Concetti Di Informatica E Fondamenti Di Java

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Programming Jakarta Struts - Chuck Cavaness 2004
Discusses how and why to configure and develop Web applications with Struts and other Jakarta technologies using the model-view controller design pattern in Java.

The Language of New Media - Lev Manovich 2002-02-22
A stimulating, eclectic accountof new media that finds its origins in old media, particularly the cinema. In this book Lev Manovich offers the first systematic and rigorous theory of new media. He places new media within the histories of visual and media cultures of the last few centuries. He discusses new media's reliance on conventions of old media, such as the rectangular frame and mobile camera, and shows how new media works create the illusion of reality, address the viewer, and represent space. He also analyzes categories and forms unique to new media, such as interface and database. Manovich uses concepts from film theory, art history, literary theory, and computer science and also develops new theoretical constructs, such as cultural interface, spatial montage, and cinegratography. The theory and history of cinema play a particularly important role in the book. Among other topics, Manovich discusses parallels between the histories of cinema and of new media, digital cinema, screen and montage in cinema and in new media, and historical ties between avant-garde film and new media.
Reti logiche - 2008

Puntatori e strutture dati dinamiche. Allocazione della memoria e modularità in linguaggio C - Gianpiero Cabodi 2016

Core Java, Volume II--Advanced Features - Cay S. Horstmann 2019-02-11
The #1 Guide to Advanced Java Programming, Fully Updated for Java 11 Core Java has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java, Volume II—Advanced Features, Eleventh Edition, has been updated for Java 11, with up-to-date coverage of advanced UI and enterprise programming, networking, security, and Java's powerful new module system. Cay S. Horstmann explores sophisticated new language and library features with the depth and completeness that readers expect from Core Java. He demonstrates how to use these features to build professional-quality applications, using thoroughly tested examples that reflect modern Java style and best practices, including modularization. Horstmann's examples are carefully crafted for easy understanding and maximum practical value, so you can consistently use them to jump-start your own code. Master advanced techniques, idioms, and best practices for writing superior Java code Take full advantage of modern Java I/O APIs, object serialization, and regular expressions Efficiently connect to network services, implement network clients and servers, and harvest web data Query databases and manage database connections with the latest version of JDBC Simplify all aspects of date and time programming with the Java Date and Time API Write internationalized programs that localize dates, times, numbers, text, and GUIs Process code in three powerful ways: the scripting API, compiler API, and annotation processing Learn how to migrate legacy code to the Java Platform Module System Leverage the modern Java security features most valuable to application programmers Program advanced client-side user interfaces, and generate images on the server Use JNI to interoperate with native C code See Core Java, Volume I—Fundamentals, Eleventh Edition (ISBN-13: 978-0-13-516630-7), for expert coverage of fundamental Java and UI programming, including objects, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Concetti di informatica e fondamenti di Java 2 - Cay S. Horstmann 2005

Python For Everyone - Cay S. Horstmann 2019-02-21
Python for Everyone, 3rd Edition is an introduction to programming designed to serve a wide range of student interests and abilities, focused on the essentials, and on effective learning. It is suitable for a first course in programming for computer scientists, engineers, and students in other disciplines. This text requires no prior programming experience and only a modest amount of high school algebra. Objects are used where appropriate in early chapters and students start designing and implementing their own classes in Chapter 9. New to this edition are examples and exercises that focus on various aspects of data science.

Java Gently - Judy Bishop 2001
The third edition of Java Gently by Judith Bishop continues the successful approach that made earlier versions popular and has added improvements which will maintain its place as a worldwide bestseller. Java Gently teaches the reader how to program and how to do it in the best possible style in Java. In the process, it details the fundamental structures of the Java 2 language and most of its core libraries and utilities. The book covers object-orientation, software design, structured programming, graphical user interfacing, event-driven programming, networking, and an introduction to data structures. Java Gently gets students started on meaningful input/output in an object-oriented way without hiding basic concepts. Applets, multimedia, graphics, and networking are introduced as students encounter and can handle classes, objects, instantiation, and inheritance. The textbook's excellent pedagogy reinforces understanding and demonstrates good programming practice. The three kinds of diagrams include model, form, and algorithm diagrams. The fully worked examples have been carefully chosen to illustrate recently introduced concepts and solve real-world problems in a user-friendly manner. End of chapter multiple choice quizzes and problems allow students to test their comprehension of the material. Features - NEW! Updated for Java 2 including an introduction to the Swing set - NEW! Model diagrams easier to draw and brought into line with UML-based notation - NEW! Expanded form diagrams include a semantics section and are collected at the end of the book as a useful reference - NEW! A Web site containing quizzes, examples, FAQs, a discussion board and emailcontact with the author and the Java Gently team can be found at www.booksites.net Java Gently is intended for first time programmers as well as those fascinated by the possibilities of Java and the Internet. Judith Bishop is Professor of Computer Science at the University of Pretoria, and has a wealth of experience teaching programming to undergraduates. She is the author of nine other textbooks. She serves on IFIP and IEEE committees concerned with the technical programming issues and the worldwide promotion of computing.
Algoritmi e strutture dati in Java - Michael T. Goodrich 2015

C Programming - k. N. King 2017-07-13
C++ was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs.This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject .We hope you find this book useful in shaping your future career & Business.

