Teodorescu Perceptuo Motor Programme Write Start

Write from the Start *Beginning Programming For Dummies* *WRITE YOUR FIRST PROGRAM* **Beginning Programming in 24 Hours, Sams Teach Yourself** **PIC16F1847 Microcontroller-Based Programmable Logic Controller** Beginning Object-Oriented Programming with C# **Lua Quick Start Guide** **Oversight Hearing on Federal Education Programs** **How to Write a Scholarship-Winning Field of Study and Research Program Plan** **Tiny Python Projects** **Foundations of Programming Languages** **Xcode Tools Sensei (First Edition)** **1973 IEEE Intercon Technical Program Papers** *Schaum's Outline of Programming with C++* *Applied Computational Aerodynamics* **M Programming: A Comprehensive Guide** **Beginning MATLAB and Simulink** **Object-Oriented Programming in C++** Digital System Design - Use of Microcontroller *Java in 24 Hours* **Getting Started with the micro:bit** Beginning C# 7 Programming with Visual Studio 2017 *The HM Learning and Study Skills Program* **Python 3 Object-Oriented Programming** TEXTBOOK OF COMPUTER SCIENCE FOR CLASS XI Programming the Parallel Port **Programming Interviews Exposed** **A Simplified Guide to Structured COBOL Programming** **A Step in Programming with C** **Python Programming for Beginners: A Comprehensive Crash Course With Practical Exercises to Quickly Learn Coding and Programming for Data Analysis and Machine Learning** The Writing Revolution *Sentry Xpress - Digital Temperature Controller* *Getting Started with pcDuino3* **Python Programming in Context** I-mode Developer's Guide **Adobe AIR Programming Unleashed** *Programming Perl in the .NET Environment* Working Together for Literacy Invent Your Own Computer Games with Python, 4th Edition **Modern C++ Programming Cookbook**

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Object-Oriented Programming in C++ May 18 2021 Object-Oriented Programming in C++ begins with the basic principles of the C++ programming language and systematically introduces increasingly advanced topics while illustrating the OOP methodology. While the structure of this book is similar to that of the previous edition, each chapter reflects the latest ANSI C++ standard and the examples have been thoroughly revised to reflect current practices and standards. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

A Step in Programming with C Jun 06 2020 This book is a clear, comprehensive book designed only for you, no-matter whether you are a student, a teacher, a professional programmer or others. Simplicity is the hallmark of this book. It assumes no necessities for you to have the background knowledge on C Programming Language. Firstly, it helps you to understand the basic fundamentals of C Programming and then about the stronger part of C and ultimately master the various features that C offers.It is written in a style and level of detail to capture the entire field, it admirably meets the needs of students of science and technology specially the computer engineering students as a textbook and of professionals as a basic reference volume. Ideal for self-study and certification exam. Includes solution of more than 160 programs Broad in-depth coverage of C Programming Language.

Write from the Start Nov 04 2022 This radically different and effective approach to handwriting gently guides both regular and special education students through the necessary stages of perceptual and fine-motor development towards legibility. Book 1 is based onholistic Gestalt principles of learning, the tasks include connecting dots, circling a shape inside and outside, word searches, figure-ground discrimination, and tracing routes (mazes). The introduction includes thorough background pedagogy, a glossary, bibliography, and suggestions for further reading. Write from the Start lays a firm foundation for accurate handwriting

M Programming: A Comprehensive Guide Jul 20 2021 M Programming: A Comprehensive Guide is a complete update to ABCs of MUMPS. While ABCs of MUMPS was an introduction for novice and intermediate M programmers, M Programming: A Comprehensive Guide has a new section containing advanced material. This new section addresses features such as transaction processing, networking, structured system variables, and interfaces to other standards. Five new chapters have been added, covering an overview of M for readers familiar with other languages; M and the Windows environment; interaction between M and the underlying system; transaction processing; interfacing M with other standards; and error handling. Sections on interactive programming and futures have been extensively updated. M Programming: A Comprehensive Guide is an invaluable resource for everyone who is learning or using M. · Includes section on advanced programming · Completely updated for the 1995 standard

Foundations of Programming Languages Dec 25 2021 This clearly written textbook introduces the reader to the three styles of programming, examining object-oriented/imperative, functional, and logic programming. The focus of the text moves from highly prescriptive languages to very descriptive languages, demonstrating the many and varied ways in which we can think about programming. Designed for interactive learning both inside and outside of the classroom, each programming paradigm is highlighted through the implementation of a non-trivial programming language, demonstrating when each language may be appropriate for a given problem. Features: includes review questions and solved practice exercises, with supplementary code and support files available from an associated website; provides the foundations for understanding how the syntax of a language is formally defined by a grammar; examines assembly language programming using CoCo; introduces C++, Standard ML, and Prolog; describes the development of a type inference system for the language Small.

