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Programming the World Wide Web Programming the World Wide Web e-Learning, e-Education, and Online Training Programming the World Wide Web Essentials of Programming Languages Programming the World Wide Web The Impact of the 4th Industrial Revolution on Engineering Education Web Application Design and Implementation Mastering Modern Linux Web Design with HTML & CSS3: Comprehensive Intermediate C Programming Programming the World Wide Web: For VTU, 4/e Web Technologies Acting in Musical Theatre I'm Thinking of Ending Things Advanced Programming Language Design Modern Programming Languages A Little Book on Perl Web Technologies Crafting a Compiler Object-Oriented Analysis and Design Concepts in Programming Languages Mathematical Maturity via Discrete Mathematics WHO guideline on country pharmaceutical pricing policies Comparative Programming Languages Concepts Of Programming Languages Introduction to Java Programming and Data Structures, Comprehensive Version, Global Edition Roman Art Internet & World Wide Web History of Programming Languages Java Programming Programming Language Pragmatics Essentials of Programming Languages, third edition Distributed Systems On Perl Concepts of

Programming Languages Mastering Linux Latin for the New Millennium: Level 2: student text Programming Language Design Concepts Web Programming Step by Step

Modern Programming Languages Aug 19 2021 Typical undergraduate CS/CE majors have a practical orientation: they study computing because they like programming and are good at it. This book has strong appeal to this core student group. There is more than enough material for a semester-long course. The challenge for a course in programming language concepts is to help practical students understand programming languages at an unaccustomed level of abstraction. To help meet this challenge, the book includes enough hands-on programming exercises and examples to motivate students whose primary interest in computing is practical

Mastering Linux Nov 29 2019 Encouraging hands-on practice, Mastering Linux provides a comprehensive, up-to-date guide to Linux concepts, usage, and programming. Through a set of carefully selected topics and practical examples, the book imparts a sound understanding of operating system concepts and shows how to use Linux effectively. Ready-to-Use Examples Offer Immediate Access to Practical Applications After a primer on the fundamentals, the text covers user interfaces, commands and filters, Bash Shell scripting, the file system, networking and Internet use, and kernel system calls. It presents many examples and complete programs ready to run on your Linux system. Each

chapter includes a summary and exercises of varying degrees of difficulty. Web Resource The companion website at <http://ml.sofpower.com/> offers a host of ancillary materials. Along with links to numerous resources, it includes appendices on SSH and SFTP, VIM, text editing with Vi, and the emacs editor. The site also provides a complete example code package for download. Master the Linux Operating System Toolbox This book enables you to leverage the capabilities and power of the Linux system more effectively. Going beyond this, it can help you write programs at the shell and C levels—encouraging you to build new custom tools for applications and R&D.

Internet & World Wide Web Aug 07 2020 For a wide variety of Web Programming, HTML, and JavaScript courses found in Computer Science, CIS, MIS, IT, Business, Engineering, and Continuing Education departments. Also appropriate for an introductory programming course (replacing traditional programming languages like C, C++ and Java) for schools wanting to integrate the Internet and World Wide Web into their curricula. The revision of this groundbreaking book in the Deitels'How to Program series offers a thorough treatment of programming concepts, with programs that yield visible or audible results in Web pages and Web-based applications. The book discusses effective Web-page design, server- and client-side scripting, ActiveX(R) controls and the essentials of electronic commerce. Internet & World Wide Web How to Program also offers an alternative to traditional introductory

programming courses. The fundamentals of programming no longer have to be taught in languages like C, C++ and Java. With Internet/Web markup languages (such as HTML, Dynamic HTML and XML) and scripting languages (such as JavaScript(R), VBScript(R) and Perl/CGI), you can teach the fundamentals of programming wrapped in the Web-page metaphor.

Intermediate C Programming Feb 22 2022 Teach Your Students How to Program Well Intermediate C Programming provides a stepping-stone for intermediate-level students to go from writing short programs to writing real programs well. It shows students how to identify and eliminate bugs, write clean code, share code with others, and use standard Linux-based tools, such as ddd and valgrind. The text covers numerous concepts and tools that will help your students write better programs. It enhances their programming skills by explaining programming concepts and comparing common mistakes with correct programs. It also discusses how to use debuggers and the strategies for debugging as well as studies the connection between programming and discrete mathematics.

