Effective Tcl/Tk Programming - Mark Harrison 1998

You need a graphical user interface, and it needs to run on multiple platforms. You don’t have much time, and you’re not a wizard with X/Motif, the Win32 GUI, or the Mac GUI. The project seems impossible, but with Tcl/Tk it’s simple and fun. The Tcl scripting language and the Tk toolkit create a powerful programming environment for building graphical user interfaces. With two lines of code you can create a simple button; with two hundred lines of code, a desktop calculator; and with a thousand lines of code, an industrial-strength groupware calendar and appointment minder. Your applications run on all of the major platforms: UNIX, Windows 95/NT, and Macintosh. You can even embed your programs in a Web page to make them available online.

Mark Harrison and Michael McLennan, two noted Tcl/Tk experts, combine their extensive experience in this practical programming guide. It is ideal for developers who are acquainted with the basics of Tcl/Tk and are now moving on to building real applications. Effective Tcl/Tk Programming shows you how to build Tcl/Tk applications effectively and efficiently through plenty of real-world advice. It clarifies some of the more powerful aspects of Tcl/Tk, such as the packer, the canvas widget, and binding tags. The authors describe valuable design strategies and coding techniques that will make your Tcl/Tk projects successful. You will learn how to: create interactive displays with the canvas widget; create customized editors with the text widget; create new geometry managers, like tabbed notebooks or paned windows; implement client/server architectures; and handle data structures. Interface with existing applications, package Tcl/Tk code into reusable libraries, deliver Tcl/Tk applications that are easy to configure and install, embed applications in a Web page, build applications that will run on multiple platforms.

Throughout the book, the authors develop numerous applications and a library of reusable components. Learn from their approach, follow their strategies, and steal their code for your own applications! But don’t bother retyping all of the examples.
Perl, Python, and Ruby developers Covers all key Tcl 8.4 enhancements: VFS, internationalization and performance improvements, new widgets, and much more Covers multi-threaded Tcl applications and Starkits, a revolutionary way to package and deploy Tcl applications The world's #1 guide to Tcl/Tk has been thoroughly updated to reflect Tcl/Tk8.4's powerful improvements in functionality, flexibility, and performance! Brent Welch, Ken Jones, and Jeffrey Hobbs, three of the world’s leading Tcl/Tk experts, cover every facet of Tcl/Tk programming, including cross-platform scripting and GUI development, networking, enterprise application integration, and much more. Coverage includes: Systematic explanations and sample code for all Tcl/Tk 8.4 core commands Complete Tk GUI development guidance—perfect for developers working with Perl, Python, or Ruby Insider’s insights into Tcl 8.4’s key enhancements: VFS layer, internationalized font/character set support, new widgets, and more Definitive coverage of TclHttpd web server—written by its creator New ways to leverage Tcl/Tk 8.4’s major performance improvements Advanced coverage: threading, Safe Tcl, Tcl script library, regular expressions, and namespaces Whether you’re upgrading to Tcl/Tk 8.4, or building GUIs for applications created with other languages, or just searching for a better cross-platform scripting solution, Practical Programming in Tcl and Tk, Fourth Edition delivers all you need to get results!