A Simplified Guide to Structured COBOL Programming Jul 08 2020 This is for the person who wants to learn what COBOL is, what programming is, and how to use COBOL in typical business data processing applications. Assumes no previous background in programming. Hands-on programming begins in Chapter 1--each chapter is based on one or more example programs applicable to real-life business settings. Treatment is based on the concepts of structured programming--only a few logical control structures are used throughout the book. Emphasizes a clear program style for ease of reading and debugging. All programs have been tested and run, and computer output is displayed in each case.

Beginning Programming For Dummies Oct 03 2022 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!

Oversight Hearing on Federal Education Programs Mar 28 2022

Python Programming in Context Jan 02 2020 Python Programming in Context, Third Edition provides a comprehensive and accessible introduction to Python fundamentals. Updated with the latest version of Python, the new Third Edition offers a thorough overview of multiple applied areas, including image processing, cryptography, astronomy, the Internet, and bioinformatics. Taking an active learning approach, each chapter starts with a comprehensive real-world project that teaches core design techniques and Python programming while engaging students. An ideal first language for learners entering the rapidly expanding field of computer science, Python gives students a solid platform of key problem-solving skills that translate easily across programming languages.

Lua Quick Start Guide Apr 28 2022 The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language Understand how to use tables, the data structure that makes Lua so powerful Understand object-oriented programming in Lua using metatables Understand standard LUA libraries for math, file io, and more Manipulate string data using Lua Understand how to debug Lua applications quickly and effciently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before.

Python 3 Object-Oriented Programming Nov 11 2020 Uncover modern Python with this guide to Python data structures, design patterns, and effective object-oriented techniques Key FeaturesIn-depth analysis of many common object-oriented design patterns that are more suitable to Python's unique styleLearn the latest Python syntax and librariesExplore abstract design patterns and implement them in Python 3.8Book Description Object-oriented programming (OOP) is a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together. This third edition of Python 3 Object-Oriented Programming fully explains classes, data encapsulation, and exceptions with an emphasis on when you can use each principle to develop well-designed software. Starting with a detailed analysis of object-oriented programming, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm. You will learn how to create maintainable applications by studying higher level design patterns. The book will show you the complexities of string and file manipulation, and how Python distinguishes between binary and textual data. Not one, but two very powerful automated testing systems, unittest and pytest, will be introduced in this book. You'll get a comprehensive introduction to Python's concurrent programming ecosystem. By the end of the book, you will have thoroughly learned object-oriented principles using Python syntax and be able to create robust and reliable programs confidently. What you will learnImplement objects in Python by creating classes and defining methodsGrasp common concurrency techniques and pitfalls in Python 3Extend class functionality using inheritanceUnderstand when to use object-oriented features, and more importantly when not to use themDiscover what design patterns are and why they are different in PythonUncover the simplicity of unit testing and why it's so important in PythonExplore concurrent object-oriented programmingWho this book is for If you're new to object-oriented programming techniques, or if you have basic Python skills and wish to learn in depth how and when to correctly apply OOP in Python, this is the book for you. If you are an object-oriented programmer for other languages or seeking a leg up in the new world of Python 3.8, you too will find this book a useful introduction to Python. Previous experience with Python 3 is not necessary.

