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Sci-tech News
Internet E-mail
POSIX Programmers Guide
LAN Times E-mail Resource Guide
Programmer's Guide to Internet Mail

Developer's Guide to Web Application Security

Mak introduces Java programmers to numerical computing. This book contains clear, non-theoretical explanations of practical numerical algorithms, including safely summing numbers, finding roots of equations, interpolation and approximation, numerical integration and differentiation, and matrix operations, including solving sets of simultaneous equations.

Object Windows Programmer's Guide

Over 75% of network attacks are targeted at the web application layer. This book provides explicit hacks, tutorials, penetration tests, and step-by-step demonstrations for security professionals and Web application developers to defend their most vulnerable applications. This book defines Web application security, why it should be addressed earlier in the lifecycle in development and quality assurance, and how it differs from other types of Internet security. Additionally, the book examines the procedures and technologies that are essential to developing, penetration testing and releasing a secure Web application. Through a review of recent Web application breaches, the book will expose the prolific methods hackers use to execute Web attacks using common vulnerabilities such as SQL Injection, Cross-Site Scripting and Buffer

Overflows in the application layer. By taking an in-depth look at the techniques hackers use to exploit Web applications, readers will be better equipped to protect confidential. The Yankee Group estimates the market for Web application-security products and services will grow to \$1.74 billion by 2007 from \$140 million in 2002 Author Michael Cross is a highly sought after speaker who regularly delivers Web Application presentations at leading conferences including: Black Hat, TechnoSecurity, CanSec West, Shmoo Con, Information Security, RSA Conferences, and more

Foundations of Python Network Programming

This guide provides an introduction to the programming language Ruby and the free application known as Hackety Hack that teaches novice programmers how to master it.

Understanding DCE

XView was developed by Sun Microsystems and is derived from Sun's proprietary programming toolkit, SunView. It is an easy-to-use object-oriented toolkit that provides an OPEN LOOK user interface for X applications. For XView Version 3, the major additions are: Internationalization support for XView programs. A new Drag and Drop package that lets the user transfer data between applications by dragging an interface object to a region. A mouseless input model that means XView applications can be controlled from the keyboard without a mouse. Soft function keys are also supported. The Notices package has been completely rewritten to incorporate Notice objects. The Selection package has been rewritten, replacing the SunView- style selection service. New panel items such as multiline text items and drop target items have been included. The Panels chapter has been reworked to clarify and simplify panel usage. XView Version 3.2 includes minor bug fixes with no significant new functionality. The "XView Reference Manual has been expanded from the Attribute Summary of the previous edition of the "XView Programming Manual and is now published as a companion volume. The XView toolkit provides extensive attribute-value pair combinations, convenience routines and object class hierarchies that are too voluminous to memorize without the aid of this comprehensive reference guide. It contains alphabetical listings of XView attributes, functions, and macros, as well as other reference information essential for XView programmers. A must-have companion for the "XView Programming Manual.

Microsoft Bookshelf Internet Directory

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types,

conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Visual Basic Programmer's Guide to Web Development

The Internet's "killer app" is not the World Wide Web or Push technologies: it is humble electronic mail. More people use email than any other Internet application. As the number of email users swells, and as email takes on an ever greater role in personal and business communication, Internet mail protocols have become not just an enabling technology for messaging, but a programming interface on top of which core applications are built. Programming Internet Email unmasks the Internet Mail System and shows how a loose federation of connected networks have combined to form the world's largest and most heavily trafficked message system. Programming Internet Email tames the Internet's most popular messaging service. For programmers building applications on top of email capabilities, and power users trying to get under the hood of their own email systems, Programming Internet Email stands out as an essential guide and reference book. In typical O'Reilly fashion, Programming Internet Email covers the topic with nineteen tightly written chapters and five useful appendixes. Following a thorough introduction to the Internet Mail System, the book is divided into five parts: Part I covers email formats, from basic text messages to the guts of MIME. Secure email message formats (OpenPGP and S/MIME), mailbox formats and other commonly used formats are detailed in this reference section. Part II describes Internet email protocols: SMTP and ESMTP, POP3 and IMAP4. Each protocol is covered in detail to expose the Internet Mail System's inner workings. Part III provides a solid API reference for programmers working in Perl and Java. Class references are given for commonly used Perl modules that relate to email and the Java Mail API. Part IV provides clear and concise examples of how to incorporate email capabilities into your applications. Examples are given in both Perl and Java. Part V covers the future of email on the Internet. Means and methods for controlling spam email and newly proposed Internet mail protocols are discussed. Appendixes to Programming Internet Email provide a host of explanatory information and useful references for the programmer and avid user alike, including a comprehensive list of Internet RFCs relating to email, MIME types and a list of email related URLs. Programming Internet Email will answer all of your questions about mail and extend your abilities into this most popular messaging frontier.

