

Sams Teach Yourself Linux Programming In 24 Hours

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[Python in 24 Hours, Sams Teach Yourself](#) - Katie Cunningham 2013-09-10

In just 24 sessions of one hour or less, Sams Teach Yourself Python in 24 Hours will help you get started fast, master all the core concepts of

programming, and build anything from websites to games. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics through functions, objects, classes, modules, database integration, and

more. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Python development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Warnings alert you to possible problems and give you advice on how to avoid them. Learn how to... Install and run the right version of Python for your operating system Store, manipulate, reformat, combine, and organize information Create logic to control how programs run and what they do Interact with users or other programs, wherever they are Save time and improve reliability by creating reusable functions Master Python data types: numbers, text, lists, and dictionaries Write object-oriented programs that work better and

are easier to improve Expand Python classes to make them even more powerful Use third-party modules to perform complex tasks without writing new code Split programs to make them more maintainable and reusable Clearly document your code so others can work with it Store data in SQLite databases, write queries, and share data via JSON Simplify Python web development with the Flask framework Quickly program Python games with PyGame Avoid, troubleshoot, and fix problems with your code

Sams Teach Yourself FreeBSD in 24 Hours -
Michael Urban 2002

Teaches users how to work with the FreeBSD operating system, explaining how to do common tasks, such as setting up a basic Web server, and how to work with the graphical user environment.

Unix in 24 Hours, Sams Teach Yourself -
Dave Taylor 2015-07-01

Learn to use Unix, OS X, or Linux quickly and easily! In just 24 lessons of one hour or less,

Sams Teach Yourself Unix in 24 Hours helps you get up and running with Unix and Unix-based operating systems such as Mac OS X and Linux. Designed for beginners with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn. Each lesson clearly explains essential Unix tools and techniques from the ground up, helping you to become productive as quickly and efficiently as possible. Step-by-step instructions carefully walk you through the most common Unix tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions Learn how to... Pick the command shell that's best for you Organize the Unix file system (and why) Manage file and directory ownership and permissions Maximize your productivity with power filters and pipes Use the vi and emacs editors Create your own commands and shell scripts Connect to

remote systems using SSH and SFTP Troubleshoot common problems List files and manage disk usage Get started with Unix shell programming Set up printing in a Unix environment Archive and back up files Search for information and files Use Perl as an alternative Unix programming language Set up, tweak, and make use of the GNOME graphical environment Contents at a Glance HOUR 1: What Is This Unix Stuff? HOUR 2: Getting onto the System and Using the Command Line HOUR 3: Moving About the File System HOUR 4: Listing Files and Managing Disk Usage HOUR 5: Ownership and Permissions HOUR 6: Creating, Moving, Renaming, and Deleting Files and Directories HOUR 7: Looking into Files HOUR 8: Filters, Pipes, and Wildcards! HOUR 9: Slicing and Dicing Command-Pipe Data HOUR 10: An Introduction to the vi Editor HOUR 11: Advanced vi Tricks, Tools, and Techniques HOUR 12: An Overview of the emacs Editor HOUR 13: Introduction to Command Shells

HOUR 14: Advanced Shell Interaction HOUR 15: Job Control HOUR 16: Shell Programming Overview HOUR 17: Advanced Shell Programming HOUR 18: Printing in the Unix Environment HOUR 19: Archives and Backups HOUR 20: Using Email to Communicate HOUR 21: Connecting to Remote Systems Using SSH and SFTP HOUR 22: Searching for Information and Files HOUR 23: Perl Programming in Unix HOUR 24: GNOME and the GUI Environment Appendix A: Common Unix Questions and Answers

Sams Teach Yourself COBOL in 24 Hours -

Thane Hubbell 1998-11-28

Sams Teach Yourself COBOL in 24 Hours teaches the basics of COBOL programming in 24 step-by-step lessons. Each lesson builds on the previous one providing a solid foundation in COBOL programming concepts and techniques. This hands-on guide is the easiest, fastest way to begin creating standard COBOL compliant code. Business professionals and programmers from

other languages will find this hands-on, task-oriented tutorial extremely useful for learning the essential features and concepts of COBOL programming. Writing a program can be a complex task. Concentrating on one development tool guides you to good results every time. There will be no programs that will not compile!