Tiny Python Projects Jan 26 2022 ”Tiny Python Projects is a gentle and amusing introduction to Python that will firm up key programming concepts while also making you giggle.”—Amanda Debler, Schaeffler Key Features Learn new programming concepts through 21-bitesize programs Build an insult generator, a Tic-Tac-Toe AI, a talk-like-a-pirate program, and more Discover testing techniques that will make you a better programmer Code-along with free accompanying videos on YouTube Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book The 21 fun-but-powerful activities in Tiny Python Projects teach Python fundamentals through puzzles and games. You'll be engaged and entertained with every exercise, as you learn about text manipulation, basic algorithms, and lists and dictionaries, and other foundational programming skills. Gain confidence and experience while you create each satisfying project. Instead of going quickly through a wide range of concepts, this book concentrates on the most useful skills, like text manipulation, data structures, collections, and program logic with projects that include a password creator, a word rhymer, and a Shakespearean insult generator. Author Ken Youens-Clark also teaches you good programming practice, including writing tests for your code as you go. What You Will Learn Write command-line Python programs Manipulate Python data structures Use and control randomness Write and run tests for programs and functions Download testing suites for each project This Book Is Written For For readers familiar with the basics of Python programming. About The Author Ken Youens-Clark is a Senior Scientific Programmer at the University of Arizona. He has an MS in Biosystems Engineering and has been programming for over 20 years. Table of Contents 1 How to write and test a Python program 2 The crow's nest: Working with strings 3 Going on a picnic: Working with lists 4 Jump the Five: Working with dictionaries 5 Howler: Working with files and STDOUT 6 Words count: Reading files and STDIN, iterating lists, formatting strings 7 Gashlycrumb: Looking items up in a dictionary 8 Apples and Bananas: Find and replace 9 Dial-a-Curse: Generating random insults from lists of words 10 Telephone: Randomly mutating strings 11 Bottles of Beer Song: Writing and testing functions 12 Ransom: Randomly capitalizing text 13 Twelve Days of Christmas: Algorithm design 14 Rhymer: Using regular expressions to create rhyming words 15 The Kentucky Friar: More regular expressions 16 The Scrambler: Randomly reordering the middles of words 17 Mad Libs: Using regular expressions 18 Gematria: Numeric encoding of text using ASCII values 19 Workout of the Day: Parsing CSV files, creating text table output 20 Password strength: Generating a secure and memorable password 21 Tic-Tac-Toe: Exploring state 22 Tic-Tac-Toe redux: An interactive version with type hints

Modern C++ Programming Cookbook Jun 26 2019 Over 100 recipes to help you overcome your difficulties with C++ programming and gain a deeper understanding of the working of modern C++ About This Book Explore the most important language and library features of C++17, including containers, algorithms, regular expressions, threads, and more, Get going with unit testing frameworks Boost.Test, Google Test and Catch, Extend your C++ knowledge and take your development skills to new heights by making your applications fast, robust, and scalable. Who This Book Is For If you want to overcome difficult phases of development with C++ and leverage its features using modern programming practices, then this book is for you. The book is designed for both experienced C++ programmers as well as people with strong knowledge of OOP concepts. What You Will Learn Get to know about the new core language features and the problems they were intended to solve Understand the standard support for threading and concurrency and know how to put them on work for daily basic tasks Leverage C++'s features to get increased robustness and performance Explore the widely-used testing frameworks for C++ and implement various useful patterns and idioms Work with various types of strings and look at the various aspects of compilation Explore functions and callable objects with a focus on modern features Leverage the standard library and work with containers, algorithms, and iterators Use regular expressions for find and replace string operations Take advantage of the new filesystem library to work with files and directories Use the new utility additions to the standard library to solve common problems developers encounter including string_view, any , optional and variant types In Detail C++ is one of the most widely used programming languages. Fast, efficient, and flexible, it is used to solve many problems. The latest versions of C++ have seen programmers change the way they code, giving up on the old-fashioned C-style programming and adopting modern C++ instead. Beginning with the modern language features, each recipe addresses a specific problem, with a discussion that explains the solution and offers insight into how it works. You will learn major concepts about the core programming language as well as common tasks faced while building a wide variety of software. You will learn about concepts such as concurrency, performance, meta-programming, lambda expressions, regular expressions, testing, and many more in the form of recipes. These recipes will ensure you can make your applications robust and fast. By the end of the book, you will understand the newer aspects of C++11/14/17 and will be able to overcome tasks that are time-consuming or would break your stride while developing. Style and approach This book follows a recipe-based approach, with examples that will empower you to implement the core programming language features and explore the newer aspects of C++.

Schaum's Outline of Programming with C++ Sep 21 2021 Tough Test Questions? Missed Lectures? Not Enough Time? Fortunately for you, there's Schaum's Outlines. More than 40 million students have trusted Schaum's to help them succeed in the classroom and on exams. Schaum's is the key to faster learning and higher grades in every subject. Each Outline presents all the essential course information in an easy-to-follow, topic-by-topic format. You also get hundreds of examples, solved problems, and practice exercises to test your skills. This Schaum's Outline gives you Practice problems with full explanations that reinforce knowledge Coverage of the most up-to-date developments in your course field In-depth review of practices and applications Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum's to shorten your study time-and get your best test scores! Schaum's Outlines-Problem Solved.

