

国外计算机科学教材系列

Small C++ How to Program

Fifth Edition

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Prentice
Hall



光盘内容包括：
本书的数百个C++ 活代码实例；
到免费的C++ 编译器和开发工具的链接；
数百个Web 站点资源，包括常用的参考文献、
教程、FAQ 和新闻组。

C++ 大学基础教程

(第五版)

类 / 对象 / OOP

- 类、对象与封装
- 继承
- 多态

基础知识

- 流 I/O、类型与运算符
- 控制语句与函数
- 数组与向量
- 指针与引用
- 字符串类与 C 风格的字符串
- 运算符重载
- 字符操作
- 递归介绍
- 查找、排序介绍

UML 2

- 确定类、属性与操作
- 类图
- 活动图

综合 OOP 实例研究

- GradeBook 类
- Time 类
- Employee Payroll 类

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- Visual C++ .NET 调试器
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C++ 大学基础教程

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How To Program
Fifth Edition

H. M. Deitel
Deitel & Associates, Inc. 著
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内 容 简 介

本书详细介绍了C++面向对象编程的核心概念和方法。与第四版相比,本书从内容和结构上都做了较大幅度的修订和有意义的提升,语言的表达更为清晰、准确和标准,特别是在“尽早接触类和对象”这一观点的指导下,从第1章就开始涉及类和对象的内容,从而突破了传统教学程序,使学生直接“考虑对象”和更彻底地掌握面向对象的基本概念。通过大量的“活代码”例程,尤其是贯穿多个章节的若干综合性实例研究,对每个新概念都用完整的、能实际运行的C++程序进行介绍,并以403条凝结了作者几十年编程和教学经验的六类编程提示,使学生将学习重点放在程序开发的关键部分。

本书适用于所有对C++编程感兴趣的读者,既可作为高等院校计算机及相关专业的教材,也可供各类软件开发人员参考。

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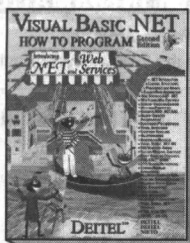
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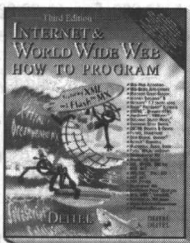


Visual Basic® .NET How to Program Second Edition

BOOK / CD-ROM

©2002, 1400 pp., paper
(0-13-029363-6)

Learn Visual Basic .NET programming from the ground up! This book provides a comprehensive introduction to Visual Basic .NET—featuring extensive updates and increased functionality. *Visual Basic .NET How to Program, Second Edition* covers introductory programming techniques as well as more advanced topics, featuring enhanced treatment of developing Web-based applications. Other topics discussed include XML and wireless applications, databases, SQL and ADO .NET, Web forms, Web services and ASP .NET.

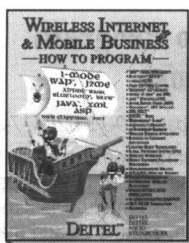


Internet & World Wide Web How to Program Third Edition

BOOK / CD-ROM

©2004, 1250 pp., paper
(0-13-145091-3)

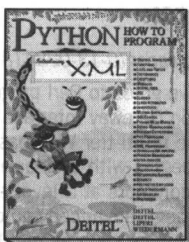
This book introduces students with little or no programming experience to the exciting world of Web-based applications. This text provides in-depth coverage of introductory programming principles, various markup languages (XHTML, Dynamic HTML and XML), several scripting languages (JavaScript, JScript .NET, ColdFusion, Flash ActionScript, Perl, PHP, VBScript and Python), Web servers (IIS and Apache) and relational databases (MySQL)—all the skills and tools needed to create dynamic Web-based applications. The text contains a comprehensive introduction to ASP .NET and the Microsoft .NET Framework. A case study illustrating how to build an online message board using ASP .NET and XML is also included. New in this edition are chapters on Macromedia ColdFusion, Macromedia Dreamweaver and a much enhanced treatment of Flash, including a case study on building a video game in Flash. After mastering the material in this book, students will be well prepared to build real-world, industrial-strength, Web-based applications.