[Unreal Engine 4 Game Development in 24 Hours, Sams Teach Yourself](#) - Aram Cookson
2016-06-08

In just 24 lessons of one hour or less, learn how to start using Unreal Engine 4 to build amazing games for Windows, Mac, PS4, Xbox One, iOS, Android, the web, Linux-or all of them! Sams Teach Yourself Unreal Engine 4 Game Development in 24 Hours' straightforward, step-by-step approach shows you how to work with Unreal Engine 4's interface, its workflows, and its most powerful editors and tools. In just hours you'll be creating effects, scripting warfare, implementing physics-even developing for

mobile devices and HUDs. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Organize new projects and work with the Gameplay Framework Master Unreal's units and control systems Import 3D models and work with the Static Mesh Editor Create new landscapes and use Unreal's foliage system Bring characters and creatures to life with the Persona Editor Apply materials and build lighting Integrate and modify audio with the Unreal Sound Cue Editor Craft particle effects and simulate physics Set up and react to player inputs Build levels and entirely new worlds Get started with powerful Blueprint visual scripting system Script an arcade game from start to finish Create events that respond to player actions Spawn Actors during gameplay Design and create action-based encounters Optimize games for mobile devices and touch-based inputs Build menus with Unreal's UMG UI Designer Prepare your game for deployment Step-by-step instructions

carefully walk you through the most common Unreal Engine 4 game development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and Exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. All the project files and assets you'll need are available for download, including "before-and-after" files demonstrating initial setup and proper completion for every exercise. *Python Programming for Raspberry Pi, Sams Teach Yourself in 24 Hours* - Richard Blum 2015-12-10 Python Programming for Raspberry Pi® In just 24 sessions of one hour or less, Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours teaches you Python programming on Raspberry Pi, so you can start creating awesome projects for home automation, home theater, gaming, and more. Using this book's straight-forward, step-by-step approach, you'll move from the absolute basics all the way through network

and web connections, multimedia, and even connecting with electronic circuits for sensing and robotics. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Raspberry Pi Python programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Richard Blum has administered systems and networks for more than 25 years. He has published numerous Linux and open source books, and is an online instructor for web programming and Linux courses used by colleges across the United States. His books include Ubuntu Linux Secrets; Linux for Dummies, Ninth Edition; PostgreSQL 8

for Windows; and Professional Linux Programming. Christine Bresnahan began working as a systems administrator more than 25 years ago. Now an Adjunct Professor at Ivy Tech Community College, she teaches Python programming, Linux administration and computer security. She is coauthor of The Linux Bible, Eighth Edition. With Blum, she also coauthored Linux Command Line & Shell Scripting Bible, Second Edition. Get your Raspberry Pi and choose the right low-cost peripherals Set up Raspian Linux and the Python programming environment Learn Python basics, including arithmetic and structured commands Master Python 3 lists, tuples, dictionaries, sets, strings, files, and modules Reuse the same Python code in multiple locations with functions Manipulate string data efficiently with regular expressions Practice simple object-oriented programming techniques Use exception handling to make your code more reliable Program modern graphical user interfaces with

Raspberry Pi and OpenGL Create Raspberry Pi games with the PyGame library Learn network, web, and database techniques you can also use in business software Write Python scripts that send email Interact with other devices through Raspberry Pi's GPIO interface Walk through example Raspberry Pi projects that inspire you to do even more On the Web: Register your book at informit.com/title/9780672337642 for access to all code examples from the book, as well as update and corrections as they become available.

Sams Teach Yourself C++ in 24 Hours -

Jesse Liberty 2011-04-11

Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++-one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing

and using a compiler, to debugging the programs you've created, to what's coming in C++0x, the next version of C++. Each lesson builds on what you've already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself to make sure you're ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform-Windows, Mac or Linux Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++ Jesse Liberty is the author

of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book's official website at <http://cplusplus.cadenhead.org>. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book's examples Register your book at informit.com/register for convenient access to updates and corrections as they become available.

