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Sams Teach Yourself Linux Programming in 21 Days, 2000
Sams Teach Yourself Linux Programming in 24 Hours Warren W. Gay, 1999 PLEASE PROVIDE COURSE INFORMATION PLEASE PROVIDE
Sams Teach Yourself Linux Programming in 24 Hours Tony Zhang, 1999
Sams Teach Yourself Linux in 24 Hours Bill Ball, 1999 Aimed at first time Linux installers this book discusses topics such as how to log in how to customize the environment basic shell programming how to read mail and send a reply how to fax graphics and text and how to file translation formats
Sams Teach Yourself Shell Programming in 24 Hours Sriranga Veeraraghavan, 2002 Learn how to develop powerful and robust shell scripts in order to get the most out of your Unix Linux system
Sams Teach Yourself Linux Security Basics in 24 Hours Aron Hsiao, 2001 This book includes coverage of the new and updated security features of Linux and teaches the reader security fundamentals and how to think about security before they even install the software This text is designed to provide a basic guide to resolving security involved in the use of Linux in workstation small server or small network environments
Sams Teach Yourself Arduino Programming in 24 Hours Richard Blum, 2014 In just 24 sessions of one hour or less Sams Teach Yourself Arduino Programming in 24 Hours teaches you C programming on Arduino so you can start creating inspired DIY hardware projects of your own Using this book's straightforward step by step approach you'll walk through everything from setting up your programming environment to mastering C syntax and features interfacing your Arduino to performing full fledged prototyping Every hands on lesson and example builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Arduino programming tasks Quizzes at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Learn how to Get the right Arduino hardware and accessories for your needs Download the Arduino IDE install it and link it to your Arduino Quickly create compile upload and run your first Arduino program Master C syntax decision control strings data structures and functions Use pointers to work with memory and avoid common mistakes Store data on your Arduino's EEPROM or an external SD card Use existing hardware libraries or create your own Send output and read input from analog devices or digital interfaces Create and handle interrupts in software and hardware Communicate with devices via the SPI interface and I2C protocol Work with analog and digital sensors Write Arduino C programs that control motors Connect an LCD to your Arduino and code the output Install an Ethernet shield configure an Ethernet connection and write networking programs Create prototyping environments use prototyping shields and interface electronics to your Arduino
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Sams Teach Yourself Qt Programming in 24 Hours Daniel Solin,2000 Consisting of 24 one hour lessons this book teaches the reader how to quickly and easily write graphical programs for both X Windows based systems such as Linux and Microsoft Windows Six sections guide the reader through the basic to advanced functions and shows how to apply that knowledge to make a Qt programming language

Sams Teach Yourself Unix in 24 Hours Dave Taylor,2001-01-01 This second edition is designed to take users from novice to accomplish user in just 24 one hour sessions It discusses UNIX programming and includes a handy glossary of terms

Sams Teach Yourself PHP, MySQL and Apache in 24 Hours Julie C. Meloni,2003 Meloni combines coverage of these three popular open source Web development tools into one easy to understand book and it comes with one easy to use Starter Kit CD for Windows or Linux The book teaches the reader to install configure and set up the PHP scripting language the MySQL database system and the Apache Web server

Unix in 24 Hours, Sams Teach Yourself Dave Taylor,2015-07-01 Learn to use Unix OS X or Linux quickly and easily In just 24 lessons of one hour or less Sams Teach Yourself Unix in 24 Hours helps you get up and running

with Unix and Unix based operating systems such as Mac OS X and Linux Designed for beginners with no previous experience using Unix this book s straightforward step by step approach makes it easy to learn Each lesson clearly explains essential Unix tools and techniques from the ground up helping you to become productive as quickly and efficiently as possible Step by step instructions carefully walk you through the most common Unix tasks Practical hands on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solutions Learn how to Pick the command shell that s best for you Organize the Unix file system and why Manage file and directory ownership and permissions Maximize your productivity with power filters and pipes Use the vi and emacs editors Create your own commands and shell scripts Connect to remote systems using SSH and SFTP Troubleshoot common problems List files and manage disk usage Get started with Unix shell programming Set up printing in a Unix environment Archive and back up files Search for information and files Use Perl as an alternative Unix programming language Set up tweak and make use of the GNOME graphical environment Contents at a Glance HOUR 1 What Is This Unix Stuff HOUR 2 Getting onto the System and Using the Command Line HOUR 3 Moving About the File System HOUR 4 Listing Files and Managing Disk Usage HOUR 5 Ownership and Permissions HOUR 6 Creating Moving Renaming and Deleting Files and Directories HOUR 7 Looking into Files HOUR 8 Filters Pipes and Wildcards HOUR 9 Slicing and Dicing Command Pipe Data HOUR 10 An Introduction to the vi Editor HOUR 11 Advanced vi Tricks Tools and Techniquess HOUR 12 An Overview of the emacs Editor HOUR 13 Introduction to Command Shells HOUR 14 Advanced Shell Interaction HOUR 15 Job Control HOUR 16 Shell Programming Overview HOUR 17 Advanced Shell Programming HOUR 18 Printing in the Unix Environment HOUR 19 Archives and Backups HOUR 20 Using Email to Communicate HOUR 21 Connecting to Remote Systems Using SSH and SFTP HOUR 22 Searching for Information and Files HOUR 23 Perl Programming in Unix HOUR 24 GNOME and the GUI Environment Appendix A Common Unix Questions and Answers

