Download Ebook Programming With Objects A Comparative Presentation Of Object Oriented Programming With C And Java

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H1XGF2 - MENDEZ NOVAK

Object-Oriented scripting with Perl and Python Scripting languages are becoming increasingly important for software development. These higher-level languages, with their built-in easy--to-use data structures are convenient for programmers to use as "glue" languages for assembling multi-language applications and for quick prototyping of software architectures. Scripting languages are also used extensively in Web-based applications. Based on the same overall philosophy that made Programming with Objects such a wide success, Scripting with Objects takes a novel dual-language approach to learning advanced scripting with Perl and Python, the dominant languages of the genre. This method of comparing basic syntax and writing application-level scripts is designed to give readers a more comprehensive and expansive perspective on the subject. Beginning with an overview of the importance of scripting languages—and how they differ from mainstream systems programming languages—the book explores: Regular expressions for string processing The notion of a class in Perl and Python Inheritance and polymorphism in Perl and Python Handling exceptions Abstract classes and methods in Perl and Python Weak references for memory management Scripting for graphical user interfaces Multithreaded scripting Scripting for network programming Interacting with databases Processing XML with Perl and Python This book serves as an excellent textbook for a one-semester undergraduate course on advanced scripting in which the students have some prior experience using Perl and Python, or for a two-semester course for students who will be experiencing scripting for the first time. Scripting with Objects is also an ideal resource for industry professionals who are making the transition from Perl to Python, or vice versa.

Concurrent simulation is over twenty years old. During that pe riod it has been widely adopted for the simulation of faults in digital circuits, for which it provides a combination of extreme efficiency and generality . Yet, it is remarkable that no book published so far presents a correct and sufficiently detailed treatment of concurrent simulation. A first reason to welcome into print the effort of the authors is, therefore, that it provides a much needed account of an important topic in design automation. This book is, however, unique for sev eral other reasons. It is safe to state that no individual has contrib uted more than Ernst Ulrich to the development of digital logic simulation. For concurrent simulation, one may say that Ernst has contributed more than the rest of the world. We would find such a claim difficult to dispute. The unique experience of the authors con fers a special character to this book: It is authoritative, inspired, and focused on what is conceptually important. Another unique aspect of this book, perhaps the one that will be the most surprising for many readers, is that it is strongly projected towards the future. Concurrent simulation is presented as a general experimentation methodology and new intriguing applications are analyzed. The discussion of multi-domain concurrent simulation-- recent work of Karen Panetta Lentz and Ernst Ulrich---is fascinat ing.

In programming courses, using the different syntax of multiple languages, such as C++, Java, PHP, and Python, for the same abstraction often confuses students new to computer science. Introduction to Programming Languages separates programming language concepts from the restraints of multiple language syntax by discussing the concepts at an abstract level. Designed for a one-semester undergraduate course, this classroom-tested book teaches the principles of programming language design and implementation. It presents: Common features of programming languages at an abstract level rather than a comparative level The implementation model and behavior of programming paradigms at abstract levels so that students understand the power and limitations of programming paradigms Language constructs at a paradigm level A holistic view of programming language design and behavior To make the book self-contained, the author introduces the necessary concepts of data structures and discrete structures from the perspective of programming language theory. The text covers classical topics, such as syntax and semantics, imperative programming, program structures, information exchange between subprograms, object-oriented programming, logic programming, and functional programming. It also explores newer topics, including dependency analysis, communicating sequential processes, concurrent programming constructs, web and multimedia programming, event-based programming, agent-based programming, synchronous languages, high-productivity programming on massive parallel computers, models for mobile computing, and much more. Along with problems and further reading in each chapter, the book includes in-depth examples and case studies using various languages that help students understand syntax in practical contexts.

Programming Languages: Concepts and Implementation teaches language concepts from two complementary perspectives: implementation and paradigms. It covers the implementation of concepts through the incremental construction of a progressive series of interpreters in Python, and Racket Scheme, for purposes of its combined simplicity and power, and assessing the differences in the resulting languages.