Lezioni di tecniche di programmazione - D. Calvanese 2005-01-01
Questo testo raccoglie il materiale didattico preparato per il corso di

Tecniche di Programmazione delle lauree di Ingegneria Informatica, Gestionale ed Automatica della Facoltà di Ingegneria dell'Università degli Studi di Roma "La Sapienza". L'obiettivo del corso è di insegnare le caratteristiche del linguaggio di programmazione che richiedono una comprensione approfondita del modello di esecuzione dei programmi, fra cui ricorsione e strutture collegate. Vengono quindi introdotte alcune tecniche di programmazione che richiedono l'uso di strutture dati quali: liste collegate, pile, code, insiemi, alberi. Al termine del corso lo studente è in grado di scrivere programmi in Java che comportano l'uso delle tecniche di programmazione e delle strutture dati introdotte. L'obiettivo del testo è di evidenziare i concetti della programmazione, fornendo un complemento ad un manuale di programmazione in Java nella trattazione sistematica ed approfondita di tali concetti. L'acquisizione dei contenuti ed, in particolare, della capacità di programmazione, richiede l'uso del calcolatore. Gli autori ringraziano i colleghi Fiora Pirri, Paolo Liberatore, ed i tutori del corso di Fondamenti di Informatica. Ringraziano inoltre i colleghi Marco Cadoli e Maurizio Lenzerini, docenti del corso di Progettazione del Software, per le interessanti discussioni su alcuni argomenti trattati nel testo.

Context-Aware Systems and Applications - Phan Cong Vinh 2022-01-07
This book constitutes the refereed post-conference proceedings of the International Conference on Context-Aware Systems and Applications, held in October 2021. Due to COVID-19 pandemic the conference was held virtually. The 25 revised full papers presented were carefully selected from 52 submissions. The papers cover a wide spectrum of modern approaches and techniques for smart computing systems and their applications.

Core Java SE 9 for the Impatient - Cay S. Horstmann 2017-09-15
An Accessible Guide to the Java Language and Libraries Modern Java introduces major enhancements that impact the core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer needed and new features such as modularization make you far more effective. However, navigating these changes can be challenging. Core Java® SE 9 for the Impatient, Second Edition, is a complete yet concise guide that includes all the latest changes up to Java SE 9. Written by Cay S. Horstmann–author of the classic two-volume Core Java–this indispensable tutorial offers a faster, easier pathway for learning modern Java. Given Java SE 9's size and the scope of its enhancements, there's plenty to cover, but it's presented in small chunks organized for quick access and easy understanding. Horstmann's practical insights and sample code help you quickly take advantage of all that's new, from Java SE 9's long-awaited "Project Jigsaw" module system to the improvements first introduced in Java SE 8, including lambda expressions and streams. Use modules to simplify the development of well-performing complex systems Migrate applications to work with the modularized Java API and third-party modules Test code as you create it with the new JShell Read-Eval-Print Loop (REPL) Use lambda expressions to express actions more concisely Streamline and optimize data management with today's Streams API Leverage modern concurrent programming based on cooperating tasks Take advantage of a multitude of API improvements for working with collections, input/output, regular expressions, and processes Whether you're just getting started with modern Java or you're an experienced developer, this guide will help you write tomorrow's most robust, efficient, and secure Java code. Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

Progettazione del software e design pattern in Java - Cay S. Horstmann 2004

Dal problema al programma. Introduzione al problem-solving in linguaggio C - Gianpiero Cabodi 2016

Data Structures and Algorithms in Java - Michael T. Goodrich 2014-01-28
The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in

Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.
Computing Concepts with Java 2 Essentials - Cay S. Horstmann 2000
This text uses Java to describe programming concepts, taking full advantage of Java's simpler and more consistent syntax. Its traditional approach uses modern CS tools including a strategic subset of Java and a simple object-oriented graphics library.
Concetti di informatica e fondamenti di Python - Cay S. Horstmann 2014