ASP.NET Core in 24 Hours, Sams Teach Yourself - Jeffrey T. Fritz 2017-12-06

In just 24 sessions of one hour or less, Sams Teach Yourself ASP.NET Core in 24 Hours, will help you build professional-quality, cloud-based, web-connected solutions with ASP.NET Core.

This book's straightforward, step-by-step approach guides you from the basics to advanced techniques, using practical examples to help you make the most of Microsoft's radically revamped ASP.NET Core framework. ASP.NET Program Manager Jeffrey T. Fritz guides you from jumpstarting development with templates to implementing cutting-edge security and containerization. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common ASP.NET Core tasks and techniques Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Learn how to... Set up your work environment on Windows or non-Windows operating systems Develop solutions more quickly by starting with project templates Configure ASP.NET Core, services, and applications Access data with Entity Framework

Core Build modern architectures, controllers, and views with the new version of MVC Scaffold user interfaces and incorporate reusable UI components Read and write data using web API end-points Manage client-side packages with npm and bower Integrate Angular with ASP.NET Core Authenticate users, and protect your website with ASP.NET Core Authorization Deploy ASP.NET Core solutions into production Work with Docker containers in the ASP.NET Core environment

Python Programming for Raspberry Pi, Sams Teach Yourself in 24 Hours - Richard Blum
2015-12-23

In just 24 sessions of one hour or less, Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours teaches you Python programming on Raspberry Pi, so you can start creating awesome projects for home automation, home theater, gaming, and more. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics all the way

through network and web connections, multimedia, and even connecting with electronic circuits for sensing and robotics. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Raspberry Pi Python programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Get your Raspberry Pi and choose the right low-cost peripherals Set up Raspian Linux and the Python programming environment Learn Python basics, including arithmetic and structured commands Master Python 3 lists, tuples, dictionaries, sets, strings, files, and modules Reuse the same Python code in multiple locations with functions

Manipulate string data efficiently with regular expressions Practice simple object-oriented programming techniques Use exception handling to make your code more reliable Program modern graphical user interfaces with Raspberry Pi and OpenGL Create Raspberry Pi games with the PyGame library Learn network, web, and database techniques you can also use in business software Write Python scripts that send email Interact with other devices through Raspberry Pi's GPIO interface Walk through example Raspberry Pi projects that inspire you to do even more

Sams Teach Yourself PHP in 24 Hours - Matt Zandstra 2004

Think of all the things you could do in 24 hours. Go sightseeing. Read a book. Learn PHP. Sams Teach Yourself PHP in 24 Hours is a unique learning tool that is divided into 24 one-hour lessons over five sections. Starting with the basics, you will discover the fundamentals of PHP and how to apply that knowledge to create

dynamic websites with forms, cookies and authentication functions. You will also find out how to access databases, as well as how to integrate system components, e-mail, LDAP, network sockets and more. A support website includes access to source code, PHP updates, errata and links to other relevant websites. Sams Teach Yourself PHP in 24 Hours is a quick and easy way to learn how to create interactive websites for your end user.

Sams Teach Yourself Linux in 24 Hours - Bill Ball 1999

A guide to the open-source operating system explains how to install Calder OpenLinux, configure Internet connections, work within the K Desktop environment, and maximize the potential of StarOffice

Sams Teach Yourself Arduino Programming in 24 Hours - Richard Blum 2014

In just 24 sessions of one hour or less, Sams Teach Yourself Arduino Programming in 24 Hours teaches you C programming on Arduino,

so you can start creating inspired “DIY” hardware projects of your own! Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Get the right Arduino hardware and accessories for your needs Download the Arduino IDE, install it, and link it to your Arduino Quickly create, compile,

upload, and run your first Arduino program Master C syntax, decision control, strings, data structures, and functions Use pointers to work with memory—and avoid common mistakes Store data on your Arduino's EEPROM or an external SD card Use existing hardware libraries, or create your own Send output and read input from analog devices or digital interfaces Create and handle interrupts in software and hardware Communicate with devices via the SPI interface and I2C protocol Work with analog and digital sensors Write Arduino C programs that control motors Connect an LCD to your Arduino, and code the output Install an Ethernet shield, configure an Ethernet connection, and write networking programs Create prototyping environments, use prototyping shields, and interface electronics to your Arduino