To non-specialists in the field, the phrase "a programming language" is usually held to mean "one of those things like Autocode, Fortran, Algol or Cobol, which are supposed to make programming language easier."

Write code that's clean, concise, and to the point: code that others will read with pleasure and reuse. Comparing your code to

that of expert programmers is a great way to improve your coding skills. Get hands-on advice to level up your coding style through small and understandable examples that compare flawed code to an improved solution. Discover handy tips and tricks, as well as common bugs an experienced Java programmer needs to know. Make your way from a Java novice to a master craftsman. This book is a useful companion for anyone learning to write clean Java code. The authors introduce you to the fundamentals of becoming a software craftsman, by comparing pieces of problematic code with an improved version, to help you to develop a sense for clean code. This unique before-and-after approach teaches you to create clean Java code. Learn to keep your booleans in check, dodge formatting bugs, get rid of magic numbers, and use the right style of iteration. Write informative comments when needed, but avoid them when they are not. Improve the understandability of your code for others by following conventions and naming your objects accurately. Make your programs more robust with intelligent exception handling and learn to assert that everything works as expected using JUnit5 as your testing framework. Impress your peers with an elegant functional programming style and clear-cut object-oriented class design. Writing excellent code isn't just about implementing the functionality. It's about the small important details that make your code more readable, maintainable, flexible, robust, and faster. Java by Comparison teaches you to spot these details and trains you to become a better programmer. What You Need: You need a Java 8 compiler, a text editor, and a fresh mind.That's it.

Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the C++ programming language by presenting all the details needed to understand the how and the why--but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. In Starting Out with C++: Early Objects, Gaddis covers objects and classes early after functions and before arrays and pointers. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. This text is intended for either a one-semester accelerated introductory course or a traditional two-semester sequence covering C++ programming.

Learn how to write object-oriented programs in R and how to construct classes and class hierarchies in the three object-oriented systems available in R. This book gives an introduction to object-oriented programming in the R programming language and shows you how to use and apply R in an object-oriented manner. You will then be able to use this powerful programming style in your own statistical programming projects to write flexible and extendable software. After reading Advanced Object-Oriented Programming in R, you'll come away with a practical project that you can reuse in your own analytics coding endeavors. You'll then be able to visualize your data as objects that have state and then manipulate those objects with polymorphic or generic methods. Your projects will benefit from the high degree of flexibility provided by polymorphism, where the choice of concrete method to execute depends on the type of data being manipulated. What You'll Learn Define and use classes and generic functions using R Work with the R class hierarchies Benefit from implementation reuse Handle operator overloading Apply the S4 and R6 classes Who This Book Is For Experienced programmers and for those with at least some prior experience with R programming language. /div

A text for a comparative language course (as well as for practicing computer programmers), considering the principal programming language concepts and showing how they are dealt with in traditional imperative languages, such as Pascal, C, and Ada, in functional languages such as ML, in logic languages like PROLOG, in purely object-oriented language.

Unified Modeling Language (UML) is a general-purpose programming language for specifying and visualizing complex software, especially large, object-oriented projects. Object-oriented programming is when a programmer defines not only the data type of a data structure, but also the types of operations/functions that can be applied to the data structure. Java is a general purpose programming language with a number of features that make the language well suited for use on the World Wide Web. Fully road tested from the authors own courses, Object-Oriented Design with UML and Java shows how considering the modeling and programming languages together from the start can be beneficial, shifting the emphasis away from detailed programming issues, and instead allowing the focus to fall on the analysis of the meaning and accuracy of the model. No prior knowledge of object orientation is assumed, though some knowledge of Java or other high level programming language is required. * Integrates design and implementation, using Java and UML * Includes case studies, exercises and a free software tool for hands on learning * Bridges the gap between programming texts and high level analysis books on design