Getting Started with pcDuino3 Feb 01 2020 pcDuino is a mini PC platform that runs PC like OS such as Ubuntu and Android ICS. This book helps you to get started with pcDuino3. The following is highlight topics: * Preparing development * Basic configuration for Ubuntu NAND Linux * pcDuino3 Programming Language: C/C++, Python, Java, .NET Mono (C#), Node.js * Deploying LAMP (Linux, Apache, MySQL and PHP) * Working with Arduino IDE Software * pcDuino3 I/O Programming using Python * Serial Debugging on pcDuino3 * Working with XBee IEEE 802.15.4 * Reflashing Ubuntu NAND Several code samples are provided to illustrate how to work with pcDuino3.

Programming Interviews Exposed Aug 09 2020 Ace technical interviews with smart preparation Programming Interviews Exposed is the programmer's ideal first choice for technical interview preparation. Updated to reflect changing techniques and trends, this new fourth edition provides insider guidance on the unique interview process that today's programmers face. Online coding contests are being used to screen candidate pools of thousands, take-home projects have become commonplace, and employers are even evaluating a candidate's public code repositories at GitHub—and with competition becoming increasingly fierce, programmers need to shape themselves into the ideal candidate well in advance of the interview. This book doesn't just give you a collection of questions and answers, it walks you through the process of coming up with the solution so you learn the skills and techniques to shine on whatever problems you're given. This edition combines a thoroughly revised basis in classic questions involving fundamental data structures and algorithms with problems and step-by-step procedures for new topics including probability, data science, statistics, and machine learning which will help you fully prepare for whatever comes your way. Learn what the interviewer needs to hear to move you forward in the process Adopt an effective approach to phone screens with non-technical recruiters Examine common interview problems and tests with expert explanations Be ready to demonstrate your skills verbally, in contests, on GitHub, and more Technical jobs require the skillset, but you won't get hired unless you are able to effectively and efficiently demonstrate that skillset under pressure, in competition with hundreds of others with the same background. Programming Interviews Exposed teaches you the interview skills you need to stand out as the best applicant to help you get the job you want.

Programming Perl in the .NET Environment Sep 29 2019 A practical introduction to programming in Perl utilizing the rich capabilities of Perl and the services provided by .NET.

Xcode Tools Sensei (First Edition) Nov 23 2021

Java in 24 Hours Mar 16 2021 Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs, applications, and web services, including setting up the programming environment, building user interfaces, and writing Android apps.

1973 IEEE Intercon Technical Program Papers Oct 23 2021

Digital System Design - Use of Microcontroller Apr 16 2021 Embedded systems are today, widely deployed in just about every piece of machinery from toasters to spacecraft. Embedded system designers face many challenges. They are asked to produce increasingly complex systems using the latest technologies, but these technologies are changing faster than ever. They are asked to produce better quality designs with a shorter time-to-market. They are asked to implement increasingly complex functionality but more importantly to satisfy numerous other constraints. To achieve the current goals of design, the designer must be aware with such design constraints and more importantly, the factors that have a direct effect on them.One of the challenges facing embedded system designers is the selection of the optimum processor for the application in hand; single-purpose, general-purpose or application specific. Microcontrollers are one member of the family of the application specific processors.The book concentrates on the use of microcontroller as the embedded system?s processor, and how to use it in many embedded system applications. The book covers both the hardware and software aspects needed to design using microcontroller.The book is ideal for undergraduate students and also the engineers that are working in the field of digital system design.Contents• Preface;• Process design metrics;• A systems approach to digital system design;• Introduction to microcontrollers and microprocessors;• Instructions and Instruction sets;• Machine language and assembly language;• System memory; Timers, counters and watchdog timer;• Interfacing to local devices / peripherals;• Analogue data and the analogue I/O subsystem;• Multiprocessor communications;• Serial Communications and Network-based interfaces.