Effective Tcl/Tk Programming Mark Harrison 1998 You need a graphical user interface, and it needs to run on multiple platforms. You don’t have much time, and you’re not a wizard with X/Motif, the Win32 GUI, or the Mac GUI. The project seems impossible, but with Tcl/Tk it’s simple and fun. The Tcl scripting language and the Tk toolkit create a powerful programming environment for building graphical user interfaces. With two lines of code you can create a simple button; with two hundred lines of code, a desktop calculator; and with a thousand lines of code, an industrial-strength groupware calendar and appointment minder. Your applications run on all of the major platforms: UNIX, Windows 95/NT, and Macintosh. You can even embed your programs in a Web page to make them available online. Mark Harrison and Michael McLennan, two noted Tcl/Tk experts, combine their extensive experience in this practical programming guide. It is ideal for developers who are acquainted with the basics of Tcl/Tk and are now moving on to build real applications. Effective Tcl/Tk Programming shows you how to build Tcl/Tk applications effectively and efficiently through plenty of real-world advice. It clarifies some of the more powerful aspects of Tcl/Tk, such as the packer, the canvas widget, and binding tags. The authors describe valuable design strategies and coding techniques that will make your Tcl/Tk projects successful. You will learn how to: Create interactive turns to the Tk extension and Tk 8.5’s new themed widgets, showing how to organize sophisticated user interface elements into modern GUI applications for Tcl. Part III presents incomparable coverage of Tcl’s C functions, which are used to create new commands and packages and to integrate Tcl with existing C software—thereby leveraging Tcl’s simplicity while accessing C libraries or executing performance-intensive tasks. Throughout, the authors illuminate all of Tcl/Tk 8.5’s newest, most powerful improvements. You’ll learn how to use new Starkits and Starpacks to distribute run-time environments and applications through a single file; how to take full advantage of the new virtual file system support to treat entities such as zip archives and HTTP sites as mountable file systems; and more. From basic syntax to simple Tcl commands, user interface development to C integration, this fully updated classic covers it all. Whether you’re using Tcl/Tk to automate system/network administration, streamline testing, control hardware, or even build desktop or Web applications, this is the one Tcl/Tk book you’ll always turn to for answers.
displays with the canvas widget Create customized editors with the text widget Create new geometry managers, like tabbed notebooks or paned windows Implement client/server architectures Handle data structures Interface with existing applications Package Tcl/Tk code into reusable libraries Deliver Tcl/Tk applications that are easy to configure and install Embed applications in a Web page Build applications that will run on multiple platforms Throughout the book, the authors develop numerous applications and a library of reusable components. Learn from their approach, follow their strategies, and steal their code for your own applications! But don't bother retyping all of the examples.


**The Tcl Programming Language**-Ashok P. Nadkarni 2017-07-18 The Tcl Programming Language is a comprehensive guide to the current version (8.6) of this immensely flexible and versatile language. Starting with the basic features, it expands its scope to include the more advanced concepts, facilities and programming idioms from which the language derives its power. Begin with the basics of Tcl syntax and commands for operating on data. Get acquainted with the flexible and uniform execution model that enables metaprogramming, custom control structures etc. Learn to modularize your code with namespaces, object-oriented design and packages. See how intrinsic support for Unicode and encodings makes it a breeze to localize your applications. Become conversant with the integrated event loop and how it facilitates efficient asynchronous I/O models and the reactive style of programming. Delve into Tcl's sophisticated I/O framework and write your own reflected channels, transforms and virtual file systems. Understand the built-in facilities for inter-process communication using pipes or the network. See how concurrent programming facilities like coroutines and threads can simplify your code and make it more performant. Learn how to secure your application through the use of safe interpreters for sandboxing. Interact with databases through the Tcl Database Connectivity Interface. Discover how software distribution and installation headaches are eliminated with starkits and single file deployment. The breadth of coverage and numerous examples will familiarize newcomers to every aspect of Tcl programming. At the same time, the depth and level of detail, and an exhaustive index, make The Tcl Programming Language a valuable reference in every Tcl programmer's library.

**Effective STL**-Scott Meyers 2001 "This is Effective C++ volume three - it's really that good." - Herb Sutter, independent consultant and secretary of the ISO/ANSI C++ standards committee "There are very few books which all C++ programmers must have. Add Effective STL to that list." - Thomas Becker, Senior Software Engineer, Zephyr Associates, Inc., and columnist, C/C++ Users Journal C++'s Standard Template Library is revolutionary, but learning to use it well has always been a challenge. Until now. In this book, best-selling author Scott Meyers (Effective C++, and More Effective C++) reveals the critical rules of thumb employed by the experts - the things they almost always do or almost always avoid doing - to get the most out of the library. Other books describe what's in the STL. Effective STL shows you how to use it. Each of the book's 50 guidelines is backed by Meyers' legendary analysis and incisive examples, so you'll learn not only what to do, but also when to do it - and why. Highlights of Effective STL include: Advice on choosing among standard STL containers (like vector and list), nonstandard STL containers (like hash_set and hash_map), and non-STL containers (like bitset). Techniques to maximize the efficiency of the STL and the programs that use it. Insights into the behavior of iterators, function objects, and allocators, including things you should not do. Guidance for the proper use of algorithms and member functions whose names are the same (e.g., find), but whose actions differ in subtle (but
Effective STL is filled with proven wisdom that comes only from experience. Its clear, concise, penetrating style makes it an essential resource for every STL programmer.

