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Aimed mainly at students, this self-contained reference book on C++ is of superb educational value. Starting from scratch, Vermeir explains the idea of address, value and type in C++ before quickly moving on to cover the more important aspects of the language such as classes, templates, generic programming and inheritance. He includes recent developments in C++, such as STL and the iostream library. There is also a chapter devoted to program

design principles. By using plenty of examples the reader is stimulated and inspired to see how they can use what they have learnt in other more sophisticated applications. All the examples from the text, including some larger example programs are available on the author's website. The inventor of C++ gives perhaps the most important introduction to programming ever written. Now in its second edition, D.S. Malik brings his proven approach to C++ programming to the CS2 course. Clearly written with the student in mind, this text focuses on Data Structures and includes advanced topics in C++ such as Linked Lists and the Standard Template Library (STL). The text features abundant visual diagrams, examples, and extended Programming Examples, all of which serve to illuminate difficult concepts. Complete programming code and clear display of syntax, explanation, and example are used throughout the text, and each chapter concludes with a robust exercise set. Important Notice: Media

content referenced within the product description or the product text may not be available in the ebook version. An introduction and tutorial as well as a comprehensive reference Using C-Kermit describes the new release, 5A, of Columbia University's popular C-Kermit communication software - the most portable of all communication software packages. Available at low cost on a variety of magnetic media from Columbia University, C-Kermit can be used on computers of all sizes - ranging from desktop workstations to minicomputers to mainframes and supercomputers. The numerous examples, illustrations, and tables in Using C-Kermit make the powerful and versatile C-Kermit functions accessible for new and experienced users alike. Computational Finance Using C and C#: Derivatives and Valuation, Second Edition provides derivatives pricing information for equity derivatives, interest rate derivatives, foreign exchange derivatives, and credit

derivatives. By providing free access to code from a variety of computer languages, such as Visual Basic/Excel, C++, C, and C#, it gives readers stand-alone examples that they can explore before delving into creating their own applications. It is written for readers with backgrounds in basic calculus, linear algebra, and probability. Strong on mathematical theory, this second edition helps empower readers to solve their own problems. *Features new programming problems, examples, and exercises for each chapter. *Includes freely-accessible source code in languages such as C, C++, VBA, C#, and Excel.. *Includes a new chapter on the history of finance which also covers the 2008 credit crisis and the use of mortgage backed securities, CDSs and CDOs. *Emphasizes mathematical theory. Features new programming problems, examples, and exercises with solutions added to each chapter Includes freely-accessible source code in languages such as C, C++, VBA, C#, Excel, Includes a new

chapter on the credit crisis of 2008 Emphasizes mathematical theory Software -- Programming Languages. Data Structures using C provides its readers a thorough understanding of data structures in a simple, interesting, and illustrative manner. Appropriate examples, diagrams, and tables make the book extremely student-friendly. It meets the requirements of students in various courses, at both undergraduate and postgraduate levels, including BTech, BE, BCA, BSc, PGDCA, MSc, and MCA. Key Features • Presentation for easy grasp through chapter objectives, suitable tables and diagrams and programming examples. • Examination-oriented approach through objective and descriptive questions at the end of each chapter • Large number of questions and exercises for practice This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book

is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free

source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time. This book is very easy to read. This book gives a good introduction and complete introduction to data structures and algorithms for beginners. This book is best suited for BCA and BTech readers for the first time, this book covers all data structures subjects of BCA and B.Tech for all computer science students and professionals. Through this book, students will be able to understand the data structure in a very short time. This book has been created after receiving information from many sources and internet Author: Ranjot Singh Chahal One of the best languages for the development of financial engineering and

instrument pricing applications is C++. This book has several features that allow developers to write robust, flexible and extensible software systems. The book is an ANSI/ISO standard, fully object-oriented and interfaces with many third-party applications. It has support for templates and generic programming, massive reusability using templates (?write once?) and support for legacy C applications. In this book, author Daniel J. Duffy brings C++ to the next level by applying it to the design and implementation of classes, libraries and applications for option and derivative pricing models. He employs modern software engineering techniques to produce industrial-strength applications: Using the Standard Template Library (STL) in finance Creating your own template classes and functions Reusable data structures for vectors, matrices and tensors Classes for numerical analysis (numerical linear algebra ?) Solving the Black Scholes equations, exact and approximate solutions Implementing the Finite Difference