Wireless Internet & Mobile Business How to Program

©2002, 1292 pp., paper
(0-13-062226-5)

This book offers a thorough treatment of both the management and technical aspects of this growing area, including coverage of current practices and future trends. The first half explores the business issues surrounding wireless technology and mobile business. The book then turns to programming for the wireless Internet, exploring topics such as WAP (including 2.0), WML, WMLScript, XML, XHTML™, wireless Java programming (J2ME™) and more. Other topics covered include career resources, wireless marketing, accessibility, Palm™, PocketPC, Windows CE, i-mode, Bluetooth, MIDP, MIDlets, ASP, Microsoft .NET Mobile Framework, BREW™, multimedia, Flash™ and VBScript.

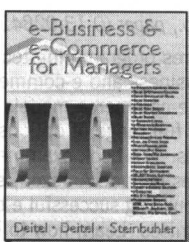


Python How to Program

BOOK / CD-ROM

©2002, 1376 pp., paper
(0-13-092361-3)

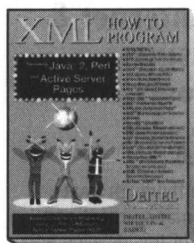
This exciting textbook provides a comprehensive introduction to Python—a powerful object-oriented programming language with clear syntax and the ability to bring together various technologies quickly and easily. This book covers introductory-programming techniques and more advanced topics such as graphical user interfaces, databases, wireless Internet programming, networking, security, process management, multithreading, XHTML, CSS, PSP and multimedia. Readers will learn principles that are applicable to both systems development and Web programming.



e-Business & e-Commerce for Managers

©2001, 794 pp., cloth
(0-13-032364-0)

This comprehensive overview of building and managing e-businesses explores topics such as the decision to bring a business online, choosing a business model, accepting payments, marketing strategies and security, as well as many other important issues (such as career resources). The book features Web resources and online demonstrations that supplement the text and direct readers to additional materials. The book also includes an appendix that develops a complete Web-based shopping-cart application using HTML, JavaScript, VBScript, Active Server Pages, ADO, SQL, HTTP, XML and XSL. Plus, company-specific sections provide “real-world” examples of the concepts presented in the book.

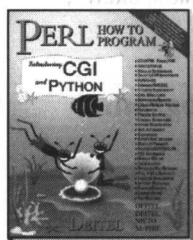


XML How to Program

BOOK / CD-ROM

©2001, 934 pp., paper (0-13-028417-3)

This book is a comprehensive guide to programming in XML. It teaches how to use XML to create customized tags and includes chapters that address markup languages for science and technology, multimedia, commerce and many other fields. Concise introductions to Java, JavaServer Pages, VBScript, Active Server Pages and Perl/CGI provide readers with the essentials of these programming languages and server-side development technologies to enable them to work effectively with XML. The book also covers topics such as XSL, DOM™, SAX, a real-world e-commerce case study and a complete chapter on Web accessibility that addresses Voice XML. Other topics covered include XHTML, CSS, DTD, schema, parsers, XPath, XLink, namespaces, XBase, XInclude, XPointer, XSLT, XSL Formatting Objects, JavaServer Pages, XForms, topic maps, X3D, MathML, OpenMath, CML, BML, CDF, RDF, SVG, Cocoon, WML, XBRL and BizTalk™ and SOAP™ Web resources.

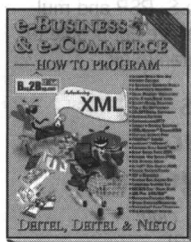


Perl How to Program

BOOK / CD-ROM

©2001, 1057 pp., paper (0-13-028418-1)

This comprehensive guide to Perl programming emphasizes the use of the Common Gateway Interface (CGI) with Perl to create powerful, dynamic multi-tier Web-based client/server applications. The book begins with a clear and careful introduction to programming concepts at a level suitable for beginners, and proceeds through advanced topics such as references and complex data structures. Key Perl topics such as regular expressions and string manipulation are covered in detail. The authors address important and topical issues such as object-oriented programming, the Perl database interface (DBI), graphics and security. Also included is a treatment of XML, a bonus chapter introducing the Python programming language, supplemental material on career resources and a complete chapter on Web accessibility.