Unix in a Nutshell-Arnold Robbins 2005-10-26 As an open operating system, Unix can be improved on by anyone and everyone: individuals, companies, universities, and more. As a result, the very nature of Unix has been altered over the years by numerous extensions formulated in an assortment of versions. Today, Unix encompasses everything from Sun's Solaris to Apple's Mac OS X and more varieties of Linux than you can easily name. The latest edition of this bestselling reference brings Unix into the 21st century. It's been reworked to keep current with the broader state of Unix in today's world and highlight the strengths of this operating system in all its various flavors. Detailing all Unix commands and options, the informative guide provides generous descriptions and examples that put those commands in context. Here are some of the new features you'll find in Unix in a Nutshell, Fourth Edition Solaris 10, the latest version of the SVR4-based operating system, GNU/Linux, and Mac OS X Bash shell (along with the 1988 and 1993 versions of ksh) tsch shell (instead of the original Berkeley csh) Package management programs, used for program installation on popular GNU/Linux systems, Solaris and Mac OS X GNU Emacs Version 21 Introduction to source code management systems Concurrent versions system Subversion version control system GDB debugger As Unix has progressed, certain commands that were once critical have fallen into disuse. To that end, the book has also dropped material that is no longer relevant, keeping it taut and current. If you're a Unix user or programmer, you'll recognize the value of this complete, up-to-date Unix reference. With chapter overviews, specific examples, and detailed command.

Effective C++-Scott Meyers 2005-05-12 “Every C++ professional needs a copy of Effective C++. It is an absolute must-read for anyone thinking of doing serious C++ development. If you've never read Effective C++ and you think you know everything about C++, think again.” — Steve Schirripa, Software Engineer, Google “C++ and the C++ community have grown up in the last fifteen years, and the third edition of Effective C++ reflects this. The clear and precise style of the book is evidence of Scott’s deep insight and distinctive ability to impart knowledge.” — Gerhard Kreuzer, Research and Development Engineer, Siemens AG The first two editions of Effective C++ were embraced by hundreds of thousands of programmers worldwide. The reason is clear: Scott Meyers’ practical approach to C++ describes the rules of thumb used by the experts — the things they almost always do or almost always avoid doing — to produce clear, correct, efficient code. The book is organized around 55 specific guidelines, each of which describes a way to write better C++. Each is backed by concrete examples. For this third edition, more than half the content is new, including added chapters on managing resources and using templates. Topics from the second edition have been extensively revised to reflect modern design considerations, including exceptions, design patterns, and multithreading. Important features of Effective C++ include: Expert guidance on the design of effective classes, functions, templates, and inheritance hierarchies. Applications of new “TR1” standard library functionality, along with comparisons to existing standard library components. Insights into differences between C++ and other languages (e.g., Java, C#, C) that help developers from those languages assimilate “the C++ way” of doing things.

Programming with POSIX Threads-David R. Butenhof 1997 Here is a programmer's guide to using and programming POSIX threads, commonly known as Pthreads. A "coder's book", this title tells how to use Pthreads in the real world, making efficient and portable applications. Pthreads are an important set of current tools programmers need to have in today's network-intensive climate.

