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If you 're a web programmer, your experiences have taught you certain lessons—and only some of them apply well to Drupal. Drupal has its own set of programming principles that require a different approach, and many programmers make mistakes when relying on skills they 've used for other projects. This book will show you which programming techniques you can use—and which you should avoid—when building web applications with this popular content management framework. Updated to cover both Drupal 7 and Drupal 8, the guidelines in this book demonstrate which programming practices conform to the “Drupal way” and which don ’ t. The book also serves as an excellent guide for Drupal 7 programmers looking to make the transition to Drupal 8. Get an overview of Drupal, including Drupal core and add-on modules and themes Learn Drupal ’ s basic programming principles, such as the ability to customize behavior and output with hooks Compare Drupal 7 and Drupal 8 programming methods, APIs, and concepts Discover common Drupal programming mistakes—and why hacking is one of them Explore specific areas where you can put your programming skills to work Learn about the new object-oriented Drupal 8 API, including plugins and services

Principles of Programming: Basic Concepts is a first programming resource for students and homeschoolers wanting an introduction to programming. This book will take you through the simplest of programs all the way through complex logic in ten easy lessons. 10 easy lessons each with key concepts important to programming 26 practice programs to be written by the student 16 advanced exercises for extra instruction and challenge download all the code to create each program This book is intended for students and homeschool children ages 9-16 who have some basic mathematics understanding and independent study skills. It's a standalone curriculum or unit study on programming basics. Each lesson takes approximately 30-60 minutes to complete depending on skill level. It can be a boost for the student to have a parent or teacher read through the chapter with the child, even if the child does the work independently. Homeschoolers can benefit from this unit study as it is written to challenge young students use of technology. The basic concepts presented in the book center around using Small Basic as a programming language. Small Basic is a simplistic language great for learning entry level programming skills. The concepts in the book are central to programming the easiest of programs all the way through complex programming systems. Using Small Basic, combined with these basic programming concepts, the beginner programmer can quickly learn to program computers and gain the basics of programming.

Widely considered one of the best practical guides to programming, Steve McConnell ' s original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Software -- Programming Languages.

The Best-Selling C++ Resource Now Updated for C++11 The C++ standard library provides a set of common classes and interfaces that greatly extend the core C++ language. The library, however, is not self-explanatory. To make full use of its components – and to benefit from their power – you need a resource that does far more than list the classes and their functions. The C++ Standard Library: A Tutorial and Reference, Second Edition, describes this library as now incorporated into the new ANSI/ISO C++ language standard (C++11). The book provides comprehensive documentation of each library component, including an introduction to its purpose and design; clearly written explanations of complex concepts; the practical programming details needed for effective use; traps and pitfalls; the exact signature and definition of the most important classes and functions; and numerous examples of working code. The book focuses in particular on the Standard Template Library (STL), examining containers, iterators, function objects, and STL algorithms. The book covers all the new C++11 library components, including Concurrency Fractional arithmetic Clocks and timers Tuples New STL containers New STL algorithms New smart pointers New locale facets Random numbers and distributions Type traits and utilities Regular expressions The book also examines the new C++ programming style and its effect on the standard library, including lambdas, range-based for loops, move semantics, and variadic templates. An accompanying Web site, including source code, can be found at www.cppstlib.com.

Offers information on using the C++ programming language using the new C++11 standard, covering such topics as concurrency, facilities, standard libraries, and design techniques.

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