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However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters):

1(Overview of Java) 2(Java Language) 3(Control Statements)4(Scanner class, Arrays & Command Line Args)5(Class & Objects in Java)6(Inheritance in Java)7(Object oriented programming)8(Packages in Java)9(Interface in Java)10(String and StringBuffer)11(Exception Handling)12(Multi-Threaded Programming)13(Modifiers/Visibility modes)14(Wrapper Class)15(Input/Output in Java)16(Applet Fundamentals)17(Abstract Windows Toolkit)(AWT)18(Introducton To AWT Events)19(Painting in AWT)20(java.lang.Object Class)21(Collection Framework) PART - II (Software Development) 22(Overview Java Beans)23(Introducing Swing)24(Exploring Swing)25(Exploring Servlets)26 (Applying Java- Live project) PART - III (Advance Coding Standards for Java) 27(Java Coding Standards)28(Clarity and Maintainability)29(Core Java Database Issues) PART - IV (1000+ Interview Questions and Answers) 30(Cracking the Java Coding Interview)

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Our 1000+ Object Oriented Programming Questions and Answers focuses on all areas of Object Oriented Programming subject covering 100+ topics in Object Oriented Programming. These topics are chosen from a collection of most authoritative and best reference books on Object Oriented Programming. One should spend 1 hour daily for 15 days to learn and assimilate Object Oriented Programming comprehensively. This way of systematic learning will prepare anyone easily towards Object Oriented Programming interviews, online tests, Examinations and Certifications. Highlights Ø 1000+ Basic and Hard Core High level Multiple Choice Questions & Answers in Object Oriented Programming with Explanations. Ø Prepare anyone easily towards Object Oriented Programming interviews, online tests, Government Examinations and certifications. Ø Every MCQ set focuses on a specific topic in Object Oriented Programming. Ø Specially designed for IBPS IT, SBI IT, RRB IT, GATE CSE, UGC NET CS, PROGRAMMER and other IT & Computer

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The heavy integration and amount of technical knowlege required to master the C++ programming language is staggering, and also makes software engineering job interviews a challenge. Now, for the first time, a world class C++ programmer reveals his "secret handshake" solutions to C++ programming interviews. Much more than a rehash of C++ documentation and trainig mateirals, and useless "soft skills" information, this book contains over 100 technical interview questions that are simply not covered, or not covered as clearly elewhere. From implementing basic programs to debugging the most involved problems, dozens of examples show you just how to respond to common C++ interview questions. Key topics include: Objects, Methods, and OOP Threads, Hashing, and Processes Operator Overloading, Cloneing Pointers, Types, and Variables Casses, Lists, and Multithreading Everything a C++ resource needs to know before an interview

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C# interview questions is designed to help readers learn the concepts of C#. This book covers all the concepts of C# with the help of Interview question and Answers. More than 100 Questions are included in this book which are frequently asked in current scenario. It covers all the key areas like generics, memory management, linq, Oop, design patterns etc. Essential Skills--Made Easy!===== Learn the all basics and advanced features of Java programming in no time from Bestselling Java Programming Author Harry H Chaudhary. Java Teach Yourself Core Java in 21 Days. 2014, starts with the basics; I promise this book will make you 100% expert level champion of java. Must read full book description before buying Fully Updated with Java 7, And new features , Including Live software development. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Second Part- Of book covers Software Development Using Java, Java Beans, Tour of Swing, Servlets and live project. Third part- Of book covers .SCJP/SCJD (OCJP-OCJD) - Bonus and (Java Coding Standards) & (Coding Clarity and Maintainability) & (Core Java Database Issues). Get started programming championship in Java right away with help from this fast-paced tutorial. Fourth Part- Collection of 1000+ Java Interview Questions / Answers will teach you how to crack Java Interview. Learning a new language is no easy task especially when it's an oop's programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1(Overview of Java) 2(Java Language) 3(Control Statements)4(Scanner class, Arrays & Command Line Args)5(Class & Objects in Java)6(Inheritance in Java)7(Object oriented programming)8(Packages in Java)9(Interface in Java)10(String and StringBuffer)11(Exception Handling)12(Multi-Threaded Programming)13(Modifiers/Visibility modes)14(Wrapper Class)15(Input/Output in Java)16(Applet Fundamentals)17(Abstract Windows Toolkit)(AWT)18(Introducton To AWT Events)19(Painting in AWT)20(java.lang.Object Class)21(Collection Framework) PART - II (Software Development) 22(Overview Java Beans)23(Introducing Swing)24(Exploring Swing)25(Exploring Servlets)26 (Applying Java- Live project) PART - III (Advance Coding Standards for Java) 27(Java Coding Standards)28(Clarity and Maintainability)29(Core Java Database Issues) PART - IV (1000+ Interview Questions and Answers) 30(Cracking the Java Coding Interview)