Method in C++ Integration with the ?Gang of Four? Design Patterns Interfacing with Excel (output and Add-Ins) Financial engineering and XML Cash flow and yield curves Included with the book is a CD containing the source code in the Datasim Financial Toolkit. You can use this to get up to speed with your C++ applications by reusing existing classes and libraries. 'Unique... Let's all give a warm welcome to modern pricing tools.' -- Paul Wilmott, mathematician, author and fund manager Offers ways of presenting and developing three topics emphasised in Principles and Standards for School Mathematics: counting, vertex-edge graphs and iterative and recursive processes. Designed for chemical engineering students and industry professionals, this book shows how to write reusable computer programs. Written in the three languages (C, C++, and MATLAB), it is accompanied by a CD-ROM featuring source code, executables, figures, and simulations. It also explains each program in detail. Essential C

Programming Skills-Made Easy-Without Fear!
Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You'll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. C programming has never been this simple! This C Programming book gives a good start and complete introduction for C Programming for Beginner's. Learn the all basics and advanced features of C programming in no time from Bestselling Programming Author Harry. H. Chaudhary. This Book, starts with the basics; I promise this book will make you 100% expert level champion of C Programming. This book contains 1000+ Live C Program's code examples, and 500+ Lab Exercise & 200+ Brain Wash Topic-wise Code book and 20+ Live software Development Project's. All what you need ! Isn't it ? Write powerful C

programs...without becoming a technical expert!
This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You'll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. (See Below List)C programming has never been this simple! Who knew how simple C programming could be? This is today's best beginner's guide to writing C programs--and to learning skills you can use with practically any language. Its simple, practical instructions will help you start creating useful, reliable C code. This book covers common core syllabus for BCA, MCA, B.TECH, BS (CS), MS (CS), BSC-IT (CS), MSC-IT (CS), and Computer Science Professionals as well as for Hackers. This Book is very serious C Programming stuff: A complete introduction to C Language. 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. If you haven't, you're in for a treat. You'll see why people say it's unlike any other C book you've ever read. Learning a new language is no easy. 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? (A) 1000+ Live C Program's code examples, (B) 500+ Lab Exercises, (C) 200+ Brain Wash Topic-wise Code (D) 20+ Live software Development Project's. (E) Learn Complete C- without fear, . || Inside Chapters. || 1. Preface - Page-6, || Introduction to C. 2. Elements of C Programming

Language. 3. Control statements (conditions). 4. Control statements (Looping). 5. One dimensional Array. 6. Multi-Dimensional Array. 7. String (Character Array). 8. Your Brain on Functions. 9. Your Brain on Pointers. 10. Structure, Union, Enum, Bit Fields, Typedef. 11. Console Input and Output. 12. File Handling In C. 13. Miscellaneous Topics. 14. Storage Class. 15. Algorithms. 16. Unsolved Practical Problems. 17. PART-II-120+ Practical Code Chapter-Wise. 18. Creating & Inserting own functions in Library. 19. Graphics Programming In C. 20. Operating System Development -Intro. 21. C Programming Guidelines. 22. Common C Programming Errors. 23. Live Software Development Using C. || Inside Chapters. || 1 (Introduction To C++ Programming) 2 (Inside The C++ Language) 3 (Pointers & References) 4 (Understanding Functions) 5 (Structure-Unions-Enumerated Data Types) 6 (Object Oriented Programming Concept) 7 (C++ Classes and Objects) 8 (Constructors and Destructors) 9