Java Number Cruncher

A Programmer's Guide to C# 5.0 is a book for software developers who want to truly understand C#. Whether you've worked with C# before or with another general-purpose programming language, each fast-paced, focused chapter will take you straight to the heart of a feature of C# and show you why it works the way it does. Written by one-time C# Test Lead, Program Manager, and member of the original C# language design team, this book is an ideal companion to the C# Language Specification, and works both as a tutorial and as a reference guide. Now in its fourth edition, you will find up-to-date coverage of all the latest C# features, including Linq, covariance and contravariance, and async support. You'll learn how to: Use C# features effectively, in the way they were intended Apply the newest C# features to your coding problems Streamline your database code using LINQ Use async support and the task parallel library to improve performance. Program more efficiently, effectively, and with real insight into this mature and exciting language, with A Programmer's Guide to C#

5.0.

Microsoft Visual InterDev 6.0 Programmer's Guide

You know how to code..but is it enough? Do you feel left out when other programmers talk about asymptotic bounds? Have you failed a job interview because you don't know computer science? The author, a senior developer at a major software company with a PhD in computer science, takes you through what you would have learned while earning a four-year computer science degree. Volume one covers the most frequently referenced topics, including algorithms and data structures, graphs, problem-solving techniques, and complexity theory. When you finish this book, you'll have the tools you need to hold your own with people who have - or expect you to have - a computer science degree.

POSIX.4 Programmers Guide

For beginning programmers, this updated edition answers all C programming questions. This bestseller talks to readers at their level, explaining every aspect of how to get started and learn the C language quickly. Readers also find out where to learn more about C. This book includes tear-out reference card of C functions and statements, a hierarchy chart, and other valuable information. It uses special icons, notes, clues, warnings, and rewards to make understanding easier. And the clear and friendly style presumes no programming knowledge.

OI Programmer's Guide

A text focusing on the methods and alternatives for designed TCP/IP-based client/server systems and advanced techniques for specialized applications with Perl. A guide examining a collection of the best third party modules in the Comprehensive Perl Archive Network. Topics covered: Perl function libraries and techniques that allow programs to interact with resources over a network. IO: Socket library ; Net: FTP library -- Telnet library -- SMTP library ; Chat problems ; Internet Message Access Protocol (IMAP) issues ; Markup-language parsing ; Internet Protocol (IP) broadcasting and multicasting.

.NET Mobile Web Developers Guide

Internet Email Protocols gathers, in one comprehensive and convenient resource, the key technologies that form the underlying mechanics of Internet email. It provides developers and networking professionals with in-depth explanations of essential concepts and a framework for understanding how and why these technologies fit together to provide cohesive email services. This book shows how to troubleshoot and solve email problems, how to evaluate different implementations

of the standards and protocols, and how to be better equipped when faced with the challenge of writing programs that process email. For each chapter, the author presents an overview of the material, detailed information, and any important extensions and advanced uses of the protocols being discussed. You will find in-depth descriptions of: *Message formats, covering the structure of message headers, the various fields, and the intricacies of email addresses, as well as a detailed treatment of MIME *Mail transport technology, focusing on the SMTP protocol *The most current versions of the POP and IMAP protocols *The mechanics of filtering email, with an emphasis on applying this knowledge to blocking unsolicited bulk

Palm OS Web Application Developers Guide

Written in an informal, informative style, this authoritative guide goes way beyond the standard reference manual. It discusses each of the POSIX.4 facilities and what they mean, why and when you would use each of these facilities, and trouble spots you might run into. c.

