

UML 2.0. Wprowadzenie

By Russ Miles & Kim Hamilton

Genre : Programming

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UML 2.0. Wprowadzenie by Russ Miles & Kim Hamilton is Programming Książka UML 2.0. Wprowadzenie w praktyczny sposób przedstawia techniki modelowania systemów informatycznych za pomocą języka UML 2.0. **Top Books, Featured Books, Top Textbooks, Top Free Books, Top Audiobooks, Audiobooks, Arts and Entertainment Books, Biographies and Memoir Books, Business and Finance Books, Children and Teens Books, Comics and Graphic Novels Books, Computers and Internet Books, Cookbooks Food and Wine Books, Fiction and Literature Books, Health, Mind and Body Books, History Books, Humor Books, Lifestyle and Home Books, Mysteries and Thrillers Books, Nonfiction Books, Parenting Books, Politics and Current Events Books, Professional and Technical Books, Reference Books, Religion and Spirituality Books, Romance Books, Sci-Fi and Fantasy Books, Science and Nature Books, Sports and Outdoors Books, Travel and Adventure Books**

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[Cahier d'activités Scratch pour les kids](#)

By : **Frédéric Pain**

Pars à l'aventure avec Scratch ! Grâce à ce cahier d'activités, apprends à programmer avec Scratch en visitant le parc américain de Yellowstone et ses environs. Suis Tom et Lila sur les traces des animaux sauvages, observe les geysers du parc, participe à la course du grand pow-wow annuel des Indiens Crows et découvre les terribles épreuves des pionniers en route vers l'Ouest. Découpé en cinq étapes de difficulté croissante, ce livre détaille pas à pas la réalisation des programmes et des animations, en s'appuyant sur les ressources numériques disponibles sur Internet. À conseiller pour tous, à partir de 8 ans. À qui s'adresse ce livre ? Aux enfants (dès 8 ans), parents et enseignants !

Sur www.editions-eyrolles.com/go/cahierscratch Télécharge les ressources du livre (fichiers sources, jeux, bonus...).

[Guide to Competitive Programming](#)

By : **Antti Laaksonen**

This invaluable textbook presents a comprehensive introduction to modern competitive programming. The text highlights how competitive programming has proven to be an excellent way to learn algorithms, by encouraging the design of algorithms that actually work, stimulating the improvement of programming and debugging skills, and reinforcing the type of thinking required to solve problems in a competitive setting. The book contains many “folklore” algorithm design tricks that are known by experienced competitive programmers, yet which have previously only been formally discussed in online forums and blog posts. Topics and features: Reviews the features of the C++ programming language, and describes how to create efficient algorithms that can quickly process large data sets Discusses sorting algorithms and binary search, and examines a selection of data structures of the C++ standard library Introduces the algorithm design technique of dynamic programming, and investigates elementary graph algorithms Covers such advanced algorithm design topics as bit-parallelism and amortized analysis, and presents a focus on efficiently processing array range queries Surveys specialized algorithms for trees, and discusses the mathematical topics that are relevant in competitive programming Examines advanced graph techniques, geometric algorithms, and string techniques Describes a selection of more advanced topics, including square root algorithms and dynamic programming optimization This easy-to-follow guide is an ideal reference for all students wishing to learn algorithms, and practice for programming contests. Knowledge of the basics of programming is assumed, but previous background in algorithm design or programming contests is not necessary. Due to the broad range of topics covered at various levels of difficulty, this book is suitable for both beginners and more experienced readers. Dr. Antti Laaksonen has worked as a teacher and researcher at the University of Helsinki and Aalto University, Finland. He has served as one of the organizers of the Finnish Olympiad in Informatics since 2008, and as the Scientific Chair of the Baltic Olympiad in Informatics in 2016. He has also coached and led the Finnish team at several international programming contests, including the International Olympiad in Informatics 2009–2016, and has established experience in teaching programming and algorithms.