Linux Command Line and Shell Scripting

Bible - Richard Blum 2020-12-08

Advance your understanding of the Linux

command line with this invaluable resource *Linux Command Line and Shell Scripting Bible*, 4th Edition is the newest installment in the indispensable series known to Linux developers all over the world. Packed with concrete strategies and practical tips, the latest edition includes brand-new content covering:

- Understanding the Shell
- Writing Simple Script Utilities
- Producing Database, Web & Email Scripts
- Creating Fun Little Shell Scripts

Written by accomplished Linux professionals Christine Bresnahan and Richard Blum, *Linux Command Line and Shell Scripting Bible*, 4th Edition teaches readers the fundamentals and advanced topics necessary for a comprehensive understanding of shell scripting in Linux. The book is filled with real-world examples and usable scripts, helping readers navigate the challenging Linux environment with ease and convenience. The book is perfect for anyone who uses Linux at home or in the office and will quickly find a place on every Linux enthusiast's

bookshelf.

Professional Assembly Language - Richard Blum
2005-02-11

Unlike high-level languages such as Java and C++, assembly language is much closer to the machine code that actually runs computers; it's used to create programs or modules that are very fast and efficient, as well as in hacking exploits and reverse engineering. Covering assembly language in the Pentium microprocessor environment, this code-intensive guide shows programmers how to create stand-alone assembly language programs as well as how to incorporate assembly language libraries or routines into existing high-level applications. Demonstrates how to manipulate data, incorporate advanced functions and libraries, and maximize application performance. Examples use C as a high-level language, Linux as the development environment, and GNU tools for assembling, compiling, linking, and debugging.

C Programming in One Hour a Day, Sams

Teach Yourself - Bradley L. Jones 2013-10-07
Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C - including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality

techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9

Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers
Linux Socket Programming by Example - Warren Gay 2000
Demonstrates socket programming fundamentals, including writing servers, creating secure applications, address conversion functions, socket types, and TCP/IP protocols and options
Arduino Programming in 24 Hours, Sams

Teach Yourself - Richard Blum 2014-08-08
In just 24 sessions of one hour or less, Sams Teach Yourself Arduino Programming in 24 Hours teaches you C programming on Arduino, so you can start creating inspired "DIY" hardware projects of your own! Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how

to avoid them. Learn how to... Get the right Arduino hardware and accessories for your needs Download the Arduino IDE, install it, and link it to your Arduino Quickly create, compile, upload, and run your first Arduino program Master C syntax, decision control, strings, data structures, and functions Use pointers to work with memory—and avoid common mistakes Store data on your Arduino's EEPROM or an external SD card Use existing hardware libraries, or create your own Send output and read input from analog devices or digital interfaces Create and handle interrupts in software and hardware Communicate with devices via the SPI interface and I2C protocol Work with analog and digital sensors Write Arduino C programs that control motors Connect an LCD to your Arduino, and code the output Install an Ethernet shield, configure an Ethernet connection, and write networking programs Create prototyping environments, use prototyping shields, and interface electronics to

your Arduino
Sams Teach Yourself Red Hat Linux in 24 Hours
- Judith Samson 2001

A guide to Linux's most recent Red Hat distribution explores installation, configuration, customizing and negotiating the new desktop environment, peripherals, troubleshooting, debugging, and locating system support.

Teach Yourself Linux - Steve Oualline
2000-03-02

If you're an intermediate or advanced computer programmer looking to master Linux, then Teach Yourself Linux is your key to success. Written in jargon-free language, Teach Yourself Linux is full of cross-references, visual step-by-step procedures, and real-world applications that enable you to master the Open Source operating system that's taking the PC world by storm. This book helps you become proficient by explaining the following: Installing and configuring Linux, understanding Linux commands, and using text editing features

Finding help and performing a full backup
Navigating the Linux desktop, from the X
Window system to applications Working with
Microsoft Windows Connecting to the Web and
using Internet tools Setting up your own Web
server Building an advanced system
configuration Two bonus CD-ROMs are packed
with Linux software, including Red Hat Linux 6.1
and Internet access programs, as well as
information on how to upgrade your Linux
software.