Invent Your Own Computer Games with Python, 4th Edition Jul 28 2019 Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input –Program simple artificial intelligence so you can play against the computer –Use cryptography to convert text messages into secret code –Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

The HM Learning and Study Skills Program Dec 13 2020 The hm Learning and Study Skills Program: Level II was designed to provide an introduction to learning and study skills for 8th, 9th, and 10th grade students through a series of activity-oriented units. It is structured on the assumption that an activity-oriented lesson is the most effective instructional strategy for the teaching of study skills: more succinctly, that "learning by doing" is the best way 'study smart'. The Level II Teacher's Guide includes a pretest, a wide variety of teaching suggestions, unit summaries, activities for retrieval and closure as well as teaching adaptations through the use of technology. It was published to help teachers assist students in the development of essential study skills and to reinforce their existing strategies that work. The Program supports academic independence for students that have a wide range of ability with college and career readiness as a tangible and realistic goal.

WRITE YOUR FIRST PROGRAM Sep 02 2022 This introductory book on programming introduces computer programming using C and Python programming languages on Microsoft Windows and Linux operating systems to beginners. The book assumes no familiarity with programming and teaches the basics of programming to its readers. It helps the readers to write programs to solve problems in computer science, finance, mathematics and physics. Unlike other introductory guides to programming, Write Your First Program focuses on the exact information that beginners are required to apply while creating practical programs. The book is organized in eight chapters–with each chapter introducing a major programming topic, focusing on the concepts and then implementing them in both the languages. This book will teach you to write your first program and progress on to concepts such as working with data, decision making, persistent data storage and implementing mathematical operations. Apart from programming, the book also discusses version control systems and open source projects. The aim of the book is to focus on the programming logic, and then see how the logic can be implemented using two different languages. Thus, it helps the readers to learn two vastly different ways of programming. This book is intended for all those who are interested to learn/sharpen their programming skills. Companion Website The website for this book (www.phindia.com/saha) is an integral part of the book where you will find: • Extended treatment of certain topics • Additional tips and tutorials • Questions and comments page

Applied Computational Aerodynamics Aug 21 2021 This book covers the application of computational fluid dynamics from low-speed to high-speed flows, especially for use in aerospace applications.

Beginning MATLAB and Simulink Jun 18 2021 Employ essential and hands-on tools and functions of the MATLAB and Simulink packages, which are explained and demonstrated via interactive examples and case studies. This book contains dozens of simulation models and solved problems via m-files/scripts and Simulink models which help you to learn programming and modeling essentials. You'll become efficient with many of the built-in tools and functions of MATLAB/Simulink while solving engineering and scientific computing problems. Beginning MATLAB and Simulink explains various practical issues of programming and modelling in parallel by comparing MATLAB and Simulink. After reading and using this book, you'll be proficient at using MATLAB and applying the source code from the book's examples as templates for your own projects in data science or engineering. What You Will LearnGet started using MATLAB and SimulinkCarry out data visualization with MATLABGain the programming and modeling essentials of MATLABBuild a GUI with MATLABWork with integration and numerical root finding methodsApply MATLAB to differential equations-based models and simulationsUse MATLAB for data science projects Who This Book Is For Engineers, programmers, data scientists, and students