Internet Email Protocols

Understanding DCE is a technical and conceptual overview of OSF's Distributed Computing Environment (DCE) for programmers, technical managers, and marketing and sales people. Unlike many O'Reilly & Associates books, Understanding DCE has no hands-on programming elements. Instead, the book focuses on how DCE can be used to accomplish typical programming tasks and provides explanations to help the reader understand all the parts of DCE. Contents include: Purpose and goals of the Distributed Computing Environment. Definition of a cell. Distributing applications using RPC. Improving program performance using threads. Protecting resources using the security service. Locating network resources using the directory (name) service. Synchronizing network time using the time service. Sharing and replicating files through the distributed file system. Design and implementation considerations in writing distributed applications. Getting started as a DCE administrator. Determining your cell's boundaries. Initial choices in configuration and administrative responsibilities. Scenarios for security policies. Considerations for breaking up or replicating services across multiple hosts. Sample DCE application. Answers to commonly asked DCE questions. Finding an external time provider. Registering a cell's DNS or X.500 address.

Motif Tools

Offers a brief introduction to using the Internet and provides an alphabetical listing of thousands of Internet sites, arranged by categories, with descriptions of each site

Network Programming with Perl

Strengthen your knowledge of the basic concepts and technical details necessary to develop, implement, or debug e-mail software with this practical new reference. Authored by a recognized expert in creating and developing successful Internet e-mail servers, the book explains the underlying technology and describes the key protocols and extensions associated with Internet e-mail, including SMTP, POP3, IMAP, MIME, DSN, and more.

JavaScript for Programmers

X.400 and X.500: An Introduction is aimed at those with current or planned involvement in the management of X.400, including messaging managers, system or network planners, and software developers. This book provides background knowledge of mailing systems and functionality as well as a grasp of how the underlying network operates. It explains the terminology and concepts of the standards. Because the standards are very abstract, John Rhoton has illustrated them with an overview of MAILbus 400 and Digital X.500, which are thorough and faithful implementations of the standards.

Programming Ruby

"Managing IMAP" is a handy, concise reference for navigating the everyday tasks common to most IMAP servers. Managers, system integrators and system administrators on the front lines of Internet messaging will find it a valuable tool for IMAP system provision, maintenance and support.

Absolute Beginner's Guide to C

X.400 and SMTP

The latest version of the popular programming tool allows programmers to bring Visual Basic to the Web. With the new release of Microsoft Web development tools, including Visual Basic 5.0, programmers can leverage their existing skills as they bring the advantages of Visual Basic to their Web sites. This book is a guide for experienced Visual Basic programmers, who are both new and experienced with the Internet, to developing Web applications with Microsoft's new suite of tools. Web Site provides actively maintained software demos and sourcecode contained in the book.

A Programmer's Guide to C# 5.0

The Wireless Internet Explained covers the full spectrum of wireless technologies from a wide range of vendors, including initiatives by Microsoft and Compaq. The Wireless Internet Explained takes a practical look at wireless technology. Rhoton explains the concepts behind the physics, and provides an overview that clarifies the convoluted set of standards heaped together under the umbrella of wireless. It then expands on these technical foundations to give a panorama of the increasingly crowded landscape of wireless product offerings. When it comes to actual implementation the book gives abundant down-to-earth advice on topics ranging from the selection and deployment of mobile devices to the extremely sensitive subject of security. Written by an expert on Internet messaging, the author of Digital Press's successful Programmer's Guide to Internet Mail and X.400 and SMTP: Battle of the E-mail Protocols, The Wireless Internet Explained describes and evaluates the current state of the fast-growing and crucial field of wireless communications. Covers phone-based systems, PDAs and the wireless office. Describes and evaluates the current state of the fast-growing and crucial field of wireless communications.