(Operator Overloading) 10 (Console Input / Output Streams) 11 (Inheritance Concept in C++) 12 (Virtual Functions-Polymorphism Concept) 13 (Templates Concept In C++) 14 (Exception Handling In C++) 15 (New Features of ANSI C++ Standard) 16 (Working With Files) 17 (String Classes') 18 (Your Brain On C++ (160 Multiple Choice Questions)) 19 (Your Brain On C++ (100 Practical Programming Questions)) 20 (Software Design & Development Using C++) This C++ Programming book gives a good start and complete introduction for C++ Programming for Beginner's. It has been comprehensively updated for the long-awaited C++Beginner's from the Best selling Programming Author Harry H Chaudhary. The primary aim of this book is to help the reader understand how the facilities offered by C++ support key programming techniques. The aim is to take the reader far beyond the point where he or she gets code running primarily by copying examples and emulating programming styles

from other languages. Anyone can learn C++ Programming through This Book I promise. Most Imp. Feature of this book is-- 1) Learn C++ without fear, 2) This book is for everyone, 3) 160 End of book examples, 4) 200 Practical Codes, 5) At last it goes to Expert level topics such as: *Software Design & Development Using C++*, 6) 101 Rules, for Software Design & Development using C++ @ the end of this book. 7) Very Easy Definitions for each topic with code examples and output. While reading this book it is fun and easy to read it. This book is best suitable for first time C++ readers, Covers all fast track topics of C++ for all Computer Science students and Professionals. This book introduces standard C++ and the key programming and design techniques supported by C++. Standard C++ is a far more powerful and polished language than the version of C++ introduced by the first edition of this book. This book presents every major C++ language feature and the standard library. It is organized

around language and library facilities. However, features are presented in the context of their use. That is, the focus is on the language as the tool for design and programming rather than on the language in itself. This book demonstrates key techniques that make C++ effective and teaches the fundamental concepts necessary for mastery. As everyone knows that Author Harry is basically known for his Easy way- Programming without fear technique. His book presents world's easiest definitions and codes for beginners. An integrated guide to C++ and computational finance This complete guide to C++ and computational finance is a follow-up and major extension to Daniel J. Duffy's 2004 edition of Financial Instrument Pricing Using C++. Both C++ and computational finance have evolved and changed dramatically in the last ten years and this book documents these improvements. Duffy focuses on these developments and the advantages for the quant developer by: Delving into a detailed account of

the new C++11 standard and its applicability to computational finance. Using de-facto standard libraries, such as Boost and Eigen to improve developer productivity. Developing multiparadigm software using the object-oriented, generic, and functional programming styles. Designing flexible numerical algorithms: modern numerical methods and multiparadigm design patterns. Providing a detailed explanation of the Finite Difference Methods through six chapters, including new developments such as ADE, Method of Lines (MOL), and Uncertain Volatility Models. Developing applications, from financial model to algorithmic design and code, through a coherent approach. Generating interoperability with Excel add-ins, C#, and C++/CLI. Using random number generation in C++11 and Monte Carlo simulation. Duffy adopted a spiral model approach while writing each chapter of Financial Instrument Pricing Using C++ 2e: analyse a little, design a little, and code a little. Each cycle ends with a working

prototype in C++ and shows how a given algorithm or numerical method works. Additionally, each chapter contains non-trivial exercises and projects that discuss improvements and extensions to the material. This book is for designers and application developers in computational finance, and assumes the reader has some fundamental experience of C++ and derivatives pricing.

HOW TO RECEIVE THE SOURCE CODE

Once you have purchased a copy of the book please send an email to the author dduffy@datasim.nl requesting your personal and non-transferable copy of the source code. Proof of purchase is needed. The subject of the mail should be "C++ Book Source Code Request". You will receive a reply with a zip file attachment.