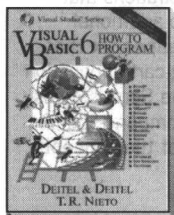


e-Business & e-Commerce How to Program

BOOK / CD-ROM

©2001, 1254 pp., paper (0-13-028419-X)

This book explores programming technologies for developing Web-based e-business and e-commerce solutions, and covers e-business and e-commerce models and business issues. Readers learn a full range of options, from "build-your-own" to turnkey solutions. The book examines scores of the top e-businesses (examples include Amazon, eBay, Priceline, Travelocity, etc.), explaining the technical details of building successful e-business and e-commerce sites and their underlying business premises. Learn how to implement the dominant e-commerce models—shopping carts, auctions, name-your-own-price, comparison shopping and bots/intelligent agents—by using markup languages (HTML, Dynamic HTML and XML), scripting languages (JavaScript, VBScript and Perl), server-side technologies (Active Server Pages and Perl/CGI) and database (SQL and ADO), security and online payment technologies.



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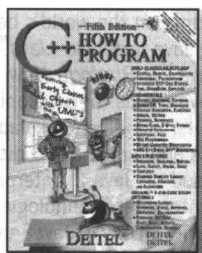
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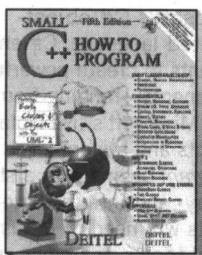
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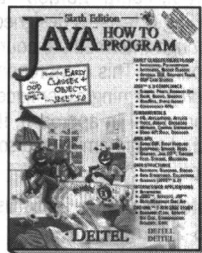
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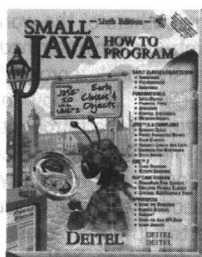
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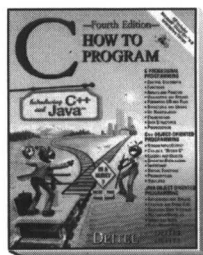
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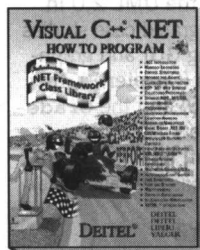
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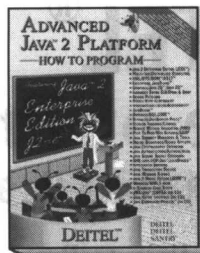
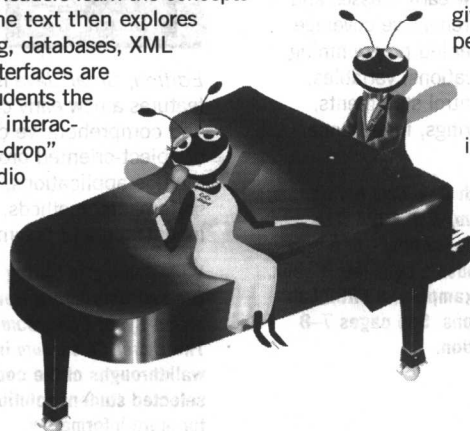
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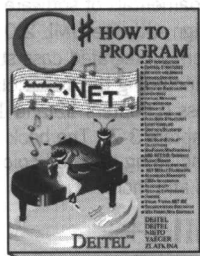
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Chapter 3: Introduction to Classes and Objects