**Sams Teach Yourself HTML5 Mobile
Application Development in 24 Hours -**

Jennifer Kyrnin 2012

Learn how to turn Web pages into stunning
mobile applications in just 24 hours or less!
HTML5 adds a number of new features and APIs
to the language that allow web designers to be
more descriptive and effective in creating their
Web pages. This guide describes how to use the
features of this software.

Sams Teach Yourself Game Programming in 24

Hours - Michael Morrison 2003

Teaches fundamental C and C++ programming
and provides information for programming
games in Windows, exploring topics including
game theory, double-buffered graphics, sprite
animation, and digitized sound effects.

Sams Teach Yourself JavaScript in 24 Hours -
Michael Moncur 2006-06-21

JavaScript is one of the easiest, most
straightforward ways to enhance a website with
interactivity. Sams Teach Yourself JavaScript in
24 Hours, 4th Edition serves as an easy-to-
understand tutorial on both scripting basics and
JavaScript itself. The book is written in a clear
and personable style with an extensive use of
practical, complete examples. It also includes
material on the latest developments in
JavaScript and web scripting. You will learn how
to use JavaScript to enhance web pages with
interactive forms, objects, and cookies, as well
as how to use JavaScript to work with games,
animation, and multimedia.

Sams Teach Yourself TCP/IP in 24 Hours -

Joe Casad 2008-09-15

In just 24 lessons of one hour or less, you will uncover the inner workings of TCP/IP. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of TCP/IP from the ground up. Practical discussions provide an inside look at TCP/IP components and protocols. Step-by-step instructions walk you through many common tasks. Q&As at the end of each hour help you test your knowledge. Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. If you're looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. Learn about... Protocols at each layer of the TCP/IP stack Routers and gateways IP addressing Subnetting TCP/IP networks Name resolution techniques TCP/IP utilities such as

ping and traceroute TCP/IP over wireless networks IP version 6 The World Wide Web and how it works TCP/IP mail protocols such as POP3, IMAP4, and SMTP Casting, streaming, and automation Web services Detecting and stopping network attacks Part I: TCP/IP Basics Hour 1 What Is TCP/IP? 7 Hour 2 How TCP/IP Works 21 Part II: The TCP/IP Protocol System Hour 3 The Network Access Layer 35 Hour 4 The Internet Layer 47 Hour 5 Subnetting and CIDR 69 Hour 6 The Transport Layer 83 Hour 7 The Application Layer 107 Part III: Networking with TCP/IP Hour 8 Routing 121 Hour 9 Getting Connected 143 Hour 10 Firewalls 175 Hour 11 Name Resolution 185 Hour 12 Automatic Configuration 215 Hour 13 IPv6--The Next Generation 229 Part IV: TCP/IP Utilities Hour 14 TCP/IP Utilities 243 Hour 15 Monitoring and Remote Access 275 Part V: TCP/IP and the Internet Hour 16 The Internet: A Closer Look 297 Hour 17 HTTP, HTML, and the World Wide Web 305 Hour 18 Email 321 Hour 19 Streaming

and Casting 339 Part VI: Advanced Topics Hour
20 Web Services 353 Hour 21 The New Web 363
Hour 22 Network Intrusion 375 Hour 23 TCP/IP
Security 391 Hour 24 Implementing a TCP/IP
Network--Seven Days in the Life of a Sys Admin
413 Index

Sams Teach Yourself HTML, CSS, and JavaScript All in One - Julie C. Meloni

2011-11-21

Sams Teach Yourself HTML, CSS and JavaScript
All in One The all-in-one HTML, CSS and
JavaScript beginner's guide: covering the three
most important languages for web development.
Covers everything beginners need to know about
the HTML and CSS standards and today's
JavaScript and Ajax libraries - all in one book, for
the first time Integrated, well-organized
coverage expertly shows how to use all these key
technologies together Short, simple lessons
teach hands-on skills readers can apply
immediately By best-selling author Julie Meloni
Mastering HTML, CSS, and JavaScript is vital for

any beginning web developer - and the
importance of these technologies is growing as
web development moves away from proprietary
alternatives such as Flash. Sams Teach Yourself
HTML, CSS, and JavaScript All in One brings
together everything beginners need to build
powerful web applications with the HTML and
CSS standards and the latest JavaScript and Ajax
libraries. With this book, beginners can get all
the modern web development knowledge you
need from one expert source. Bestselling author
Julie Meloni (Sams Teach Yourself PHP, MySQL
and Apache All in One) teaches simply and
clearly, through brief, hands-on lessons focused
on knowledge you can apply immediately.
Meloni covers all the building blocks of practical
web design and development, integrating new
techniques and features into every chapter. Each
lesson builds on what's come before, showing
you exactly how to use HTML, CSS, and
JavaScript together to create great web sites.