Advanced CORBA® Programming with C++-Michi Henning 1999-02-17 Here is the CORBA book that every C++ software engineer has been waiting for. Advanced CORBA® Programming with C++ provides designers and developers with the tools required to understand CORBA technology at the architectural, design, and source code levels. This book offers hands-on explanations for building efficient applications, as well as lucid examples that provide practical advice on avoiding costly mistakes. With this book as
a guide, programmers will find the support they need to successfully undertake industrial-strength CORBA development projects. The content is systematically arranged and presented so the book may be used as both a tutorial and a reference. The rich example programs in this definitive text show CORBA developers how to write clearer code that is more maintainable, portable, and efficient. The authors' detailed coverage of the IDL-to-C++ mapping moves beyond the mechanics of the APIs to discuss topics such as potential pitfalls and efficiency. An in-depth presentation of the new Portable Object Adapter (POA) explains how to take advantage of its numerous features to create scalable and high-performance servers. In addition, detailed discussion of advanced topics, such as garbage collection and multithreading, provides developers with the knowledge they need to write commercial applications. Other highlights In-depth coverage of IDL, including common idioms and design trade-offs Complete and detailed explanations of the Life Cycle, Naming, Trading, and Event Services Discussion of IIOP and implementation repositories Insight into the dynamic aspects of CORBA, such as dynamic typing and the new DynAny interfaces Advice on selecting appropriate application architectures and designs Detailed, portable, and vendor-independent source code

C++ Gotchas-Stephen C. Dewhurst 2002-11-26 C++ Gotchas is the professional programmer's guide to avoiding and correcting ninety-nine of the most common, destructive, and interesting C++ design and programming errors. It also serves as an inside look at the more subtle C++ features and programming techniques. This book discusses basic errors present in almost all C++ code, as well as complex mistakes in syntax, preprocessing, conversions, initialization, memory and resource management, polymorphism, class design, and hierarchy design. Each error and its repercussions are explained in context, and the resolution of each problem is detailed and demonstrated. Author Stephen Dewhurst supplies readers with idioms and design patterns that can be used to generate customized solutions for common problems. Readers will also learn more about commonly misunderstood features of C++ used in advanced programming and design. A companion Web site, located at http://www.semantics.org, includes detailed code samples from the book. Readers will discover: How to escape both common and complex traps associated with C++ How to produce more reusable, maintainable code

Advanced C++ programming techniques Nuances of the C++ language C++ Gotchas shows how to navigate through the greatest dangers in C++ programming, and gives programmers the practical know-how they need to gain expert status.

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

Advanced UNIX Programming-Marc J. Rochkind 2004-04-29 The classic guide to UNIX® programming-completely updated! UNIX application programming requires a mastery of system-level services. Making sense of the many functions-more than 1,100 functions in the current UNIX specification-is a daunting task, so for years programmers have turned to Advanced UNIX Programming for its clear, expert advice on how to use the key functions reliably. An enormous number of changes have taken place in the UNIX environment since the landmark first edition. In Advanced UNIX Programming, Second Edition, UNIX pioneer Marc J. Rochkind brings the book fully up to date, with all-new, comprehensive coverage including: POSIX Solaris™ Linux® FreeBSD Darwin, the Mac™ OS X kernel And more than 200 new system calls Rochkind's fully updated classic explains all the UNIX system calls you're likely to need, all in a single volume! Interprocess communication, networking (sockets), pseudo terminals, asynchronous I/O, advanced signals, realtime, and threads Covers the system calls you'll actually use-no need to plow through hundreds of improperly implemented, obsolete, and otherwise unnecessary system calls! Thousands of lines of example code include a Web browser and server, a keystroke recorder/player, and a shell complete with pipelines, redirection, and
background processes Emphasis on the practical-ensuring portability, avoiding pitfalls, and much more! Since 1985, the one book to have for mastering UNIX application programming has been Rochkind's Advanced UNIX Programming. Now completely updated, the second edition remains the choice for up-to-the-minute, in-depth coverage of the essential system-level services of the UNIX family of operating systems.