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- 3.1 Introduction
- 3.2 Classes, Objects, Methods and Instance Variables
- 3.3 Declaring a Class with a Method and Instantiating an Object of a Class
- 3.4 Declaring a Method with a Parameter
- 3.5 Instance Variables, set Methods and get Methods
- 3.6 Primitive Types vs. Reference Types
- 3.7 Initializing Objects with Constructors
- 3.8 Floating-Point Numbers and Type double
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```
1 // Fig. 3.1: GradeBook.java
2 // Class declaration with one method.
3
4 public class GradeBook
5 {
6 // display a welcome message to the GradeBook user
7 public void displayMessage()
8 {
9 System.out.println( "Welcome to the Grade Book!" );
10 } // end method displayMessage
11
12 } // end class GradeBook
```

Fig. 3.1 Class declaration with one method.

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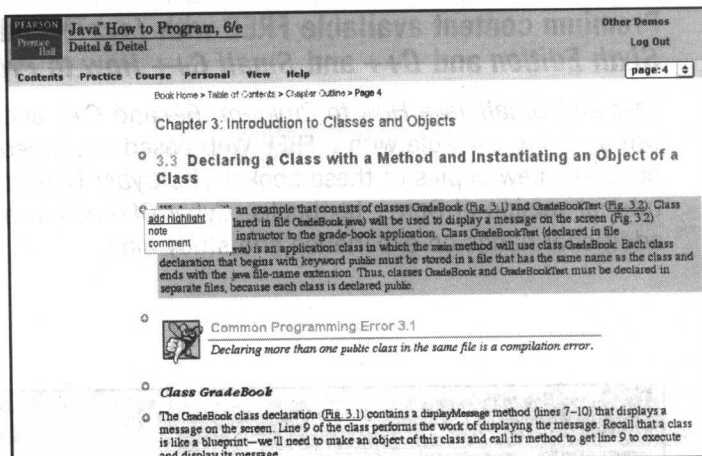
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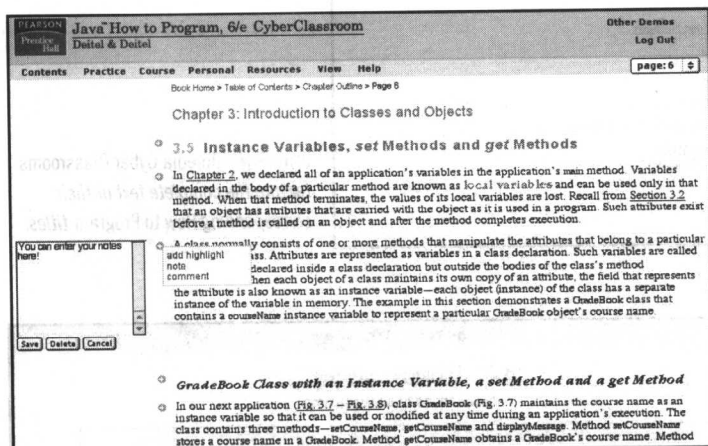
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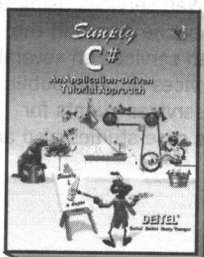


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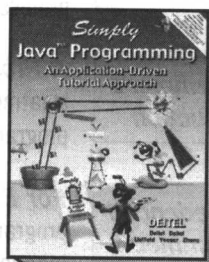


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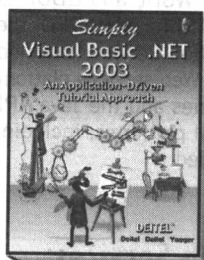


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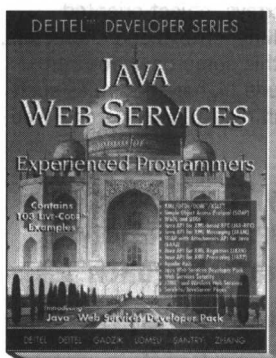
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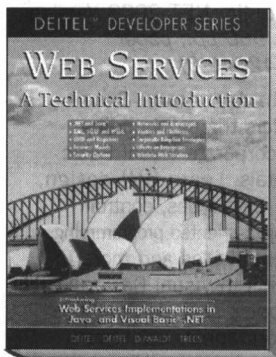
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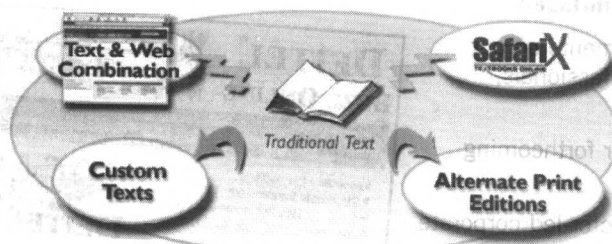
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