference that offers practical examples for the most important, most often used, aspects of C++. C++ in a Nutshell packs an enormous amount of information on C++ (and the many libraries used with it) in an indispensable quick reference for those who live in a deadline-driven world and need the facts but not the frills. The book's language reference is organized first by topic, followed by an alphabetical reference to the language's keywords, complete with syntax summaries and pointers to the topic references. The library reference is organized by header file, and each library chapter and class declaration presents the classes and types in alphabetical order, for easy lookup. Cross-references link related methods, classes, and other key features. This is an ideal resource for students as well as professional programmers. When you're programming, you need answers to questions about language syntax or parameters required by library routines quickly. What, for example, is the C++ syntax to define an alias for a namespace? Just how do you create and use an iterator to work with the contents of a standard library container? C++ in a Nutshell is a concise desktop reference that answers these questions, putting the full power of this flexible, adaptable (but somewhat difficult to master) language at every C++ programmer's fingertips.

A Complete Guide to Programming in C++ - Ulla Kirch-Prinz 2002

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

The Rust Programming Language (Covers Rust 2018) - Steve Klabnik 2019-09-03

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

PHP in a Nutshell - Paul Hudson 2005-10-13

Now installed on more than 20 million Internet domains around the world, PHP is an undisputed leader in web programming languages. Database connectivity, powerful extensions, and rich object-orientation are all reasons for its popularity, but nearly everyone would agree that, above all, PHP is one of the easiest languages to learn and use for developing dynamic web applications. The ease of development and

simplicity of PHP, combined with a large community and expansive repository of open source PHP libraries, make it a favorite of web designers and developers worldwide. PHP in a Nutshell is a complete reference to the core of the language as well as the most popular PHP extensions. This book doesn't try to compete with or replace the widely available online documentation. Instead, it is designed to provide depth and breadth that can't be found elsewhere. PHP in a Nutshell provides the maximum information density on PHP, without all the fluff and extras that get in the way. The topic grouping, tips, and examples in this book complement the online guide and make this an essential reference for every PHP programmer. This book focuses on the functions commonly used by a majority of developers, so you can look up the information you need quickly. Topics include: Object-oriented PHP Networking String manipulation Working with files Database interaction XML Multimedia creation Mathematics Whether you're just getting started or have years of experience in PHP development, PHP in a Nutshell is a valuable addition to your desk library.

Perl - Nathan Patwardhan 2002-06-03

This complete guide to the Perl programming language ranges widely through the Perl programmer's universe, gathering together in a convenient form a wealth of information about Perl itself and its application to CGI scripts, XML processing, network programming, database interaction, and graphical user interfaces. The book is an ideal reference for experienced Perl programmers and beginners alike. With more than a million dedicated programmers, Perl is proving to be the best language for the latest trends in computing and business, including network programming and the ability to create and manage web sites. It's a language that every Unix system administrator and serious web developer needs to know. In the past few years, Perl has found its way into complex web applications of multinational banks, the U.S. Federal Reserve, and hundreds of large corporations. In this second edition, "Perl in a Nutshell" has been expanded to include coverage of Perl 5.8, with information on Unicode processing in Perl, new functions and modules that have been added to the core language, and up-to-date details on

running Perl on the Win32 platform. The book also covers Perl modules for recent technologies such as XML and SOAP. Here are just some of the topics contained in this book: Basic Perl reference Quick reference to built-in functions and standard modules CGI.pm and mod_perl XML::* modules DBI, the database-independent API for Perl Sockets programming LWP, the library for Web programming in Perl Network programming with the Net modules Perl/Tk, the Tk extension to Perl for graphical interfaces Modules for interfacing with Win32 systems As part of the successful "in a Nutshell" book series from O'Reilly & Associates, "Perl in a Nutshell" is for readers who want a single reference for all their needs. "In a nutshell, Perl is designed to make the easy jobs easy, without making the hard jobs impossible." -- Larry Wall, creator of Perl [ASP in a Nutshell](#) - Keyton Weissinger 2000-07-06

ASP in a Nutshell provides the high-quality reference documentation that web application developers really need to create effective Active Server Pages. It focuses on how features are used in a real application and highlights little-known or undocumented features. This book also includes an overview of the interaction between the latest release of Internet Information Server (version 5) and ASP 3.0, with an introduction to the IIS object model and the objects it comprises. The examples shown in this section and throughout the book are illustrated in VBScript. The main components of this book are: Active Server Pages Introduction. Brief overview of the ASP application paradigm with examples in VBScript. Also included is an introduction to Microsoft's Internet Information Server 5.0, the IIS object model, and the objects that it comprises. Object Reference. Each object is discussed in the following manner: descriptions, properties, collections, methods, events, accessory files/required DLLs, and remarks, including real-world uses, tips and tricks, and author's experience (where applicable). The objects-- Application, Response, Request, Server, Session,ObjectContext, and ASPError, as well as ASP Directives, Global.ASA, and Server-Side Includes--all follow this paradigm. Component Reference. This section follows the same paradigm found in Object Reference. The discussion covers all of the additional components included with IIS, such as

ActiveX Data Objects, the Ad Rotator, the Browser capabilities component, the File System Object, and more. Appendixes. Gives examples in one or two objects and components using Perl, REXX, and Python in ASP. Like other books in the "In a Nutshell" series this book offers the facts, including critical background information, in a no-nonsense manner that users will refer to again and again. It is a detailed reference that enables even experienced web developers to advance their ASP applications to new levels.

Linux in a Nutshell - Ellen Siever 2005

Over the last few years, Linux has grown both as an operating system and a tool for personal and business use. Simultaneously becoming more user friendly and more powerful as a back-end system, Linux has achieved new plateaus: the newer filesystems have solidified, new commands and tools have appeared and become standard, and the desktop--including new desktop environments--have proved to be viable, stable, and readily accessible to even those who don't consider themselves computer gurus. Whether you're using Linux for personal software projects, for a small office or home office (often termed the SOHO environment), to provide services to a small group of colleagues, or to administer a site responsible for millions of email and web connections each day, you need quick access to information on a wide

range of tools. This book covers all aspects of administering and making effective use of Linux systems. Among its topics are booting, package management, and revision control. But foremost in Linux in a Nutshell are the utilities and commands that make Linux one of the most powerful and flexible systems available. Now in its fifth edition, Linux in a Nutshell brings users up-to-date with the current state of Linux. Considered by many to be the most complete and authoritative command reference for Linux available, the book covers all substantial user, programming, administration, and networking commands for the most common Linux distributions. Comprehensive but concise, the fifth edition has been updated to cover new features of major Linux distributions. Configuration information for the rapidly growing commercial network services and community update services is one of the subjects covered for the first time. But that's just the beginning. The book covers editors, shells, and LILO and GRUB boot options. There's also coverage of Apache, Samba, Postfix, sendmail, CVS, Subversion, Emacs, vi, sed, gawk, and much more. Everything that system administrators, developers, and power users need to know about Linux is referenced here, and they will turn to this book again and again.

C# 6.0 in a Nutshell - Joseph Albahari 2015

"Covers .NET 4.6 & the Roslyn compiler"--Cover.