Programming the World Wide Web Oct 01 2022 For undergraduate students who have completed a course in object-oriented programming Programming the World Wide Web provides a comprehensive introduction to the tools and skills required for both client- and server-side programming, teaching students how to develop platform-independent sites using the most current Web development technology.

Essential programming exercises are presented using a manageable progression: students begin with a foundational XHTML Web site and employ new languages and technologies to add features as they are discussed in the course. Readers with previous experience programming with an object-oriented language are guided through concepts relating to client-side and server-side programming.

Programming the World Wide Web: For VTU, 4/e Jan 24 2022

Web Technologies Jun 16 2021 Web Technologies is specially designed as a textbook for undergraduate students of Computer Science & Engineering and Information Technology and postgraduate students of Computer Applications. The book seeks to provide a thorough understanding of fundamentals of Web Technologies. Divided into four sections, the book first introduces basic concepts such as Introduction to Web, HTTP, Java Network Programming, HTML, and Cascading Style Sheets (CSS). The following three sections describe various applications of web technologies, namely, XML, client-side scripting, and server-side scripting. The second section on XML Technologies focuses on concepts such as XML Namespace, DTD, and Schema, parsing in XML, concept of XPath, XML Transformation and other XML technologies. The third section dealing with client-side programming includes JavaScript and Applets and the last section introduces server-side programming including CGI, Servlets, JSP, and

Introduction to J2EE. Presenting the concepts in comprehensive and lucid manner, the book includes numerous real-world examples and codes for better understanding of the subject. Moreover, the text is supported with illustrations, screenshots, review questions, and exercises._

The Impact of the 4th Industrial Revolution on Engineering Education Jun 28 2022 This book gathers papers presented at the 22nd International Conference on Interactive Collaborative Learning (ICL2019), which was held in Bangkok, Thailand, from 25 to 27 September 2019. Covering various fields of e-learning and distance learning, course and curriculum development, knowledge management and learning, real-world learning experiences, evaluation and outcomes assessment, computer-aided language learning, vocational education development and technical teacher training, the contributions focus on innovative ways in which higher education can respond to the real-world challenges related to the current transformation in the development of education. Since it was established, in 1998, the ICL conference has been devoted to new approaches in learning with a focus on collaborative learning. Today, it is a forum for sharing trends and research findings as well as presenting practical experiences in learning and engineering pedagogy. The book appeals to policymakers, academics, educators, researchers in pedagogy and learning theory, school teachers, and other professionals in the learning industry, and further and continuing education.

Programming Language Design Concepts Sep 27 2019

Explains the concepts underlying programming languages, and demonstrates how these concepts are synthesized in the major paradigms: imperative, OO, concurrent, functional, logic and with recent scripting languages. It gives greatest prominence to the OO paradigm. Includes numerous examples using C, Java and C++ as exemplar languages Additional case-study languages: Python, Haskell, Prolog and Ada Extensive end-of-chapter exercises with sample solutions on the companion Web site Deepens study by examining the motivation of programming languages not just their features

Mastering Modern Linux Apr 26 2022 Praise for the First Edition: "This outstanding book ... gives the reader robust concepts and implementable knowledge of this environment. Graphical user interface (GUI)-based users and developers do not get short shrift, despite the command-line interface's (CLI) full-power treatment. ... Every programmer should read the introduction's Unix/Linux philosophy section. ... This authoritative and exceptionally well-constructed book has my highest recommendation. It will repay careful and recursive study." --Computing Reviews, August 2011 Mastering Modern Linux, Second Edition retains much of the good material from the previous edition, with extensive updates and new topics added. The book provides a comprehensive and up-to-date guide to Linux concepts, usage, and programming. The text helps the reader master Linux with a well-selected set of topics, and encourages hands-on practice. The first part of the