majoring in engineering and scientific computing.
Sentry Xpress - Digital Temperature Controller Mar 04 2020
Beginning Programming in 24 Hours, Sams Teach Yourself Aug 01 2022 If you want to learn computer programming but don’t know which language to start with, this is the book for you! In just 24 lessons of one hour or less, any beginner can get a solid introduction to the basics of computer programming and learn to write simple programs for any platform—Windows, Mac, and mobile. Using a straightforward, step-by-step approach, each lesson in this carefully crafted tutorial builds upon the previous one, allowing you to learn all the essentials of programming from the ground up. Once you’ve mastered these fundamentals, the book introduces you to several of the most popular computer programming languages today and helps you decide which language to learn first. Step-by-step instructions carefully walk you through the most common programming tasks. Practical, hands-on examples show you how to apply what you learn to create your own programs Quizzes and exercises at the end of each lesson help you test your knowledge and stretch your skills Learn how to… Set up your programming toolkit with widely available free downloads Create simple programs in JavaScript that get user input and display output Process numbers and words Use variables to hold information Merge strings together Tell programs how to make decisions Create algorithms to count data values and accumulate totals Use JavaScript to create interactive web pages Improve a user’s experience with cookies Debug your programs before going live Structure programs for readability Apply your programming skills to more advanced languages like Java Use object-oriented programming techniques Choose between other popular languages like C and C++, HTML5 and CSS3, Visual Basic and .NET, and PHP Distribute and sell your programs
Working Together for Literacy Aug 28 2019 Designed to help communities in preliterate societies break the barrier of illiteracy, this book presents a simple basic foundation for literacy instruction that can be handled by local people with little experience. The book explains each step with great detail. The four chapters are as follows: (1) "Local Language Literacy and Developing Countries," with sections on how local programs, a multi-strategy method, and the community framework can help solve literacy problems; (2) "The Multi-Strategy Method and How to Use It," with sections on the ideas behind the method and both story and workbook tracks; (3) "The Community Framework and How to Use It," with a guide for local language coordinators (i.e., what to know to begin, organizing communities, training teachers, writing books, beginning classes, checking and testing) and a guide for experienced workers (beginning plan, organizing, and the training course); and (4) "The Local Language Literacy Program in Practice." Ten guides are presented for a story track, workbook track, writing stories, cutting stencils, silkscreen printing, workbook writing, story book writing, survey, silkscreen building, and alphabet. A word list and index are included. Also given are 11 lesson plans, 6 models (beginning plan model, price list model, roll book model, checking visit checklist, literacy certificate, and program teacher certificate), and 21 additional models that comprise nearly 60 pages of the book. (LB)
I-mode Developer's Guide Dec 01 2019 Users of this book will be able to quickly and efficiently build I-Mode pages using any desired text editor. Following examples and instructions based on the authors' successful experiences, developers will create or convert images from other platforms, create animations and sound files, and develop dynamic database driven I-Mode applications and Web sites using common scripting languages such as Perl, PHP, and Java. They will also understand the relationship between I-Mode and other wireless technologies, and the unique business model of I-Mode. An overview of several "killer applications" that have fueled I-Mode's success will further prepare the reader to create applications that take full advantage of the features of small-screen devices.
Beginning Object-Oriented Programming with C# May 30 2022 The ideal beginner's guide to C# and object-oriented programming Wrox beginners' guides have the perfect formula for getting programming newcomers up and running. This one introduces beginners to object-oriented programming using C# to demonstrate all of the core constructs of this programming framework. Using real-world situations, you'll discover how to create, test, and deliver your programs and how to work with classes, arrays, collections, and all the elements of object-oriented programming. Covers exactly what beginners, even those with no prior programming experience, need to know to understand object-oriented programming and start writing programs in C# Explains the advantages and disadvantages of C#, and tips for understanding C# syntax Explores properties, encapsulation, and classes; value data types; operands and operators; errors and debugging; variables; and reference types Shows how to use statement repetition and program loops, understand arrays and collections, and write your own classes Also covers inheritance and polymorphism Beginning Object-Oriented Programming with C# uses the tried-and-true Wrox formula for making this popular programming method easy to learn.
Getting Started with the micro:bit Feb 12 2021 The micro:bit, a tiny computer being distributed by the BBC to students all over the UK, is now available for anyone to purchase and play with. Its small size and low power requirements make it an ideal project platform for hobbyists and makers. You don't have to be limited by the web-based programming solutions, however: the hardware on the board is deceptively powerful, and this book will teach you how to really harness the power of the micro:bit. You'll learn about sensors, Bluetooth communications, and embedded operating systems, and along the way you'll develop an understanding of the next big thing in computers: the Internet of Things.
Programming the Parallel Port Sep 09 2020 Why purchase expensive add-on cards or bus interfaces when you can develop effective and economical data acquisition and process controls using C programs? Using the under-employed printer adapter (that is, the parallel port of your PC), you can turn your computer into a powerful tool for developing microprocessor applications. Learn how to build a complete data acquisition system and such varied applications as a CCD camera controller, a photometer interface, and a wave form generator. The book also covers the enhanced parallel port (EPP), the extended capabilities port (ECP), interfacing analog-to-digital converters, and data acquisition under Linux. This extraordinary software approach to interfacing through the parallel port will be especially appealing to programmers involved in control systems design and device development, as well as to those who work with real-time and embedded systems. ;
PIC16F1847 Microcontroller-Based Programmable Logic Controller Jun 30 2022 The PIC16F1847-Based PLC project supports up to 4 analog inputs and 1 analog output, 1 High Speed Counter, 2 PWM (pulse width modulation) outputs, 1 Drum Sequencer Instruction with up to 16 steps, the implementation of Sequential Function Charts (SFCs) with up to 24 steps. This volume presents advanced concepts of the PIC16F1847-Based PLC project and consists of topics like program control, high speed counter and PWM macros. It further explains memory related drum sequencer instruction, sequential functional charts, and analog input and output modules. Aimed at researchers and graduate students in electrical engineering, power electronics, robotics and automation, sensors, this book: Presents program control macros to enable or disable a block of PLC program or to move execution of a program from one place to another. Proposes a High-Speed Counter and four PWM Macros for high speed counting and PWM operations. Develops memory related macros to enable the user to do memory read/write operations. Provides a Drum Sequencer instruction with up to 16 steps and 16 outputs on each step. Discusses the implementation of Sequential Function Chart (SFC) elements with up to 24 steps.