**Tcl/Tk Tools** - Mark Harrison 1997 This book describes a collection of extensions, tools, and applications that have played an essential role in the success of the Tcl scripting language and the Tk toolkit. Both packages are suited to a wide range of tasks, from serving as an embedded control language to controlling NASA's most advanced spacecraft.

**Design Patterns** - Erich Gamma 1994-10-31 Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves. The authors begin by describing what patterns are and how they can help you design object-oriented software. They then go on to systematically name, explain, evaluate, and catalog recurring designs in object-oriented systems. With Design Patterns as your guide, you will learn how these important patterns fit into the software development process, and how you can leverage them to solve your own design problems most efficiently. Each pattern describes the circumstances in which it is applicable, when it can be applied in view of other design constraints, and the consequences and trade-offs of using the pattern within a larger design. All patterns are compiled from real systems and are based on real-world examples. Each pattern also includes code that demonstrates how it may be implemented in object-oriented programming languages like C++ or Smalltalk.

**Tcl/Tk** - Clif Flynt 2003-05-19 In just a few chapters you will learn about Tcl features that allow you to isolate and protect your code from being damaged in large applications. You will even learn how to extend the language itself. Tcl/Tk: A Developer’s Guide clearly discusses development tools, proven techniques, and existing extensions. It shows how to use Tcl/Tk effectively and provides many code examples. This fully revised new edition is the complete resource for computer professionals, from systems administrators to programmers. It covers versions 7.4 to 8.4 and includes a CD-ROM containing the interpreters, libraries, and tutorials to get you started quickly. Additional materials in the book include case studies and discussions of techniques for the advanced user. On the CD-ROM *Distributions for Tcl 8.3 and 8.4 for Linux, Solaris, Macintosh, and Windows. *A copy of ActiveTcl from ActiveState. *The latest release of TclTutor. *How-to's and tutorials as well as copies of all the tools discussed in the book.

**Building Secure Software** - John Viega 2001-09-24 Most organizations have a firewall, antivirus software, and intrusion detection systems, all of which are intended to keep attackers out. So why is computer security a bigger problem today than ever before? The answer is simple--bad software lies at the heart of all computer security problems. Traditional solutions simply treat the symptoms, not the problem, and usually do so in a reactive way. This book teaches you how to take a proactive approach to computer security. Building Secure Software cuts to the heart of computer security to help you get security right the first time. If you are serious about computer security, you need to read this book, which includes essential lessons for both security professionals who have come to realize that software is the problem, and software developers who intend to make their code behave. Written for anyone involved in software development and use—from managers to coders—this book is your first step toward building more secure software. Building Secure Software provides expert perspectives and techniques to help you ensure the security of essential software. If you consider threats and vulnerabilities early in the development cycle you can build security into your system. With this book you will learn how to determine an acceptable level of risk, develop security tests, and plug security holes before software is even shipped. Inside you’ll find the ten guiding principles for software security, as well as detailed coverage of: Software risk management for security Selecting technologies to make your code more secure Security implications of open source and proprietary.
software How to audit software The dreaded buffer overflow Access control and password authentication Random number generation Applying cryptography Trust management and input Client-side security Dealing with firewalls Only by building secure software can you defend yourself against security breaches and gain the confidence that comes with knowing you won't have to play the "penetrate and patch" game anymore. Get it right the first time. Let these expert authors show you how to properly design your system; save time, money, and credibility; and preserve your customers' trust.