Sams Teach Yourself Linux Programming in

24 Hours - Warren W. Gay 1999

PLEASE PROVIDE COURSE INFORMATION

PLEASE PROVIDE

Sams Teach Yourself Data Structures and Algorithms in 24 Hours - Robert Lafore 1999

Covers UML syntax and diagrams, object-oriented design, links, associations, inheritance, the development process, and modeling systems

Advanced Linux Programming - CodeSourcery LLC 2001-06-11

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version.

Advanced Linux Programming is divided into two parts. The first covers generic UNIX system services, but with a particular eye towards Linux specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section

covers material that is entirely Linux specific.

These are truly advanced topics, and are the techniques that the gurus use to build great applications. While this book will focus mostly on the Application Programming Interface (API) provided by the Linux kernel and the C library, a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux.

Go in 24 Hours, Sams Teach Yourself - George Ornbo 2017-12-20

In just 24 sessions of one hour or less, Sams Teach Yourself Go in 24 Hours will help new and experienced programmers build software that's simpler, more reliable, and far more scalable. This book's straightforward, step-by-step approach guides you from setting up your environment through testing and deploying powerful solutions. Using practical examples, expert Go developer George Ornbo walks you through Go's fundamental constructs, demonstrates its breakthrough features for

concurrent and network programming, and illuminates Go's powerful new idioms. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Go programming tasks and techniques Quizzes and exercises help you test your knowledge and stretch your skills Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Two bonus chapters available online: Hour 25, "Creating a RESTful JSON API," and Hour 26 "Creating a TCP Chat Server" Learn how to... · Get productive quickly with Go development tools and web servers · Master core features, including strings, functions, structs, and methods · Work with types, variables, functions, and control structures · Make the most of Go's arrays, slices, and maps · Write powerful concurrent software with Goroutines and channels · Handle program errors smoothly ·

Promote code reuse with packages · Master Go's unique idioms for highly effective coding · Use regular expressions and time/date functions · Test and benchmark Go code · Write basic command-line programs, HTTP servers, and HTTP clients · Efficiently move Go code into production · Build basic TCP chat servers and JSON APIs Register your book at informit.com/register for convenient access to the two bonus chapters online, downloads, updates, and/or corrections as they become available.

Sams Teach Yourself R in 24 Hours - Andy Nicholls 2015

In just 24 lessons of one hour or less, Sams Teach Yourself R in 24 Hours helps you learn all the R skills you need to solve a wide spectrum of real-world data analysis problems. You'll master the entire data analysis workflow, learning to build code that's efficient, reproducible, and suitable for sharing with others. This book's straightforward, step-by-step approach teaches

you how to import, manipulate, summarize, model, and plot data with R; formalize your analytical code; and build powerful R packages using current best practices. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn How To Install, configure, and explore the R environment, including RStudio Use basic R syntax, objects, and packages Create and manage data structures, including vectors, matrices, and arrays Understand lists and data frames Work with dates, times, and factors Use common R functions, and learn to write your own Import and export data and connect to databases and spreadsheets Use the popular `tidyr`, `dplyr` and `data.table` packages Write more efficient R code with profiling, vectorization, and initialization Plot data and extend your graphical capabilities with `ggplot2` and Lattice graphics Develop common types of models Construct high-quality packages, both simple and complex

Write R classes: S3, S4, and Reference Classes Use R to generate dynamic reports Build web applications with Shiny Register your book at informit.com/register for convenient access to updates and corrections as they become available. This book's source code can be found at

<http://www.mango-solutions.com/wp/teach-yourself-r-in-24-hours-book>.