Numerical Computation Using C is a four-chapter text guide for learning C language from the numerical analysis viewpoint. C is a general-purpose language that has been used in systems programming. The first chapter discusses the

basic principles, logic, operators, functions, arrays, and structures of C language. The next two chapters deal with the uses of the so-called pointers in the C language, which is a variable that contains the address of some object in memory. These chapters also elaborate on several constructs to show how the use of C language can be fine-tuned. The last chapter highlights the practical aspects of C language. This book will be of value to computer scientists and mathematicians. Provides a comprehensive coverage of the subject, Includes numerous illustrative examples, Demonstrate the development of algorithms in a lucid manner, Demonstrate the implementation of algorithms in a good programming style, Provides challenging programming exercise to test your knowledge gained about the subject, Glossary of terms for ready reference. 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. Master the numerical simulation process required to design, test and support mobile and parallel computing systems. An accompanying ftp site contains all the Visual C++ based programs discussed in the text to help readers create their own programs. With its focus on problems and solutions, this is an excellent text for upper-level undergraduate and graduate students, and a must-have reference for researchers and professionals in the field of simulations. More information about Visual C++ based programs can be found at: ftp://ftp.wiley.com/public/sci_tech_med/numerical_simulations/ Data structures provide a means to

managing large amounts of information such as large databases, using SEO effectively, and creating Internet/Web indexing services. This book is designed to present fundamentals of data structures for beginners using the C++ programming language in a friendly, self-teaching, format. Practical analogies using real world applications are integrated throughout the text to explain technical concepts. The book includes a variety of end-of-chapter practice exercises, e.g., programming, theoretical, and multiple-choice. Features:

- Covers data structure fundamentals using C++
- Numerous tips, analogies, and practical applications enhance understanding of subjects under discussion
- “Frequently Asked Questions” integrated throughout the text clarify and explain concepts
- Includes a variety of end-of-chapter exercises, e.g., programming, theoretical, and multiple choice

Introduction to Computational Modeling Using C and Open-Source Tools presents the fundamental

principles of computational models from a computer science perspective. It explains how to implement these models using the C programming language. The software tools used in the book include the Gnu Scientific Library (GSL), which is a free software library.

FOUNDATIONS OF LEGAL RESEARCH AND WRITING, Fifth Edition is the ideal resource for paralegals. The book's up-to-the-minute coverage tackles the ever-evolving areas of computer-assisted research and Cyber law, in addition to traditional legal research, analysis, and writing. Extensive research chapters address primary and secondary sources, citing, Lexis/Nexis, the Internet, and more, while writing sections center on drafting client opinion letters, pleadings, contracts, office memos, memoranda of law, and appellate briefs. Every chapter gives you practice writing opportunities, as well as traditional and computer-assisted research assignments to help develop your skills. Detailed case excerpts,

samples, tips, and discussions further support the assignments, and illustrate the many perils of inadequate research and poor legal writing. Readers everywhere agree that **FOUNDATIONS OF LEGAL RESEARCH AND WRITING, Fifth Edition** delivers the concepts you need for success in the most demanding law firms and legal departments today. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Improve your programming through a solid understanding of C pointers and memory management. With this practical book, you'll learn how pointers provide the mechanism to dynamically manipulate memory, enhance support for data structures, and enable access to hardware. Author Richard Reese shows you how to use pointers with arrays, strings, structures, and functions, using memory models throughout the book. Difficult to master, pointers provide C with much flexibility and power—yet few resources are dedicated to

this data type. This comprehensive book has the information you need, whether you're a beginner or an experienced C or C++ programmer or developer. Get an introduction to pointers, including the declaration of different pointer types Learn about dynamic memory allocation, de-allocation, and alternative memory management techniques Use techniques for passing or returning data to and from functions Understand the fundamental aspects of arrays as they relate to pointers Explore the basics of strings and how pointers are used to support them Examine why pointers can be the source of security problems, such as buffer overflow Learn several pointer techniques, such as the use of opaque pointers, bounded pointers and, the restrict keyword Solve problems by embedding Python code in a C programs, SQL methods, Python sockets. This book uses rudimentary mathematics and basic programming to create practical Python applications for embedding. You'll start with an introduction to C and Python,