Sams Teach Yourself Java 2 in 24 Hours Rogers Cadenhead,2002 Cadenhead presents a step by step tutorial that teaches someone with no previous programming experience how to create simple Java programs and applets It starts out at a lower level than Sams Teach Yourself Java in 21 Days and takes things at a slower pace focusing on key programming concepts and essential Java basics [Arduino Programming in 24 Hours, Sams Teach Yourself](#) Richard Blum,2014-08-08 In just 24 sessions of one hour or less Sams Teach Yourself Arduino Programming in 24 Hours teaches you C programmingon Arduino so you can start creating inspired DIY hardwareprojects of your own Using this book s straightforward step by stepapproach you ll walk through everything from setting up yourprogramming environment to mastering C syntax and features interfacing your Arduino to performing full fledged prototyping Every hands on lesson and example builds on what you ve alreadylearned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Arduino programming tasks Quizzes at the end of each chapter help you test your knowledge By the Way notes present interesting information related to

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Sams Teach Yourself Borland C++ Builder 4 in 24 Hours Kent Reisdorph,1999 Artful Making offers the first proven research based framework for engineering ingenuity and innovation This book is the result of a multi year collaboration between Harvard Business School professor Robert Austin and leading theatre director and playwright Lee Devin Together they demonstrate striking structural similarities between theatre artistry and production and today s business projects and show how collaborative artists have mastered the art of delivering innovation on cue on immovable deadlines and budgets These methods are neither mysterious nor flaky they are rigorous precise and with this book s help absolutely learnable and reproducible They rely on cheap and rapid iteration rather than on intensive up front planning and with the help of today s enabling technologies they can be applied in virtually any environment with knowledge based outputs Moreover they provide an overarching framework for leveraging the full benefits of today s leading techniques for promoting flexibility and innovation from agile development to real options

Sams Teach Yourself Linux-Mandrake in 24 Hours Craig Witherspoon,Coletta Witherspoon,2000 A results oriented step by step guide designed to help readers learn about the Linux Mandrake distribution in a non threatening environment It gives a tour of the operating system and many of the applications that come with the distribution After reading this book and working through the exercises users should be able to install and configure the Linux Mandrake distribution on a variety of machines and possess a good knowledge of Linux in general It provides a coherent introduction to command line usage and good opportunities to gain experience with command line usage as a logical part of a productive work exercise Operating Systems

Sams Teach Yourself Outlook 2000 Programming in 24 Hours Sue Mosher,1999 Learn how to build forms in both the Outlook forms designer and VBA and how to write programming code Examples emphasize PIM activities such as creating a follow up call for a contact managing standard replies and creating a recurring event without a date pattern Make Outlook 2000 work as a capable database for you Web site accompanies the book

Teach Yourself Shell Programming In 24 Hours Raghvan,1999 Sams Teach Yourself Shell Programming in 24 Hours is a tutorial aimed at making the UNIX and Linux user more effective and productive users of the operating system It does this by showing them how to take control of their systems by harnessing the power of the shell The vast majority of users utilize either the Korn shell or some variation of the Bourne shell This book will cover both of these It will begin with a more generalized tutorial of shell programming and then move into the specifics of each of the shells It covers everything from managing input output creating and utilizing variables to customizing their shell 1 This book will teach the reader the basics of shell programming for both the Bourne and Korn shells 2 Helps the beginner become a productive shell programmer in just 24 Hours

[Sams Teach Yourself Perl in 24 Hours](#) Clinton Pierce,2005 Offers a tutorial explaining how to use Perl scripts and modules to create such CGI Web applications as data collection shopping cart server push and e mail forms

Ignite the flame of optimism with is motivational masterpiece, Fuel Your Spirit with **Sams Teach Yourself Linux Programming In 24 Hours** . In a downloadable PDF format (Download in PDF: *), this ebook is a beacon of encouragement. Download now and let the words propel you towards a brighter, more motivated tomorrow.

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