Learn C# with Beginning C# Object-Oriented Programming and you'll be thinking about program design in the right way from day one. Whether you want to work with .NET for the web or desktop, or for Windows 8 on any device, Dan Clark's accessible, quick--paced guide will give you the foundation you need for a successful future in C# programming. In this book you will: Master the fundamentals of object-oriented programming Work through a case study to see how C# and OOP work in a real-world application Develop techniques and best practices that lead to efficient, reusable, elegant code Discover how to transform a simple model of an application into a fully-functional C# project. With more than 30 fully hands-on activities, Beginning C# Object-Oriented Programming teaches you how to design a user interface, implement your business logic, and integrate your application with a relational database for data storage. Along the way, you will explore the .NET Framework, ASP.NET and WinRT. In addition, you will develop desktop, mobile and web-based user interfaces, and service-oriented programming skills, all using Microsoft's industry-leading Visual Studio 2012, C#, the Entity Framework, and more. Read this book and let Dan Clark guide you in your journey to becoming a confident C# programmer.

"As a practitioner in the field for over thirty years, I have been exposed to endless 'planning' sessions that are prescriptive to the point of being oppressive. Thistext 'gives permission' to the practitioner to allow for emergence, uncertainty, and ambiguity in the planning process. Comparative Approaches to Program Planning provides a guide for the manager, administrator, executive director, strategic planner, and CEO to embrace multiple planning strategies and the understanding of each. This is extremely worthwhile in a dynamic environment and an ever- changing landscape and worldview." —Paul D. McWhinney, ACSW, Director of Social Services City of Richmond, Richmond, Virginia "This is the book I've been waiting for. It provides not only a linear approach to program design, but gives language to the tacit knowledge many planners have of the circular nature of their work. Both linear and circular thinking are important to planning processes and now we have a resource for teaching." —Jon E. Singletary, PhD, MSW, MDiv, Baylor University, School of Social Work The first text on program planning to guide readers in selecting program planning approaches appropriate to setting, culture, and context Valuable

for students and practitioners in the social work, public administration, nonprofit management, and community psychology fields, Comparative Approaches to Program Planning provides practical and creative ways to effectively conduct program planning within human service organizations. Written by leaders in the social work education community, this innovative book explores program planning as a multi-layered and complex process. It examines both a traditional linear problem-solving model as well as an alternative emergent approach to program planning, helping professionals to successfully develop and enact effective and culturally competent planning in organizations and communities.

During the last three decades several different styles of semantics for program ming languages have been developed. This book compares two of them: the operational and the denotational approach. On the basis of several exam ples we show how to define operational and denotational semantic models for programming languages. Furthermore, we introduce a general technique for comparing various semantic models for a given language. We focus on different degrees of nondeterminism in programming lan guages. Nondeterminism arises naturally in concurrent languages. It is also an important concept in specification languages. In the examples discussed, the degree of non determinism ranges from a choice between two alternatives to a choice between a collection of alternatives indexed by a closed interval of the real numbers. The former arises in a language with nondeterministic choices. A real time language with dense choices gives rise to the latter. We also consider the nondeterministic random assignment and parallel composition, both couched in a simple language. Besides non determinism our four example languages contain some form of recursion, a key ingredient of programming languages.

A survey of real-time systems and the programming languages used in their development. Shows how modern real-time programming techniques are used in a wide variety of applications, including robotics, factory automation, and control. A critical requirement for such systems is that the software must

This book constitutes the joint refereed proceedings of six international workshops held as part of OTM 2003 in Catania, Sicily, Italy, in November 2003. The 80 revised full workshop papers presented together with various abstracts and summaries were carefully reviewed and selected from a total of 170 submissions. In accordance with the workshops, the papers are organized in topical main sections on industrial issues, human computer interface for the semantic Web and Web applications, Java technologies for real-time and embedded systems, regulatory ontologies and the modelling of complaint regulations, metadata for security, and reliable and secure middleware.