assuming a fundamental understanding of what programming is. You will also review the basics of the database management language, SQL. You will learn how to use SQL from a C program and from a Python program. C and Python have different programming strengths, and you will learn how to write a Python program embedded within a C program to profit from the strength of each, in one program. Finally, you will explore how socket programs enable two computers to communicate with each other. Here the book covers basic server-client, basic threaded, and basic chat programs./div What You Will Learn Review basic Python and C coding Understand the methods of embedding Python code within a C program Create typical programs in Python and C using SDK Work with socket applications in Python Who This Book Is For Programmers and computational modelers with at least some prior experience with programming in C and Python as well as programming in general. Introduction to Computational Modeling Using C

and Open-Source Tools presents the fundamental principles of computational models from a computer science perspective. It explains how to implement these models using the C programming language. The software tools used in the book include the Gnu Scientific Library (GSL), which is a free software library of C functions, and the versatile, open-source GnuPlot for visualizing the data. All source files, shell scripts, and additional notes are located at science.kennesaw.edu/~jgarrido/comp_models. The book first presents an overview of problem solving and the introductory concepts, principles, and development of computational models before covering the programming principles of the C programming language. The author then applies programming principles and basic numerical techniques, such as polynomial evaluation, regression, and other numerical methods, to implement computational models. He also discusses more advanced concepts needed for modeling dynamical systems and

explains how to generate numerical solutions. The book concludes with the modeling of linear optimization problems. Emphasizing analytical skill development and problem solving, this book helps you understand how to reason about and conceptualize the problems, generate mathematical formulations, and computationally visualize and solve the problems. It provides you with the foundation to understand more advanced scientific computing, including parallel computing using MPI, grid computing, and other techniques in high-performance computing. The data structure is a set of specially organized data elements and functions, which are defined to store, retrieve, remove and search for individual data elements. Data Structures using C: A Practical Approach for Beginners covers all issues related to the amount of storage needed, the amount of time required to process the data, data representation of the primary memory and operations carried out with such data. Data Structures using C: A Practical Approach for

Beginners book will help students learn data structure and algorithms in a focused way. Resolves linear and nonlinear data structures in C language using the algorithm, diagrammatically and its time and space complexity analysis Covers interview questions and MCQs on all topics of campus readiness Identifies possible solutions to each problem Includes real-life and computational applications of linear and nonlinear data structures This book is primarily aimed at undergraduates and graduates of computer science and information technology. Students of all engineering disciplines will also find this book useful. This provides comprehensive information on each library function. Included are descriptions of functions, their arguments and return values, example programs, special usage comments and notes on compatibility with XENIX, DOS, OS/2, ANSI and UNIX. This self-readable and student-friendly text provides a strong programming foundation to solve problems with C language

through its well-supported structured programming methodology, rich set of operators and data types. It is designed to help students build efficient and compact programs. The book, now in its second edition, is an extended version of Dr. M.T. Somashekara's previous book titled as Programming in C. In addition to two newly introduced chapters on 'Graphics using C' and 'Searching and Sorting', all other chapters of the previous edition have been thoroughly revised and updated. The usage of pseudocodes as a problem-solving tool has been explored throughout the book before providing C programming solutions for the problems, wherever necessary. This book comes with an increased number of examples, programs, review questions, programming exercises and interview questions in each chapter. Appendices, glossary, MCQs with answers and solutions to interview questions are given at the end of the book. The book is eminently suitable for students of Computer Science, Computer Applications,

and Information Technology at both undergraduate and postgraduate levels. Assuming no previous knowledge of programming techniques, this book is appropriate for all those students who wish to master the C language as a problem-solving tool for application in their respective disciplines. It even caters to the needs of beginners in computer programming. **KEY FEATURES** • Introduction to problem-solving tools like algorithms, flow charts and pseudocodes • Systematic approach to teaching C with simple explanation of each concept • Expanded coverage of arrays, structures, pointers and files • Complete explanation of working of each program with emphasis on the core segment of the program, supported by a large number of solved programs and programming exercises in each chapter **NEW TO THE SECOND EDITION** • Points-wise summary at the end of each chapter • MCQs with Answers • Interview Questions with Solutions • Pseudocodes for all the