Python Programming for Beginners: A Comprehensive Crash Course With Practical Exercises to Quickly Learn Coding and Programming for Data Analysis and Machine Learning May 06 2020 Do You Want To Learn How To Code, Fast? This Crash Course With Practical Examples Is About To Become Your Best Friend! Would you like to become an expert in coding and programming? Are you looking for a way to learn coding on your own? Well, this book is everything you’ve been looking for! It will teach you everything there is about Python coding, programming, artificial intelligence, and machine learning. If you want to learn how to code, taking your first steps into the coding universe might seem like an intimidating and daunting task. Here’s the big secret: there are plenty of resources you can use to give yourself all the help you need, teach yourself new techniques, and make this learning process fun and exciting! And this guide is precisely one of those resources that will help you out! Here is what this book contains: • Everything there is to know about machine learning and artificial intelligence • Extensive training in data science • A beginner’s guide to learning Python without breaking a sweat • The benefits of learning Python • Practical exercises that help you check your progress The best way to learn to code involves you getting up-close-and-personal with a real book that you can follow along from beginning to end. This will give you a more comprehensive introduction to coding than jumping around from topic to topic on a website. Not only will this book teach you how to code, but it will also test your new skills! The practical exercises section will show you more about functions and modules and also how to make your program interactive. Without applying your coding skills in a few projects, you won’t even be considered a real coder. So, start learning and practicing! You don’t have to enroll in a four-year college program to learn the fundamentals of computer science and coding. All you have to do is get this book! Scroll up, click on "Buy Now with 1-Click", and Get Your Copy Now!
Adobe AIR Programming Unleashed Oct 30 2019 Covers version 1.5 of Adobe AIR Written to help you hit the ground running, this book teaches you how to build state-of-the-art rich desktop applications on the breakthrough Adobe AIR platform. Stacy Tyler Young, Michael Givens, and Dimitrios Gianninas illustrate the power of this technology through practical application examples based on the official 1.5 release of Adobe AIR. You’ll discover how Adobe AIR helps you solve problems you just couldn’t solve before by extending the reach of your web applications onto users’ desktops. Building on your existing knowledge of Adobe Flex, HTML, JavaScript, and Ajax software, you’ll master the powerful Adobe AIR platform--moving quickly from task-oriented examples to larger-scale, real-world projects. The authors don’t just cover coding--they help you maximize your effectiveness throughout the entire development lifecycle via design patterns, frameworks, build process, continuous integration, and automated testing. If you’re ready to build the next generation of rich hybrid desktop applications, Adobe AIR is the development platform you’ve been searching for...and this is the book you need to kick-start new projects using this exciting new technology.
The Writing Revolution Apr 04 2020 Why you need a writing revolution in your classroom and how to lead it The Writing Revolution (TWR) provides a clear method of instruction that you can use no matter what subject or grade level you teach. The model, also known as The Hochman Method, has demonstrated, over and over, that it can turn weak writers into strong communicators by focusing on specific techniques that match their needs and by providing them with targeted feedback. Insurmountable as the challenges faced by many students may seem, The Writing Revolution can make a dramatic difference. And the method does more than improve writing skills. It also helps: Boost reading comprehension Improve organizational and study skills Enhance speaking abilities Develop analytical capabilities The Writing Revolution is as much a method of teaching content as it is a method of teaching writing. There's no separate writing block and no separate writing curriculum. Instead, teachers of all subjects adapt the TWR strategies and activities to their current curriculum and weave them into their content instruction. But perhaps what's most revolutionary about the TWR method is that it takes the mystery out of learning to write well. It breaks the writing process down into manageable chunks and then has students practice the chunks they need, repeatedly, while also learning content.
TEXTBOOK OF COMPUTER SCIENCE FOR CLASS XI Oct 11 2020 This textbook, presented in a clear and friendly writing style, provides students of Class XI with a thorough introduction to the discipline of computer science. It offers accurate and balanced coverage of all the computer science topics as prescribed in the CBSE syllabus Code 083. Assuming no previous knowledge of computer science, this book discusses key computing concepts to provide invaluable insight into how computers work. It prepares students for the world of computing by giving them a solid foundation in programming concepts, operating systems, problem solving methodology, C++ programming language, data representation, and computer hardware. KEY FEATURES • Explains theory in user friendly and easy-to-approach style • Teaches C++ from scratch; knowledge of C is not needed • Provides Programming Examples • Gives Practical Exercise • Provides Answers to Short Questions • Gives Practice Questions at the end of each chapter • Suitable for Self-Study
Beginning C# 7 Programming with Visual Studio 2017 Jan 14 2021 Easily get started programming using the ultra-versatile C# 7 and Visual Studio 2017 Beginning C# 7 Programming with Visual Studio 2017 is the beginner’s ultimate guide to the world’s most popular programming language. Whether you’re new to programming entirely, or just new to C#, there has never been a better time to get started. The new C# 7 and Visual Studio 2017 updates feature a number of new tools and features that streamline the workflow, simplify the code, and make it easier than ever to build high-quality apps. This book walks you through everything you need to know, starting from the very basics, to have you programming in no time. You’ll learn about variables, flow control, and object oriented programming, then move into Web and Windows programming as well as databases and XML. The companion website provides downloadable code examples, and practical Try It Out sections provide explicit, step-by-step instructions for writing your own useful, customizable code. C# 7 can be used to build Windows applications, program Windows 10, and write Web apps when used alongside ASP.NET. With programming skills becoming de rigueur in fields far beyond the tech world, C# 7 is a great place to start building versatile, helpful skills. This book gets you started quickly and easily with instruction from a master-team of C# programmers. Learn how to program using the world’s leading programming language Build smarter, faster apps using the latest features in C# 7 and Visual Studio 2017 Find and fix bugs sooner, saving headaches down the line Integrate with all .NET Core, Azure applications, cloud services, Docker containers, and more The world of programming can seem intimidating to a beginner, and the prospect of learning a whole new “language” can seem daunting. Beginning C# 7 Programming with Visual Studio 2017 demystifies the process and shows you how to bring your ideas to life.
How to Write a Scholarship-Winning Field of Study and Research Program Plan Feb 24 2022 The Key to Success in Your MEXT Scholarship Application: Step-by-Step guide to writing a Field of Study and Research Program Plan that will impress your reviewers and secure your scholarship. The Field of Study and Research Program Plan is the most important document in your MEXT scholarship application that you can control. A researched, clear plan can win your the scholarship, but a poor plan can destroy your chances. But where do you start? What are reviewers looking for? What should the final plan look like? How to Write a Scholarship-Winning Field of Study and Research Program Plan answers all of your questions about the document, and walks you