Windows PowerShell 5 in 24 Hours, Sams Teach Yourself - Timothy L. Warner 2015-05-02

In just 24 lessons of one hour or less, Sams Teach Yourself Windows PowerShell in 24 Hours helps you streamline all facets of Windows administration, supercharging your effectiveness as an IT professional or power user. This book's straightforward, step-by-step approach shows you how to build and run scripts, extend Windows PowerShell reach, manage computers remotely, and automate a wide variety of tasks on any modern Windows server or client. Every lesson builds on what you've already learned,

giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common PowerShell scripting tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes, tips, and cautions point out shortcuts, pitfalls, and solutions. Learn how to... Install, configure, and explore Windows PowerShell (including updates for PowerShell 5) Leverage .NET's remarkable power and scope with easy-to-use cmdlets Build new scripts with the console, ISE visual tools, and other popular hosts Apply best practices for writing more reliable, flexible, team-friendly scripts Work effectively with the pipeline, objects, and data Extend Windows PowerShell reach via providers, drives, and output Run external tools like ping, ipconfig, and tracert from within PowerShell Remotely manage computers with basic and advanced remoting (WinRM), WMI, and Regex Configure Windows devices across the web with

PSWA Sort, filter, measure, format, export, and convert script output Run Windows PowerShell flexibly, using background and scheduled jobs Customize your environment with profile scripts, alternate credentials, thirdparty tools, and packages Strengthen your control over Windows systems and services with Desired State Configuration Administer key tasks on SQL Server, SharePoint, and other Windows servers Master PowerShell skills needed to earn many Microsoft certifications

Sams Teach Yourself C++ In One Hour A Day, 6/E - Liberty 2008-09

Unix in 24 Hours, Sams Teach Yourself - Dave Taylor 2015

Learn to use Unix, OS X, or Linux quickly and easily! In just 24 lessons of one hour or less, Sams Teach Yourself Unix in 24 Hours helps you get up and running with Unix and Unix-based operating systems such as Mac OS X and Linux. Designed for beginners with no previous

experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn. Each lesson clearly explains essential Unix tools and techniques from the ground up, helping you to become productive as quickly and efficiently as possible. Step-by-step instructions carefully walk you through the most common Unix tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions Learn how to ... Pick the command shell that's best for you Organize the Unix file system (and why) Manage file and directory ownership and permissions Maximize your productivity with power filters and pipes Use the vi and emacs editors Create your own commands and shell scripts Connect to remote systems using SSH and SFTP Troubleshoot common problems List files and manage disk usage Get started with Unix shell programming Set up printing in a Unix

environment Archive and back up files Search for information and files Use Perl as an alternative Unix programming language Set up, tweak, and make use of the GNOME graphical environment Contents at a Glance HOUR 1: What Is This Unix Stuff? HOUR 2: Getting onto the System and Using the Command Line HOUR 3: Moving About the File System HOUR 4: Listing Files and Managing Disk Usage HOUR 5: Ownership and Permissions HOUR 6: Creating, Moving, Renaming, and Deleting Files and Directories HOUR 7: Looking into Files HOUR 8: Filters, Pipes, and Wildcards! HOUR 9: Slicing and Dicing Command-Pipe Data HOUR 10: An Introduction to the vi Editor HOUR 11: Advanced vi Tricks, Tools, and Techniques HOUR 12: An Overview of the emacs Editor HOUR 13: Introduction to Command Shells HOUR 14: Advanced Shell Interaction HOUR 15: Job Control HOUR 16: Shell Programming Overview HOUR 17: Advanced Shell Programming HOUR 18: Printing in the Unix

Environment HOUR 19: Archives and Backups
HOUR 20: Using Email to Communicate HOUR
21: Connecting to Remote Systems Using SSH
and SFTP HOUR 22: Searching for Information
and Files HOUR 23: Perl Programming in Unix
HOUR 24: GNOME and the GUI Environment
Appendix A: Common Unix Questions and
Answers.

Sams Teach Yourself SQL in 10 Minutes - Ben
Forta 2004

Explains how to use Structured Query Language
to work within a relational database system,
including information retrieval, security, data
manipulation, and user management.