problems solved using programs • Two new chapters on 'Graphics using C' and 'Searching and Sorting' • Additional review questions and programming exercises The tool for visualization is Microsoft Visual C++. This popular software has the standard C++ combined with the Microsoft Foundation Classes (MFC) libraries for Windows visualization. This book explains how to create a graph interactively, solve problems in graph theory with minimum number of C++ codes, and provide friendly interfaces that makes learning the topics an interesting one. Each topic in the book comes with working Visual C++ codes which can easily be adapted as solutions to various problems in science and engineering. With the rapid advances in technology, the conventional academic and research departments of Electronics engineering, Electrical Engineering, Computer Science, Instrumentation Engineering over the globe are forced to come together and update their curriculum with few common

interdisciplinary courses in order to come out with the engineers and researchers with multi-dimensional capabilities. The growing perception of the 'Hardware becoming Soft' and 'Software becoming Hard' with the emergence of the FPGAs has made its impact on both the hardware and software professionals to change their mindset of working in narrow domains. An interdisciplinary field where 'Hardware meets the Software' for undertaking seemingly unfeasible tasks is System on Chip (SoC) which has become the basic platform of modern electronic appliances. If it wasn't for SoCs, we wouldn't be driving our car with foresight of the traffic congestion before hand using GPS. Without the omnipresence of the SoCs in our every walks of life, the society is wouldn't have evidenced the rich benefits of the convergence of the technologies such as audio, video, mobile, IPTV just to name a few. The growing expectations of the consumers have placed the field of SoC design at the heart of at variance

trends. On one hand there are challenges owing to design complexities with the emergence of the new processors, RTOS, software protocol stacks, buses, while the brutal forces of deep submicron effects such as crosstalk, electromigration, timing closures are challenging the design metrics. Computational Finance Using C and C# raises computational finance to the next level using the languages of both standard C and C#. The inclusion of both these languages enables readers to match their use of the book to their firm's internal software and code requirements. The book also provides derivatives pricing information for equity derivatives (vanilla options, quantos, generic equity basket options); interest rate derivatives (FRAs, swaps, quantos); foreign exchange derivatives (FX forwards, FX options); and credit derivatives (credit default swaps, defaultable bonds, total return swaps). This book is organized into 8 chapters, beginning with an overview of financial derivatives followed by an introduction to stochastic processes. The

discussion then shifts to generation of random variates; European options; single asset American options; multi-asset options; other financial derivatives; and C# portfolio pricing application. The text is supported by a multi-tier website which enables purchasers of the book to download free software, which includes executable files, configuration files, and results files. With these files the user can run the C# portfolio pricing application and change the portfolio composition and the attributes of the deals. This book will be of interest to financial engineers and analysts as well as numerical analysts in banking, insurance, and corporate finance. Illustrates the use of C# design patterns, including dictionaries, abstract classes, and .NET InteropServices. Special Edition Using Visual C++.NET is a comprehensive resource to help readers leverage the exciting new features of Visual C++.NET as well as port their existing skills to the new .NET development environment. The book shows how both Win32

and .NET applications work, not only instructing the reader in the use of Microsoft's Visual C++ wizards, but also showing what the wizards create. A variety of programming tasks from simple dialog boxes to database and Internet programming are included. Because of the new .NET platform developers in any of 17 languages (including Visual C++) will use the same class libraries to construct high-performance applications. SE Using Visual C++.NET will not only cover the new version of the software but also how to get maximum programming results from combining several languages into one project. Related technologies such as XML and XSLT are also covered, along with integrating Visual C++ code with Visual Basic and C# code.

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