**TCP/IP Illustrated**-Gary R. Wright 1995-01-31 TCP/IP Illustrated, an ongoing series covering the many facets of TCP/IP, brings a highly-effective visual approach to learning about this networking protocol suite. TCP/IP Illustrated, Volume 2 contains a thorough explanation of how TCP/IP protocols are implemented. There isn't a more practical or up-to-date book on this volume is the only one to cover the de facto standard implementation from the 4.4BSD-Lite release, the foundation for TCP/IP implementations run daily on hundreds of thousands of systems worldwide. Combining 500 illustrations with 15,000 lines of real, working code, TCP/IP Illustrated, Volume 2 uses a teach-by-example approach to help you master TCP/IP implementation. You will learn about such topics as the relationship between the sockets API and the protocol suite, and the differences between a host implementation and a router. In addition, the book covers the newest features of the 4.4BSD-Lite release, including multicasting, long fat pipe support, window scale, timestamp options, and protection against wrapped sequence numbers, and many other topics. Comprehensive in scope, based on a working standard, and thoroughly illustrated, this book is an indispensable resource for anyone working with TCP/IP.

**Python in Neuroscience**- Eilif Muller 2015-07-23 Python is rapidly becoming the de facto standard language for systems integration. Python has a large user and developer-base external to theneuroscience community, and a vast module library that facilitates rapid and maintainable development of complex and intricate systems. In this Research Topic, we highlight recent efforts to develop Python modules for the domain of neuroscience software and neuroinformatics: - simulators and simulator interfaces - data collection and analysis - sharing, re-use, storage and databasing of models and data - stimulus generation - parameter search and optimization - visualization - VLSI hardware interfacing. Moreover, we seek to provide a representative overview of existing mature Python modules for neuroscience and neuroinformatics, to demonstrate a critical mass and show that Python is an appropriate choice of interpreter interface for future neuroscience software development.

**Tcl and the Tk Toolkit**-Ousterhout 1994

**Tcl/Tk 8.5 Programming Cookbook**-Bert Wheeler 2011-02-11 Over 100 great recipes to effectively learn Tcl/Tk 8.5.

**Managing Corporate Information Systems Evolution and Maintenance**-Khaled M. Khan 2005-01-01 This book addresses the recent developments in systems maintenance research and practices ranging from technicality of systems evolution to managerial aspects of the topic, including issues such as evolving legacy systems to e-business, applying patterns for reengineering legacy systems to web, architectural recovery of legacy systems, evolving legacy systems into software components.

**Tcl/Tk in a Nutshell**-Paul Raines 1999-03-25 The Tcl language and Tk graphical toolkit are simple and powerful building blocks for custom applications. The Tcl/Tk combination is increasingly popular because it lets you produce sophisticated graphical interfaces with a few easy commands, develop and change scripts quickly, and conveniently tie together existing utilities or programming libraries. One of the attractive features of Tcl/Tk is the wide variety of commands, many offering a wealth of options. Most of the things you'd like to do have been anticipated by the language's creator, John Ousterhout, or one of the developers of Tcl/Tk's many powerful extensions. Thus, you'll find that a command or option probably exists to provide just what you need. And that's why it's valuable to have a quick reference that briefly describes every command and option in the core
Tcl/Tk distribution as well as the most popular extensions. Keep this book on your desk as you write scripts, and you'll be able to find almost instantly the particular option you need. Most chapters consist of alphabetical listings. Since Tk and mega-widget packages break down commands by widget, the chapters on these topics are organized by widget along with a section of core commands where appropriate. Contents include: Core Tcl and Tk commands and Tk widgets C interface (prototypes) Expect [incr Tcl] and [incr Tk] Tix TclX BLT Oratcl, SybTcl, and Tclodbc

CGI Programming with Tcl - David Maggiano 2000 Thousands of professionals have discovered that Tcl is the quickest, easiest way to accomplish a wide variety of programming tasks. This book is designed to help them extend the power of Tcl to the Web, using CGI—the Internet standard for interfacing with external applications and data. Includes a 50-page Tcl quick-start reference.

Programming Linux Games - Loki Software, Inc 2001 Explains how to build a scrolling game engine, play sound effects, manage compressed audio streams, build multiplayer games, construct installation scripts, and distribute games to the Linux community.