Sams Teach Yourself Perl in 24 Hours - Clinton
Pierce 2005

Offers a tutorial explaining how to use Perl
scripts and modules to create such CGI Web
applications as data collection, shopping cart,
server push, and e-mail forms.

Sams Teach Yourself SQL in 24 Hours - Ryan
Stephens 2008-05-30

In just 24 lessons of one hour or less, you will
learn professional techniques to design and
build efficient databases and query them to
extract useful information. Using a
straightforward, step-by-step approach, each
lesson builds on the previous one, allowing you
to learn the essentials of ANSI SQL from the
ground up. Example code demonstrates the
authors' professional techniques, while exercises
written for MySQL offer the reader hands-on
learning with an open-source database. Included
are advanced techniques for using views,
managing transactions, database administration,
and extending SQL. Step-by-step instructions
carefully walk you through the most common
SQL tasks. Q&As, Quizzes, and Exercises at the
end of each chapter help you test your
knowledge. Notes and Tips point out shortcuts
and solutions. New terms are clearly defined and
explained. Learn how to... Use SQL-2003, the
latest standard for the Structured Query
Language Design and deploy efficient, secure

databases Build advanced queries for information retrieval Sort, group, and summarize information for best presentation Tune databases and queries for maximum performance Understand database administration and security techniques For more than ten years the authors have studied, applied, and documented the SQL standard and its application to critical database systems. Ryan Stephens and Ron Plew are entrepreneurs, speakers, and cofounders of Perpetual Technologies, Inc. (PTI), a fast-growing IT management and consulting firm which specializes in database technologies. They taught database courses for Indiana University-Purdue University in Indianapolis for five years and have authored more than a dozen books on Oracle, SQL, database design, and the high availability of critical systems. Arie D. Jones is Senior SQL Server database administrator and analyst for PTI. He is a regular speaker at technical events and has authored several books

and articles. Category: Database Covers: ANSI SQL User Level: Beginning-Intermediate Register your book at informit.com/title/9780672330186 for convenient access to updates and corrections as they become available.

Sams Teach Yourself Java 2 in 24 Hours - Rogers Cadenhead 2002

Offers an updated tutorial for beginners explaining how to use Java to incorporate games, animation, and special effects into Web pages.

Sams Teach Yourself Emacs in 24 Hours - Jesper Pedersen 1999

This guide aims to simplify Emacs by organizing the program by function and platform. It not only teaches GNU Emacs but also the basics of other forms, such as XEmacs. The CD-ROM features extra tools including a FAQ section, source/binaries for Emacs, and quick reference cards.

Sams Teach Yourself Shell Programming in 24 Hours - Sriranga Veeraraghavan 2002

Learn how to develop powerful and robust shell scripts in order to get the most out of your Unix/Linux system.

NoSQL with MongoDB in 24 Hours, Sams Teach Yourself - Brad Dayley 2014-08-21

NoSQL database usage is growing at a stunning 50% per year, as organizations discover

NoSQL's potential to address even the most challenging Big Data and real-time database problems. Every NoSQL database is different, but one is the most popular by far: MongoDB.

Now, in just 24 lessons of one hour or less, you can learn how to leverage MongoDB's immense power. Each short, easy lesson builds on all that's come before, teaching NoSQL concepts and MongoDB techniques from the ground up.

Sams Teach Yourself NoSQL with MongoDB in 24 Hours covers all this, and much more:

Learning how NoSQL is different, when to use it, and when to use traditional RDBMSes instead

Designing and implementing MongoDB databases of diverse types and sizes Storing and interacting with data via Java, PHP, Python, and Node.js/Mongoose Choosing the right NoSQL distribution model for your application Installing and configuring MongoDB Designing MongoDB data models, including collections, indexes, and GridFS Balancing consistency, performance, and durability Leveraging the immense power of Map-Reduce Administering, monitoring, securing, backing up, and repairing MongoDB databases Mastering advanced techniques such as sharding and replication Optimizing performance

Sams Teach Yourself C in 24 Hours - Tony Zhang 2000

Sample programs and exercises introduce the programmer to the programming language's arrays, pointers, data types, loops, strings, and structures, while demonstrating memory management techniques