Foundations of Python Network Programming

This guide, intended as an explanation of the POSIX standard and as a reference for the POSIX.1 programming library, helps you write more portable programs. Most UNIX systems today are POSIX compliant because the federal government requires it for its purchases. Even OSF and UI agree on support for POSIX. Unfortunately, given the manufacturer's documentation, it can be difficult to distinguish system-specific features from those features defined by POSIX. The POSIX Programmer's Guide is especially helpful if you are writing programs that must run on multiple UNIX platforms. This guide also helps you convert existing UNIX programs for POSIX compliance. Contents include: Introduction to POSIX. Basics of writing a POSIX-compliant program. Input/output facilities of the Standard C library. The file system as defined by POSIX. Operations of POSIX Input/Output system, pipes, and FIFOs. Creating and terminating processes and signals. Obtaining information about the environment. Communication line settings and a cu-like utility. POSIX and Standard C, including features and portability pitfalls. Internationalization. Complete list of library functions in alphabetic order. Complete list of data structures and their members. All error codes. Standard headers and the information that they define. Related publications.

Microsoft Visual Studio Core Reference Set: Microsoft Visual InterDev 6.0 programmer's guide

This second edition of Foundations of Python Network Programming targets Python 2.5 through Python 2.7, the most popular production versions of the language. Python has made great strides since Apress released the first edition of this book back in the days of Python 2.3. The advances required new chapters to be written from the ground up, and others to be extensively revised. You will learn fundamentals like IP, TCP, DNS and SSL by using working Python programs; you will also be able to familiarize yourself with infrastructure components like memcached and message queues. You can also

delve into network server designs, and compare threaded approaches with asynchronous event-based solutions. But the biggest change is this edition's expanded treatment of the web. The HTTP protocol is covered in extensive detail, with each feature accompanied by sample Python code. You can use your HTTP protocol expertise by studying an entire chapter on screen scraping and you can then test lxml and BeautifulSoup against a real-world web site. The chapter on web application programming now covers both the WSGI standard for component interoperability, as well as modern web frameworks like Django. Finally, all of the old favorites from the first edition are back: E-mail protocols like SMTP, POP, and IMAP get full treatment, as does XML-RPC. You can still learn how to code Python network programs using the Telnet and FTP protocols, but you are likely to appreciate the power of more modern alternatives like the paramiko SSH2 library. If you are a Python programmer who needs to learn the network, this is the book that you want by your side.

Ruby Developers Guide

Introducing Microsoft's flagship wireless development tool The .NET Mobile Web Developer's Guide will provide readers with a solid guide to developing mobile applications using Microsoft technologies. The focus of this book is on using ASP.NET and the .NET mobile SDK. It provides an introduction to the .NET platform and goes into moderate details on ASP.NET to allow readers to start developing ASP.NET applications. In addition, this book will give the readers the insight to use the various Microsoft technologies for developing mobile applications. This book assumes the readers have experience in developing web applications and are familiar with any one of the server-side technologies like ASP, JSP or PHP. The first book available on Microsoft's cornerstone wireless development tool Best selling, high profile authors. Wei Meng Lee and Shelley Powers are frequent speakers at all of the major developer conferences have previously authored best selling books for O'Reilly and Associates, Wrox Press, SAMS and Que Comes with wallet-sized CD containing a printable HTML version of the book, all of the source code examples and demos of popular ASP .NET and .NET Mobile programming tools Comprehensive Coverage of the .NET Mobile SDK and ASP.NET for Mobile Web developers

Programming Internet Email

After providing a comprehensive summary of background material on C++, X Windows and object-oriented programming, this guide shows the reader how to build programs and develop applications with a Graphical User Interface using (GUI) in the X Window System environment. It provides a single interface which allows users to write programs which conform to both MOTIF and OPEN Look. A must-have for every programmer's reference library.

Ajax, Rich Internet Applications, and Web Development for Programmers

Programming the console in UNIX? Here's just what you need. First, you'll get a no-nonsense tutorial guide to the nCurses version 5.5 library, taking you from basic to advanced functions step by step. Then you'll find an A-to-Z reference of more than 175 nCurses functions, cross-referenced and illustrated with examples. With this all-purpose nCurses reference, you'll learn techniques that can be used to program Linux®, FreeBSD®, Mac OS® X, or any other UNIX-based OS. Program, control, and manipulate text on the terminal screen. Control interactive I/O, organize content into windows on the screen, and use color to highlight text and organize information. Use a mouse to further refine input. Create nCurses programs using your choice of editors. Find hundreds of quick, easy-to-understand programming examples. Author Dan Gookin is known for making technology make sense. Buy this book and you'll see why.