Announcement-Thanks for your interest in Interactive Object-Oriented Programming in C# and making this book as "No.1 New Release." You motivated us to do some further modification and fine-tune this work. The heart of the book is Part-1 which focuses on Object-Oriented programming. But we are covering much more in this book and so, based on the readers feedback, we are bringing the upcoming and fine-tuned version of the book as "Interactive C#" very soon. You will be able to preorder the book shortly. So, stay tuned !!Are you afraid of programming? Or, perhaps you experimented with some other programming languages and now want learn C#? Or, you want to learn fast but do not want to miss the key concepts? If the answer is yes for any of these questions, then you are at the right place. 1. The book consists of four major sections which cover 15 core topics - 9 of them are dedicated to object oriented programming, 5 of them are dedicated to advanced concepts of C#, 1 of them is dedicated to design patterns which covers 3 Gang of Four design patterns with C# implementations. Finally, you will get a FAQ section to cover all of these. 2. Why do we put so much emphasis on the word "core"? It is because, world is changing and new features will keep evolving but core concepts are evergreen. All new features are built on top of those. If you have a strong foundation, you can adopt the upcoming features quickly because you can understand the reason behind those changes. So, the book focuses on core topics in depth but does not try to cover "a-z" in C# at the same time. 3. This book is interactive . With it, you can feel that you are learning in a classroom environment where your teacher is discussing some topics and asking you questions. At the same time, you can clear your doubts by asking counter questions. It is very much important because many students cannot ask questions in an open forum due to many psychological factors. If you are dedicated to this subject and repeatedly think about these Q&A sessions, you can remake yourself in the programming world. 4. This book will not invest time on topics that are easily available e.g. how to install visual studio in your system or how to write a "hello world" program etc. On the contrary, the book contains a section that provides some fundamental theories with some interesting questions/answers in the topics like-IL code, selection, iteration and jump statements, arrays, strings, structures, enumerations etc., so that, you can learn and evaluate your skills in those topics. This section will act like a reference. Gradually upon repeated practice, you will be familiar with it. This section will also help you to prepare yourself before a job interview or a semester examination to answer some tricky questions that may seem to be very easy at the beginning. Your teacher only expects that before you enter into the class, you must aware of the basic syntax's/notations. 5. In most of the cases, you'll see the complete programs with output snapshots (for different inputs) i.e. You do not need to wait to run a program to see the corresponding outputs. Programs were run both in windows 7 and 10 and snapshots are taken from visual studio community 2017 edition which is free (and latest) at the time of this writing. 6. Lastly, many of

us are afraid of fat books because they do not show us the promise that we can learn it in one day or 7 days etc. but they forget that learning is a continuous process. Author also believes that no real mastery can be achieved in 24 hrs or in 7 days. So, the slogan of the book is "To learn the core topics in C#, whatever efforts I need to put, I am OK with that." Still simple arithmetic says that if you can complete 2 topics per week, you can complete the book by 2 months . The book is designed for you in such a way that upon completion of the book, you will learn the core OOP concepts in C# in details how to go further.

Knowledge for Free... Get that job, you aspire for! Want to switch to that high paying job? Or are you already been preparing hard to give interview the next weekend? Do you know how many people get rejected in interviews by preparing only concepts but not focusing on actually which questions will be asked in the interview? Don't be that person this time. This is the most comprehensive Python language interview questions book that you can ever find out. It contains: 1000 most frequently asked and important PYTHON interview questions and answers Wide range of questions which cover not only basics in Python Language but also most advanced and complex questions which will help freshers, experienced professionals, senior developers, testers to crack their interviews.

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DescriptionThis book carries a lot of information for you, if you are starting AutoCAD for the first time. The book is extremely simple to understand and can enlighten you with the basics fundamentals of AutoCAD.The main objective of this book is to make students passionate about learning the concepts of AutoCAD.The book is divided into Two Parts:TheoreticalPracticalThe projects have been explained in a step by step manner with the commands along with a lot of new features.Table Of Contents:Section 1 - IntroductionWhat is AutoCAD?History of AutoCADUsage of AutoCADWhat is New in AutoCAD 2017?What is Workspace?Section 2 - OverviewWelcome screenGUI OverviewMouse useDifference between Command work & Visual workCoordinate system with Line commandZoom and extentsRegenSection 3 - Drawing the doorUnitRectangleOffsetOsnapArcMirrorJoinExtendTrimSection 4 - Grill DesignGridSnapPlineEllipseSection 5 - Road & RiverLayerSplineMlinesHatchGradientRevision cloudMirrorBlockInsertTextSection 6 - DrawingsCircleCopyMoveArrayExplodeExtentRotateFilletAlignBreakChamferDivideMeasureScalePolygonPointSection 7 - Parametric constrainsGeometricDimensionalManageSection 8 - Inquiry & DimensionalSmart DimensionListAngleDistanceVolumeAreaRadiusLinearAlignedDiameterArc lengthQleaderOsnap Setting (Geometric center)

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