While there are many books on particular languages, there are very few that deal with all aspects of object-oriented programming languages. The Interpretation of Object-Oriented Programming Languages provides a comprehensive treatment of the main approaches to object-oriented languages, including class-based, prototype and actor languages. This revised and extended edition includes a completely new chapter on Microsoft's new C# language, a language specifically designed for modern, component-oriented, networked applications. The chapter covers all aspects of C# that relate to object-oriented programming. It now also includes a new appendix on BeCecil, a kernel language that can implement object-oriented constructs within a single framework.

As execution speeds reach the physical limits of single cpu computers, the only hope of achieving greater computing power is with parallel systems. Researchers have proposed countless new programming languages, but their differences, similarities, strengths, weaknesses and problem domains are subtle and often not well understood. Informed comparison of parallel languages is difficult. This volume compares eight parallel programming languages based on solutions to four problems. Each chapter includes a description of the language's philosophy, semantics and syntax, and a solution to each problem. By considering solutions rather than language features or theoretical properties, the gap is bridged between the language specialists and users. Both professionals and students in the fields of computer and computational science will find the discussions helpful and understandable.

This book is aimed at students who are thinking of studying Computer Science or a related topic at university. Part One is a brief introduction to the topics that make up Computer Science, some of which you would expect to find as course modules in a Computer Science programme. These descriptions should help you to tell the difference between Computer Science as taught in different departments and so help you to choose a course that best suits you. Part Two builds on what you have learned about the nature of Computer Science by giving you guidance in choosing universities and making your applications to them. Then Part Three gives you some advice on what to do once you get to university, how to get the most out of studying your Computer Science degree. The principal objective of the book is to produce happy students, students who know what they are letting themselves in for when they start a Computer Science course, and hence find themselves very well suited for the course they choose.

Natural language semantics and pragmatics are now two major fields in linguistics, philosophy, artificial intelligence and computational linguistics. With the development of large and efficient Prolog interpreters and compilers and with the expansion of the theoretical aspects of logic programming, the study of natural language semantics and related pragmatic aspects is now becoming a very attractive topic. The proceedings of this workshop reflect these trends. The papers cover almost all the current research fields in natural language, including: morphology, syntax, parser design, generation, feature checking and specification, semantic representations and construction of cooperative responses. Articles on syntax deal with constraints to parsing and generation, rule pruning and comparison of logic-based language systems. The material on the compilers involves functional logic grammars and unification-based grammars. The work on semantics investigates logico-semantic induction, data semantics, comparatives, conceptual graphs, discourse representation, and graphs. Papers on pragmatics discuss disambiguation, cooperation with the user through integrity constraints, and question interpretation through epistemic reasoning. Panel discussions are centered around future directions of research as well as comparisons between different points of view about actual research projects.

Comparative genomics is a new and emerging ?eld, and with the explosion of ava- able biological sequences the requests for faster, more ef?cient and more robust algorithms to analyze all this data are immense. This book is meant to serve as a self-contained instruction of the state-of-the-art of computational gene ?nding in general and of comparative approaches in particular. It is meant as an overview of the various methods that have been applied in the ?eld, and a quick introduction into how computational gene ?nders are built in general. A beginner to the ?eld could use this book as a guide through to the main points to think about when constructing a gene ?nder, and the main algorithms that are in use. On the other hand, the more experienced gene ?nder should be able to use this book as a reference to different methods and to the main components incorporated in these methods. I have focused on the main uses of the covered methods and avoided much of the technical details and general extensions of the models. In exchange I have tried to supply references to

more detailed accounts of the different research areas touched upon. The book, however, makes no claim on being comprehensive.

C++ is a general purpose programming language that, in addition to systems applications, is extensively used for scientific computation, financial applications, embedded systems, realtime control, and other applications. Emphasizing the commonality between C++ and Java as object oriented languages, this text prepares the reader to program with objects.