Microsoft RPC Programming Guide

The most common use for client-server technology is to combine the graphical display capabilities of a desktop PC with the database and number-crunching power of a large central system. But peer-to-peer programs can run equally well.

The Wireless Internet Explained

The practicing programmer's Deitel® guide to XHTML®, CSS®, JavaScript™, XML® and Ajax RIA development. This book applies the Deitel signature live-code approach to teaching the client side of Rich Internet Applications (RIA) development. The book presents concepts in the context of 100+ fully tested programs (6,000+ lines of code), complete with syntax shading, detailed descriptions and sample outputs. The book features over 150 tips that will help you build robust client-side web applications. Start with an introduction to Extensible HyperText Markup Language (XHTML®) and Cascading Style Sheets (CSS®), then rapidly move on to the details of JavaScript™ programming. Finish with more advanced client-side development technologies including XHTML's Document Object Model (DOM®), Extensible Markup Language (XML®), XML's DOM, JavaScript Object Notation (JSON) and Asynchronous JavaScript and XML (Ajax). When you're finished, you'll have everything you need to build the client side of Web 2.0 Rich Internet Applications (RIAs). The book culminates with several substantial Ajax-enabled RIAs, including a book cover viewer (JavaScript/DOM), an address book (Ajax/consuming web services) and a calendar application (Ajax/Dojo/consuming web services). TheDeitel® Developer Series is designed for professional programmers. The series presents focused treatments of emerging technologies, including .NET, Java™, web services, Internet and web development and more.

XView reference manual

Visual Basic Programmer's Guide to the .NET Framework Class Library

Offering an in-depth exploration of AJAX technologies, this book is ideal for programmers with or without a Web programming background. It provides readers with a detailed code-rich walkthrough on writing AJAX programs, and introduces key AJAX techniques and program models.

Fundamentals of Computer Programming with C#

Unicode is a critical enabling technology for developers who want to internationalize applications for global environments. But, until now, developers have had to turn to standards documents for crucial information on utilizing Unicode. In Unicode Demystified, one of IBM's leading software internationalization experts covers every key aspect of Unicode development, offering practical examples and detailed guidance for integrating Unicode 3.0 into virtually any application or environment. Writing from a developer's point of view, Rich Gillam presents a systematic introduction to Unicode's goals, evolution, and key elements. Gillam illuminates the Unicode standards documents with insightful discussions of character properties, the Unicode character database, storage formats, character sequences, Unicode normalization, character encoding conversion, and more. He presents practical techniques for text processing, locating text boundaries, searching, sorting, rendering text, accepting user input, and other key development tasks. Along the way, he offers specific guidance on integrating Unicode with other technologies, including Java, JavaScript, XML, and the Web. For every developer building internationalized applications, internationalizing existing applications, or interfacing with systems that already utilize Unicode.

Unicode Demystified

This programmer's guide helps the beginning to intermediate user build Intranet and Internet applications with Visual InterDev. The comprehensive resource introduces new users to the Visual InterDev, New Edition, environment and guides them in creating Web projects as well as integrating databases. Also covered are using visual database tools, editing and scripting, and building integrated solutions.

Managing IMAP

* Covers low-level networking in Python —essential for writing a new networked application protocol. * Many working examples demonstrate concepts in action -- and can be used as starting points for new projects. * Networked application security is demystified. * Exhibits and explains multitasking network servers using several models, including forking, threading, and non-blocking sockets. * Features extensive coverage of Web and E-mail. Describes Python's database APIs.