[Desenvolvimento de Jogos em HTML5](#)

By : **Denilson Bonatti**

Metodologia passo a passo; Desenvolva jogos para web, celulares e Facebook. Você encontrará neste livro o resultado da experiência do autor de anos de criação de material didático sobre desenvolvimento de jogos para diversas instituições de ensino do Brasil. Este livro é destinado a leigos no assunto e àqueles que desejam migrar o desenvolvimento de jogos de outra plataforma para o HTML5. Uma das dificuldades dos desenvolvedores de jogos é encontrar uma plataforma de desenvolvimento compatível com os diversos dispositivos móveis disponíveis no mercado e também com os diferentes navegadores (browsers). Utilizando o HTML5 juntamente com as folhas de estilo CSS3 e o JavaScript, é possível desenvolver jogos de forma rápida e compatível com diversas plataformas, incluindo dispositivos móveis. No livro são encontradas as etapas de desenvolvimento de jogos em HTML5, CSS3 e JavaScript do início ao fim, utilizando a didática passo a passo em seu desenvolvimento. Os jogos serão publicados de forma que possam ser acessados via browser, aplicativo de Facebook e aplicativo nativo para Android (celulares e tablets).

[Pro ASP.NET 4.5 in C#](#)

By : **Adam Freeman, Matthew MacDonald & M**

ASP.NET 4.5 remains Microsoft's preferred technology for creating dynamic websites, providing developers with unrivaled power and flexibility. Pro ASP.NET 4.5 in C# is the most complete reference to ASP.NET that you will find. This comprehensively revised fifth edition will teach you everything you need to know in order to create well-designed ASP.NET websites. Beginning with core concepts the book progresses steadily through key professional skills. You'll be shown how to query databases in detail, consider the myriad applications of XML, and step through all the considerations you need to be aware of when securing your site from intruders. Finally, you'll consider advanced topics such as using client-side validation, jQuery and Ajax. By the time you have read this book you will have learned all the skills you need to use ASP.NET 4.5 with confidence.

Scrum 360

By : **Jorge Audy**

Trabalhar com agilidade não é fácil. Fazer com que um time inteiro trabalhe de forma ágil, entregando resultados, produzindo de forma plena e sem impedimentos é muito mais difícil. Justamente para isso temos o Scrum, uma metodologia para gerenciamento de projetos que o torna produtivo. Nesse livro, Jorge Audy vai ensinar de forma objetiva e prática a metodologia, mostrando como ela se cruza com outras práticas, como XP, PMBOK, Lean. Além de também formar no leitor a base dos princípios ágeis, pré-requisito para qualquer gerente de projetos do mercado contemporâneo.

Effective Programming: More Than Writing Code

By : **Jeff Atwood**

Jeff Atwood began the Coding Horror blog in 2004, and is convinced that it changed his life. He needed a way to keep track of software development over time - whatever he was thinking about or working on. He researched subjects he found interesting, then documented his research with a public blog post, which he could easily find and refer to later. Over time, increasing numbers of blog visitors found the posts helpful, relevant and interesting. Now, approximately 100,000 readers visit the blog per day and nearly as many comment and interact on the site. Effective Programming: More Than Writing Code is your one-stop shop for all things programming. Jeff writes with humor and understanding, allowing for both seasoned programmers and newbies to appreciate the depth of his research. From such posts as "The Programmer's Bill of Rights" and "Why Cant Programmers... Program?" to "Working With the Chaos Monkey," this book introduces the importance of writing responsible code, the logistics involved, and how people should view it more as a lifestyle than a career.