Introduction to Network Simulator NS2 - Teerawat Issariyakul 2011-12-02 Introduction to Network Simulator NS2 is a primer providing materials for NS2 beginners, whether students, professors, or researchers for understanding the architecture of Network Simulator 2 (NS2) and for incorporating simulation modules into NS2. The authors discuss the simulation architecture and the key components of NS2 including simulation-related objects, network objects, packet-related objects, and helper objects. The NS2 modules included within are nodes, links, SimpleLink objects, packets, agents, and applications. Further, the book covers three helper modules: timers, random number generators, and error models. Also included are chapters on summary of debugging, variable and packet tracing, result compilation, and examples for extending NS2. Two appendices provide the details of scripting language Tcl, OTcl and AWK, as well object oriented programming used extensively in NS2.


Tcl/Tk For Dummies - Tim Webster 1997-10-10 Just what you need -- another programming language that promises to transform your Web site into an interactive multimedia powerhouse. But before you roll your eyes, consider this: Tcl/Tk, the new scripting language from the folks who gave us Java, not only adds interactivity and multimedia to Web pages, but it's also easy to use -- even for non-programmers. And Tcl/Tk For Dummies makes easy-to-use even easier. A practical, comprehensive reference, Tcl/Tk For Dummies introduces you to the language and what you can do with it. Authors Tim Webster and Alex Francis quickly get you up to speed writing your own tclets, compact programs that run within Web pages viewed in the Netscape Navigator or Microsoft Internet Explorer Web browsing...
programs. The authors spell out the language's simple syntax and present the commands, procedures, functions, variables, and other elements that make up Tcl/Tk. They also show you how to use widgets, convenient, ready-to-use components that you can add to your Tcl/Tk programs. In addition, Tcl/Tk For Dummies provides hands-on information on how to do things like develop useful applications that run within a Web browser as if they were traditional, stand-alone programs running under a regular operating system. Write platform-independent scripts that run on Windows, Mac OS, UNIX, and even on BeOS platforms. Create animation and games to add value and fun to Web pages. Improve your Web server's performance by shifting the burden from server-side CGI scripts to client-side Tcl/Tk scripts. Plus, the Tcl/Tk For Dummies CD-ROM includes the Mac and Windows Tcl/Tk 8.0 development software with Wish 8.0, and HTML editor, and plenty of sample code from the book.

**Programming Ruby**-David Thomas 2004 A tutorial and reference to the object-oriented programming language for beginners to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate)

**R in a Nutshell**-Joseph Adler 2012-09-26 If you're considering R for statistical computing and data visualization, this book provides a quick and practical guide to just about everything you can do with the open source R language and software environment. You'll learn how to write R functions and use R packages to help you prepare, visualize, and analyze data. Author Joseph Adler illustrates each process with a wealth of examples from medicine, business, and sports. Updated for R 2.14 and 2.15, this second edition includes new and expanded chapters on R performance, the ggplot2 data visualization package, and parallel R computing with Hadoop. Get started quickly with an R tutorial and hundreds of examples. Explore R syntax, objects, and other language details. Find thousands of user-contributed R packages online, including Bioconductor. Learn how to use R to prepare data for analysis. Visualize your data with R's graphics, lattice, and ggplot2 packages. Use R to calculate statistical tests, fit models, and compute probability distributions. Speed up intensive computations by writing parallel R programs for Hadoop. Get a complete desktop reference to R.

**Programming in Lua**-Roberto Ierusalimschy 2006 Authored by Roberto Ierusalimschy, the chief architect of the language, this volume covers all aspects of Lua 5—from the basics to its API with C—explaining how to make good use of its features and giving numerous code examples. (Computer Books)

**Forensic Discovery**-Dan Farmer 2005 This is an analysis of the major security weaknesses and loopholes of the Internet and some solutions to those problems. The book informs readers of problems that are currently unsolvable and cautions them to the tricks which hackers use, offering solutions to such problems.

**Masterminds of Programming**-Federico Biancuzzi 2009-03-21 Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today. Masterminds of Programming includes individual interviews with: Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love: Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimschy: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and lead developer of C# If you're interested in the people whose vision and hard work helped shape the computer industry, you'll find Masterminds of Programming fascinating.
**Python and Tkinter Programming** - John Grayson 1999-03-01

This book includes full documentation for Tkinter, and also offers extensive examples for many real-world Python/Tkinter applications that will give programmers a quick start on their own projects.