This book has a strong focus on object-oriented design and gives readers a realistic experience of writing programs that are systems of cooperating objects. Programming fundamentals are learned through visually appealing graphics applications in all examples and exercises. Introduction of object-oriented concepts from the beginning including objects, classes, polymorphism, inheritance, and interfaces. It fully embraces Java 5.0 topics including the standard scanner class and makes extensive use of graphical user-interfaces and real graphics applications. This book is appropriate for beginning programmers who want to learn to program with Java as well as experienced programmers who want to add Java to their skill-set.

The first book to help experienced programmers learn object-oriented programming (OOP)--and serve as a convenient reference guide. A tutorial spproach explores all the features of C++. With this foundation, the book shows programmers how to expertly apply these techniques to software development.

This textbook is intended as a guide for programming-language designers and users to better help them understand consequences of design decisions. The text aims to provide readers with an overview of the design space for programming languages and how design choices affect implementation. It is not a classical compilers book, as it assumes the reader is familiar with basic compiler implementation techniques; nor is it a traditional comparative programming languages book, because it does not go into depth about any particular language, instead taking examples from a wide variety of programming languages to illustrate design concepts. Readers are assumed to already have done at least a bit of programming in functional, imperative, and object-oriented languages. Topics and features: Provides topic-by-topic coverage of syntax, types, scopes, memory management and more Includes many technical exercises and discussion exercises Inspires readers to think about language design choices, how these interact, and how they can be implemented Covers advanced topics such as formal semantics and limits of computation Suitable for advanced undergraduates and beginning graduates, this highly practical and useful textbook/guide will also offer programming language professionals a superb reference and learning toolkit.

Michael McMillan provides a complete presentation of the object-oriented features of the Visual Basic .NET language for advanced Visual Basic programmers. Beginning with an introduction to abstract data types and their initial implementation using structures, he explains standard OOP topics including class design, inheritance, access modifiers and scoping issues, abstract classes, design and implemention of interfaces and design patterns, and refactoring in VB.NET. More advanced OOP topics are included as well, such as reflection, object persistence, and serialization. To tie everything together, McMillan demonstrates sound OOP design and implementation principles through practical examples of standard Windows applications, database applications using ADO.NET, Web-based applications using ASP.NET, and Windows service applications.

New trends are emerging regarding earnings management and corporate governance showing similarities and striking differences in the practices of different countries and economies. These new trends currently shape the field of modern corporate governance with crucial issues being looked at in governance law and practices, accounting systems, earnings quality and management, stakeholder involvement, and more. In order to advance these new avenues in corporate governance, research looks at accounting policies firms use in different opportunistic circumstances in order to manage earnings, the corporate governance practices in different countries, firm performance, and other dimensions of companies. The understanding of these topics is beneficial in understanding the current state of different types of firms and their practices in modern times. Comparative Research on Earnings Management, Corporate Governance, and Economic Value is focused on the investigation of key challenges and perspectives of corporate governance and earnings management and outlines possible scenarios of its development. The chapters explore this new avenue of research and cover theoretical, empirical, and experimental studies related to different themes in the global context of earnings management and corporate governance. This book is ideal for economists, businesses, managers, accountants, practitioners, stakeholders, researchers, academicians, and students who are interested in the current issues and advancements in corporate governance and earnings management.

Comparison is a powerful cognitive research tool in science since it does 'across studies' to evaluate similarities and differences, e.g. across taxa or diseases. This book deals with comparative research on plant disease epidemics. Comparisons are done in specifically designed experiments or with posterior analyses. From the apparently unlimited diversity of epidemics of hundreds of diseases, comparative epidemiology may eventually extract a number of basic types. These findings are very important to crop protection. Plant disease epidemiology, being the ecological branch of plant pathology, may also be of value to ecologists, but also epidemiologists in the areas of animal or human diseases may find interesting results, applicable to their areas of research.