A Programmer's Guide to Computer Science

Getting to Know Hackety Hack

An expert guide to Ruby, a popular new Object-Oriented Programming Language Ruby is quickly becoming a favourite among developers who need a simple, straight forward, portable programming language. Ruby is ideal for quick and easy object-oriented programming such as processing text files or performing system management. Having been compared with other programming languages such as Perl, Python, PCL, Java, Eiffel, and C++; Ruby is popular because of its straight forward syntax and transparent semantics. Using step-by-step examples and real world applications, the Ruby Developer's Guide is designed for programmers and developer's looking to embrace the object-oriented features and functionality of this robust programming language. Readers will learn how to develop, implement, organize and deploy applications using Ruby. Ruby is currently experiencing a rapid rise in popularity in the object-oriented programming community Readers receive up-to-the minute links, white papers, and analysis for two years at solutions@syngress.com Comes with a wallet-sized CD containing a printable HTML version of the book, all of the source code examples and demos of popular Ruby third-party programming tools and applications

Programmer's Guide to NCurses

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

Sci-tech News

Motif Tools is a complete programmer's guide and reference manual for the Xmt library. The book, and the Xmt programming library that accompanies it on CD-ROM, are intended to empower Motif programmers and dramatically speed up application development with the X Toolkit and Motif.

Internet E-mail

Visual Basic Programmer's Guide to the .NET Framework Class Library is the definitive guide every Visual Basic .NET developer needs to understand the capabilities of .NET namespaces and increase productivity inside the .NET framework.

Lars Powersand Mike Snell have provided a comprehensive book that details the capabilities of the key namespaces, and then explains how to leverage them by extension or reference to create applications ranging from simple to complex. Each chapter provides a brief introduction to the selected technology, followed by detailed suggestions, reference material, and a sample application that illustrates common programming tasks using the classes, interfaces, delegates, and events of a specific .NET namespace. This book answers the primary questions that VB .NET developers will face as they start developing code in the .NET environment, including: What does the .NET class library provide me in terms of re-usable code? Are there .NET structures available that I can use to accomplish a specific task? How do I go about interfacing with the .NET framework through my code? Visual Basic Programmer's Guide to the .NET Framework Class Library is a comprehensive guide as you learn how to use the .NET Framework classes, then it will become a trusted reference as your experience and needs grow in the world of .NET.

POSIX Programmers Guide

Written for advanced e-mail users, CIO's managers, MIS professionals and system administrators, this book explains what users should expect from an e-mail system, how to expand or fully use a system, options for connecting to other systems, and specifics on how to connect to other systems.

LAN Times E-mail Resource Guide

With an 80% hand-held device market-share, the Palm Organizer is the platform of choice for Mobile Internet application developers. With its decision to license the Palm OS to rival device manufacturers such as Sony, Motorola, and Handspring, Palm has further strengthened its claim as the industry standard for Mobile Computing architecture. Palm OS Web Application Developers Guide provides step-by-step instructions on how to migrate existing HTML to the Palm platform. The book will be useful for webmasters looking to convert current web pages. It is also ideal for C and Java programmers interested in building more dynamic applications from the ground up. A timely release: With 8 million devices in use, thousands of developers are moving into this lucrative market Topic appeals to many segments of the market, including application developers, Internet Service Providers, and HTML proficient power-users Covers Web Clipping which has the power to convert existing HTML to the PQA format Focuses on the key challenges of creating web pages for a small viewing area in black and white

Programmer's Guide to Internet Mail

Programmer's Guide to Internet Mail will help you create and manage network applications using powerful Internet mail,

directory, and domain name protocols and standards. It succinctly explains from a programmer's perspective not simply the primary Internet mail protocols but also how to use other important network protocols such as LDAP and DNS vital to the creation of message-enabled applications. Readers will learn how these protocols and standards facilitate message submission, delivery and retrieval, support directory lookup, how they interoperate, and how they together create a framework for sophisticated networked applications. Programmer's Guide to Internet Mail will help you select the right protocol, or combination of protocols, for a specific programming function. Written by an expert e-mail and messaging consultant from Compaq, this insightful book is loaded with sample code you can use to begin and accelerate application development. Master the primary Internet mail and directory protocols Understand the interaction between Internet messaging clients and servers Troubleshoot e-mail network problems

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