Introducing iOS 8

By : **Steve Dericco**

Learn to make iOS apps even if you have absolutely no programming experience. This hands-on book takes you from idea to App Store, using real-world examples—such as driving a car or eating at a restaurant—to teach programming and app development. You'll learn concepts through clear, concise, jargon-free language. This book focuses on Apple's new programming language, Swift. Each lesson is divided into two parts: the lecture portion explains the terms and concepts through examples, and the exercise portion helps you apply these concepts while building real-world apps, like a tip calculator. Learn how to think differently—and see the world from a whole new perspective. Learn the basic building blocks of programmingDive into the Swift programming languageMake apps for iPhone and iPadUse GPS in your app to find a user's locationTake or select photos with your appIntegrate your app with Facebook and TwitterSubmit your app to the App StoreManage and market your app on the App Store

[Modern Data Access with Entity Framework Core](#)

By : **Holger Schwichtenberg**

C# developers, here's your opportunity to learn the ins-and-outs of Entity Framework Core, Microsoft's recently redesigned object-relational mapper. Benefit from hands-on learning that will teach you how to tackle frustrating database challenges, such as workarounds to missing features in Entity Framework Core, and optimizing the performance of your applications, head-on! *Modern Data Access with Entity Framework Core* teaches best practices, guidance, and shortcuts that will significantly reduce the amount of resources you internally dedicate to programming data access code. The proven methods and tools taught in this book, such as how to get better performance, and the ability to select the platform of your choice, will save you valuable time and allow you to create seamless data access. Get ready to learn everything from installing Entity Framework Core, reverse engineering, forward engineering (including schema migrations), and data reading and modification with LINQ, Dynamic LINQ, SQL, Stored Procedures, and Table Valued Functions to using third-party products such as LINQPad, Entity Developer, Entity Framework Profiler, EFPlus, and AutoMapper. You'll also appreciate excerpts of conceptual software architecture discussion around Entity Framework Core that might otherwise take years to learn. What You'll Learn: Understand the core concepts of Entity Framework Core, as well process models for existing databases (reverse engineering) and the generation of database schemas from object models (forward engineering) Study real-world case studies for hands-on EF Core instruction Get up to speed with valuable database access scenarios and code samples Discover workarounds to augment missing features in Entity Framework Core Use Entity Framework Core to write mobile apps This book is for software developers who have basic experience with .NET and C#, as well as some understanding of relational databases. Knowledge of predecessor technologies such as ADO.NET and the classic ADO.NET Entity Framework is not necessary to learn from this book. Holger Schwichtenberg is a Microsoft MVP and a technical lead with the German company IT-Visions, where he consults and trains developers throughout Europe. He also serves as software architect for 5Minds IT-Solutions. Holger is a huge fan of Entity Framework and Entity Framework Core and regularly speaks on the topics at events. Holger has a Ph.D. in business informatics.

[Unreal Engine w 24 godziny. Nauka tworzenia gier](#)

By : **Aram Cookson, Ryan DowlingSoka & CI**

Niniejsza książka jest przeznaczona dla osób, które chcą poznać podstawy Unreal Engine 4. Ten praktyczny przewodnik składa się z 24 rozdziałów. Przystudiowanie każdego z nich wymaga najwyżej jednej godziny. W książce znalazły się szczegółowe instrukcje, praktyczne przykłady oraz liczne ćwiczenia i wskazówki. Przedstawiono istotne informacje o platformie Gameplay i opisano, jak korzystać z jednostek i systemów kontroli Unreal, aby już po kilku godzinach nauki tworzyć w pełni funkcjonalne gry na różne platformy, w tym również gry internetowe i dla urządzeń mobilnych.

Agile Model-Driven Development with UML 2.0. 3rd Edition. Scott Ambler, award-winning author of Building Object Applications that Work, Process Patterns, and More Process Patterns, has revised his acclaimed first book, The Object Primer. Long prized by both students and professionals as the best introduction to object-oriented technology, this book is now completely up-to-date, with all modeling notation rewritten in the just-released UML 2.0. This makes learning the newest UML standard, UML 2.0, critical for all software developers--and there isn't a better choice than this clear, step-by-step guide to learning the language."--Richard Mark Soley, Chairman and CEO, OMGIf you're like most software developers, you're building systems that are increasingly complex.