"The Object of Java uses an "object-centric" approach to give students a solid introduction to the power of programming with Java. This edition fully incorporates features of the Java 5.0 language, along with the use of Java's awt and swing classes, providing students with an opportunity to practice the skills and techniques that serve as the building blocks of modern software development."--BOOK JACKET.

Rather than taking the more traditional "procedural" approach, the authors take an object-oriented approach from the start to teach introductory programming concepts. Focusing on effective use of objects, they concentrate on building programs from an object library, reusing the objects, and developing classes and methods.

LOGLAN '88 belongs to the family of object oriented programming languages. It embraces all important known tools and characteristics of OOP, i.e. classes, objects, inheritance, coroutine sequencing, but it does not get rid of traditional imperative programming: primitive types do not need to be objects; records, static arrays, subtypes and other similar type contructs are admitted. LOGLAN has non-traditional memory model which accepts programmed deallocation but avoids dangling reference. The LOGLAN semantic model provides multi-level inheritance, which properly cooperates with module nesting. Parallelism in LOGLAN has an object oriented nature. Processes are treated like objects of classes and communication between processes is provided by alien calls similar to remote calls.

Now a de facto standard for millions of MS-DOS machines worldwide, Microsoft Windows is the user environment for a wide array

of applications, including desktop publishing, word processing, database management, and more. Now, here's a book that provides programmers with the essentials for designing and implementing object-oriented code under Windows. Among its many features, this illustrated guide offers tips and tricks for writing modular OOP code for effective memory management and gives examples of actual code that utilizes the special characteristics of Windows. In addition, the book shows how to develop a complete Windows OOP application from start to finish. Comprehensive and lucidly presented, Object-Oriented Programming for Windows is your introduction to the most progressive programming methodology available.

This comprehensive examination of the main approaches to object-oriented language explains key features of the languages in use today. Class-based, prototypes and Actor languages are all examined and compared in terms of their semantic concepts. This book provides a unique overview of the main approaches to object-oriented languages. Exercises of varying length, some of which can be extended into mini-projects are included at the end of each chapter. This book can be used as part of courses on Comparative Programming Languages or Programming Language Semantics at Second or Third Year Undergraduate Level. Some understanding of programming language concepts is required.

Comparative Programming Languages identifies and explains the essential concepts underlying the design and use of programming languages and provides a good balance of theory and practice. The author compares how the major languages handle issues such as declarations, types, data abstraction, information hiding, modularity and the support given to the development of reliable software systems. The emphasis is on the similarities between languages rather than their differences. The book primarily covers modern, widely-used object-oriented and procedural languages such as C, C++, Java, Pascal (including its implementation in Delphi), Ada 95, and Perl with special chapters being devoted to functional and logic languages. The new edition has been brought fully up to date with new developments in the field: the increase in the use of object-oriented languages as a student's first langua≥ the growth in importance of graphical user interfaces (GUIs); and the widespread use of the Internet.

A comprehensive introduction to the many diverse aspects of object-oriented programming through a broad tour of currently available object-oriented languages. The text was designed for teaching an introductory course in the fundamentals of object-oriented programming, but will be equally valuable as a reference for experts in this field.

Covering the latest in Java technologies, Object-Oriented Programming and Java teaches the subject in a systematic, fundamentals-first approach. It begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and executed using object-oriented programming paradigm. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, this book provides readers with the pre-requisites for writing proper object-oriented programs using Java.

The application of statistics has proliferated in recent years and has become increasingly relevant across numerous fields of study. With the advent of new technologies, its availability has opened into a wider range of users. Comparative Approaches to using R and Python for Statistical Data Analysis is a comprehensive source of emerging research and perspectives on the latest computer software and available languages for the visualization of statistical data. By providing insights on relevant topics, such as inference, factor analysis, and linear regression, this publication is ideally designed for professionals, researchers, academics, graduate students, and practitioners interested in the optimization of statistical data analysis.