Scientific Programming - Luciano Maria Barone 2014
The book teaches students to model a scientific problem and write a computer program in C language to solve that problem. It introduces the basics of C language, and then describes and discusses algorithms commonly used in scientific applications (e.g. searching, graphs, statistics, equation solving, Monte Carlo methods etc.).
Core Java - Cay S. Horstmann 2018-08-17
Core Java has long been recognised as the leading no-nonsense tutorial and reliable reference. It carefully explains the most important language and library features and shows how to build real-world applications with thoroughly tested examples. The example programs have been carefully crafted to be easy to understand as well as useful in practice, so you can rely on them as the starting point for your own code. All of the code examples have been rewritten to reflect modern Java best practices and code style. The critical new features introduced with Java SE 9 are all thoroughly explored with the depth and completeness that readers expect from this title. Core Java Volume I walks readers through the all details and takes a deep dive into the most critical features of the language and core libraries. This guide will help you Leverage your existing programming knowledge to quickly master core Java syntax Understand how encapsulation, classes, and inheritance work in Java Master interfaces, inner classes, and lambda expressions for functional programming Improve program robustness with exception handling and effective debugging Write safer, more readable programs with generics and strong typing Use pre-built collections to collect multiple objects for later retrieval Master concurrent programming techniques from the ground up Build modern cross-platform GUIs with standard Swing components Deploy configurable applications and applets, and deliver them across the Internet Simplify concurrency and enhance performance with new functional techniques
Bibliografia nazionale italiana - 2006

Java - Walter J. Savitch 2004
Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.
Al Di Meola - Al Di Meola 1987-04-01
(Instructional). A guide to learning the basic tools for becoming a good player and musician. Includes Al's own lesson plan system, tunes, blues patterns, jazz chord exercises, playing and practicing tips, and a complete guide to chords, scales and arpeggios.
Eloquent JavaScript - Marijn Haverbeke 2011-01-15
JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build

your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: –Understand the essential elements of programming: syntax, control, and data –Use object-oriented and functional programming techniques to organize and clarify your programs –Script the browser and make basic Web applications –Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

Seven Brief Lessons on Physics - Carlo Rovelli 2016-03-01
The New York Times bestseller from the author of The Order of Time and Reality Is Not What It Seems and Helgoland "One of the year's most entrancing books about science."—The Wall Street Journal "Clear, elegant...a whirlwind tour of some of the biggest ideas in physics."—The New York Times Book Review This playful, entertaining, and mind-bending introduction to modern physics briskly explains Einstein's general relativity, quantum mechanics, elementary particles, gravity, black holes, the complex architecture of the universe, and the role humans play in this weird and wonderful world. Carlo Rovelli, a renowned theoretical physicist, is a delightfully poetic and philosophical scientific guide. He takes us to the frontiers of our knowledge: to the most minute reaches of the fabric of space, back to the origins of the cosmos, and into the workings of our minds. The book celebrates the joy of discovery. "Here, on the edge of what we know, in contact with the ocean of the unknown, shines the mystery and the beauty of the world," Rovelli writes. "And it's breathtaking."

Introduzione alla teoria della computazione - Michael Sipser 2016

Reti di calcolatori - Larry L. Peterson 2008

Management Information Systems for the Information Age - Stephen Haag 2005

The C++ Programming Language - Bjarne Stroustrup 2013
Offers information on using the C++ programming langue using the new C++11 standard, covering such topics as concurrency, facilities, standard libraries, and design techniques.

The Art of UNIX Programming - Eric S. Raymond 2003-09-23
The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

Concetti di informatica e fondamenti di Java - Cay S. Horstmann 2020

Ricorsione e problem-solving. Strategie algoritmiche in linguaggio C - Gianpiero Cabodi 2015

Programmazione in C++ - D. S. Malik 2011

Guida a Unix con Linux - Jack Dent 2001

Concetti di informatica e fondamenti di Java - Cay S. Horstmann 2016

Java 8 Lambdas - Richard Warburton 2014-03-18
If you're a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to "lambdify" your existing codebase or library code Learn practical solutions for lambda expression unit testing and debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O

Formal Languages and Compilation - Stefano Crespi Reghizzi 2013-10-16
This revised and expanded new edition elucidates the elegance and simplicity of the fundamental theory underlying formal languages and compilation. Retaining the reader-friendly style of the 1st edition, this versatile textbook describes the essential principles and methods used for defining the syntax of artificial languages, and for designing efficient parsing algorithms and syntax-directed translators with semantic attributes. Features: presents a novel conceptual approach to parsing algorithms that applies to extended BNF grammars, together with a parallel parsing algorithm (NEW); supplies supplementary teaching tools at an associated website; systematically discusses ambiguous forms, allowing readers to avoid pitfalls; describes all algorithms in pseudocode; makes extensive usage of theoretical models of automata, transducers and formal grammars; includes concise coverage of algorithms for processing regular expressions and finite automata; introduces static program analysis based on flow equations.

Giornale della libreria - 2005

Che C serve? Per imparare a programmare - Ernesto Burattini 2016

Sistemi di basi di dati e applicazioni - 2015