textbook covers interactive use of Linux via the Graphical User Interface (GUI) and the Command-Line Interface (CLI), including comprehensive treatment of the Gnome desktop and the Bash Shell. Using different apps, commands and filters, building pipelines, and matching patterns with regular expressions are major focuses. Next comes Bash scripting, file system structure, organization, and usage. The following chapters present networking, the Internet and the Web, data encryption, basic system admin, as well as Web hosting. The Linux Apache MySQL/MariaDB PHP (LAMP) Web hosting combination is also presented in depth. In the last part of the book, attention is turned to C-level programming. Topics covered include the C compiler, preprocessor, debugger, I/O, file manipulation, process control, inter-process communication, and networking. The book includes many examples and complete programs ready to download and run. A summary and exercises of varying degrees of difficulty can be found at the end of each chapter. A companion website (<http://mml.sofpower.com>) provides appendices, information updates, an example code package, and other resources for instructors, as well as students.

e-Learning, e-Education, and Online Training Nov 02 2022
This book constitutes the proceedings of the 4rd International Conference on e-Learning, e-Education, and Online Training, eLEOT 2018, held in Shanghai, China, in April 2018. The 49 revised full papers presented were carefully reviewed and selected from 120 submissions. They focus on most recent and

innovative trends in this broad area, ranging from distance education to collaborative learning, from interactive learning environments to the modelling of STEM (Science, Technology, Mathematics, Engineering) curricula.

Programming the World Wide Web Dec 03 2022 KEY BENEFIT: A comprehensive introduction to the tools and skills required for both client- and server-side programming, that teaches how to develop platform-independent sites using the most current Web development technology. **KEY TOPICS:** Internet introduction; Web Browsers and Servers; URL; MIME; HTTP; Web Programmer's Toolbox; HTML and XHTML; CSS; JavaScript(TM); XML and XSLT; Applets; Flash; Perl(TM)/CGI; Java Web Programming; PHP; ASP.NET Using C# and Ajax; Visual Studio; Database Access through the Web; Ruby; Rails 2.0; Ajax. **MARKET:** An ideal reference for Web programming professionals.

Web Design with HTML & CSS3: Comprehensive Mar 26 2022 Readers discover the latest, industry-leading, website development practices with this new book in the popular Shelly Cashman Series. For more than three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of learners. Now, Minnick's **HTML5 AND CSS3: COMPREHENSIVE, 8E** brings today's best practices in website development into focus with meaningful applications. The webpage development process starts with a semantic wireframe and weaves proven principles of responsive design into each chapter. A raft of fresh new

projects logically build in complexity to ensure understanding. This edition strives to not only teach valid HTML and CSS, but also to reveal deeper conceptual issues essential to today's field of web development. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Introduction to Java Programming and Data Structures, Comprehensive Version, Global Edition Oct 09 2020 This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises.

Mathematical Maturity via Discrete Mathematics Feb 10 2021
Geared toward undergraduate majors in math, computer science, and computer engineering, this text employs discrete mathematics to introduce basic knowledge of proof techniques. Exercises with hints. 2019 edition.

Web Technologies Dec 23 2021 "Web Technologies illuminates the fundamental principles and technologies of the World Wide Web, helping students master contemporary Web development and understand emerging Web innovations."--BOOK JACKET.

I'm Thinking of Ending Things Oct 21 2021 Now a Netflix original movie, this deeply scary and intensely unnerving novel follows a couple in the midst of a twisted unraveling of the darkest unease. You will be scared. But you won't know why I'm thinking of ending things. Once this thought arrives, it stays. It sticks. It lingers. It's always there. Always. Jake once said, "Sometimes a thought is closer to truth, to reality, than an action. You can say anything, you can do anything, but you can't fake a thought." And here's what I'm thinking: I don't want to be here. In this smart and intense literary suspense novel, Iain Reid explores the depths of the human psyche, questioning consciousness, free will, the value of relationships, fear, and the limitations of solitude. Reminiscent of Jose Saramago's early work, Michel Faber's cult classic *Under the Skin*, and Lionel Shriver's *We Need to Talk about Kevin*, "your dread and unease will mount with every passing page" (Entertainment Weekly) of this edgy, haunting debut.

Tense, gripping, and atmospheric, *I'm Thinking of Ending Things* pulls you in from the very first page—and never lets you go.