**The Pragmatic Programmer** - Andrew Hunt 1999-10-20

What others in the trenches say about The Pragmatic Programmer... “The cool thing about this book is that it’s great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there.” —Kent Beck, author of Extreme Programming Explained: Embrace Change

“I found this book to be a great mix of solid advice and wonderful analogies!” —Martin Fowler, author of Refactoring and UML Distilled

“I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost.” —Kevin Ruland, Management Science, MSG-Logistics

“The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike.” —John Lakos, author of Large-Scale C++ Software Design

“This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients.” —Eric Vought, Software Engineer

“Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book.” —Pete McBreen, Independent Consultant

“Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.” —Jared Richardson, Senior Software Developer, iRenaissance, Inc.

“I would like to see this issued to every new employee at my company....” —Chris Cleeland, Senior Software Engineer, Object Computing, Inc.

“If I’m putting together a project, it’s the authors of this book that I want. . . . And failing that I’d settle for people who’ve read their book.” —Ward Cunningham

“Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process—taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you’ll learn how to fight software rot; avoid the trap of duplicating knowledge; write flexible, dynamic, and adaptable code; avoid programming by coincidence; bulletproof your code with contracts, assertions, and exceptions; capture real requirements; test ruthlessly and effectively; delight your users; build teams of pragmatic programmers; and make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you’re a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you’ll quickly see improvements in personal productivity, accuracy, and job satisfaction. You’ll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You’ll become a Pragmatic Programmer.”

**Tkinter GUI Programming by Example** - David Love 2018-04-25

Leverage the power of Python and its de facto GUI framework to build highly interactive interfaces

Key Features

- The fundamentals of Python and GUI programming with Tkinter.
- Create multiple cross-platform projects by integrating a host of third-party libraries and tools.
- Build beautiful and highly-interactive user interfaces that target multiple devices.

Book Description

Tkinter is a modular, cross-platform application development toolkit for Python. When developing GUI-rich applications, the most important choices are which programming language(s) and which GUI framework to use. Python and Tkinter prove to be a great combination. This book will get you familiar with Tkinter by having you create fun and interactive projects. These projects have varying degrees of complexity. We’ll start with a simple project, where you’ll learn the fundamentals of GUI
programming and the basics of working with a Tkinter application. After getting the basics right, we'll move on to creating a project of slightly increased complexity, such as a highly customizable Python editor. In the next project, we'll crank up the complexity level to create an instant messaging app. Toward the end, we'll discuss various ways of packaging our applications so that they can be shared and installed on other machines without the user having to learn how to install and run Python programs. What you will learn Create a scrollable frame via the Canvas widget Use the pack geometry manager and Frame widget to control layout Learn to choose a data structure for a game Group Tkinter widgets, such as buttons, canvases, and labels Create a highly customizable Python editor Design and lay out a chat window Who this book is for This book is for beginners to GUI programming who haven’t used Tkinter yet and are eager to start building great-looking and user-friendly GUIs. Prior knowledge of Python programming is expected.

**Beginning Linux? Programming** - Neil Matthew 2004-01-02 Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

**Python Projects** - Laura Cassell 2014-12-04 A guide to completing Python projects for those ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects. The preeminent guide to bridge the gap between learning and doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction. With a focus on real-world functionality, Python Projects details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike. Python Projects is written specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of the basic set-up for an application and the building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: *How to maximize the power of the standard library modules *Where to get third party libraries, and the best practices for utilization *Creating, packaging, and reusing libraries within and across projects *Building multi-layered functionality including networks, data, and user interfaces *Setting up development environments and using virtualenv, pip, and more Written by veteran Python trainers, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of information and expert insight.

**A Philosophy of Software Design** - John Ousterhout 2018-04-10