through the research and writing, step-by-step. This book will teach you: 1. What role the Field of Study and Research Program Plan plays in your application, and how to use it to your greatest advantage, 2. How to choose your research field, 3. How to conduct literature reviews to create and validate a research question, 4. How to select your research methodologies and methods, 5. How to write and format each section of the form, including the length and contents for each section, 6. The best review process to ensure a high quality product. Plus, it includes reviews of past applicants' submissions, so you can compare your plan to successful applications. The book also includes a link to downloadable worksheets that will help you get the most value out of each chapter, as well as a free companion email course to help you on your way! Take Advantage of the Expertise of Thousands of Applicants Travis Senzaki has spent seven years working in international student recruiting and acceptance for Japanese universities, including three years as the direct point of contact for all MEXT scholarship inquiries and applications at a large, private university. He has personally processed hundreds of applications and has used his experience to help over 5000 MEXT scholarship applicants through the process through the TranSenz Blog, one of the world's leading independent sources of information and advice on the MEXT scholarship. Travis' Mastering the MEXT Scholarship Application: The TranSenz Guide series builds on his blog articles and well over 2000 questions submitted through the blog, as well as exhaustive research of successful applicants' approaches and experiences to bring you the best practices for every step of the application process. Get started today! It is never too early to start thinking about your research topic and preparing your Field of Study and Research Program Plan. Regardless of whether you have already started your application, or are planning to apply a year or more from now, this book can help you today! Download it now and start reading to make the most of your Field of Study and Research Program Plan so you can give yourself the best possible chance to win the MEXT Scholarship.