A Little Book on Perl Jul 18 2021 Written by one of today's top-selling author's on programming languages, this practical, trailblazing guide to learning Perl offers all the advantages of a reference manual with a detailed, yet concise study on all of the language's key elements, and is not dependent upon either UNIX or Windows. Begins with a complete introduction to Perl: what it is, scripts vs. programs, its central characteristics, and more. Examines scalar types, expressions, and simple input and output; control statements; arrays; hashes and references; functions; pattern matching; files, input/output, and formats; CGI programming with Perl; and other advanced topics. Each chapter includes a summary and numerous exercises. For professionals in the computer science and related fields.

Essentials of Programming Languages, third edition Apr 02 2020 A new edition of a textbook that provides students with a deep, working understanding of the essential concepts of programming languages, completely revised, with significant new material. This book provides students with a deep, working understanding of the essential concepts of programming languages. Most of these essentials relate to the semantics, or meaning, of program elements, and the text uses interpreters (short programs that directly analyze an abstract representation of the program text) to express the semantics of

many essential language elements in a way that is both clear and executable. The approach is both analytical and hands-on. The book provides views of programming languages using widely varying levels of abstraction, maintaining a clear connection between the high-level and low-level views. Exercises are a vital part of the text and are scattered throughout; the text explains the key concepts, and the exercises explore alternative designs and other issues. The complete Scheme code for all the interpreters and analyzers in the book can be found online through The MIT Press web site. For this new edition, each chapter has been revised and many new exercises have been added. Significant additions have been made to the text, including completely new chapters on modules and continuation-passing style. Essentials of Programming Languages can be used for both graduate and undergraduate courses, and for continuing education courses for programmers.

History of Programming Languages Jul 06 2020 History of Programming Languages presents information pertinent to the technical aspects of the language design and creation. This book provides an understanding of the processes of language design as related to the environment in which languages are developed and the knowledge base available to the originators. Organized into 14 sections encompassing 77 chapters, this book begins with an overview of the programming techniques to use to help the system produce efficient programs. This text then discusses how to use parentheses to help the system

identify identical subexpressions within an expression and thereby eliminate their duplicate calculation. Other chapters consider FORTRAN programming techniques needed to produce optimum object programs. This book discusses as well the developments leading to ALGOL 60. The final chapter presents the biography of Adin D. Falkoff. This book is a valuable resource for graduate students, practitioners, historians, statisticians, mathematicians, programmers, as well as computer scientists and specialists.

Web Application Design and Implementation May 28 2022
Helps learn how to combine different technologies to create sophisticated, database-driven Web sites. This book allows readers to gain the programming knowledge needed to build a database-driven Web site using a step-by-step approach. It explains each stage of Web site development - from installation to production of the site.

Comparative Programming Languages Dec 11 2020 A text for a comparative language course (as well as for practicing computer programmers), considering the principal programming language concepts and showing how they are dealt with in traditional imperative languages, such as Pascal, C, and Ada, in functional languages such as ML, in logic languages like PROLOG, in purely object-oriented language.

Latin for the New Millennium: Level 2: student text Oct 28 2019

Java Programming Jun 04 2020 Helps you discover the power of Java for developing applications. This book incorporates

the latest version of Java with a reader-friendly presentation and meaningful real-world exercises that highlight new Java strengths.

Concepts Of Programming Languages Nov 09 2020
Introduces students to the fundamental concepts of computer programming languages and provides them with the tools necessary to evaluate contemporary and future languages. An in-depth discussion of programming language structures, such as syntax and lexical and syntactic analysis, also prepares students to study compiler design. The Eleventh Edition maintains an up-to-date discussion on the topic with the removal of outdated languages such as Ada and Fortran. The addition of relevant new topics and examples such as reflection and exception handling in Python and Ruby add to the currency of the text. Through a critical analysis of design issues of various program languages, Concepts of Programming Languages teaches students the essential differences between computing with specific languages. Robert W. Sebesta is Associate Professor Emeritus, Computer Science Office, UCCS, University of Colorado at Colorado Springs. -- Publisher's note.

On Perl Jan 30 2020 The book has an introductory chapter that gets the reader started quickly with programming in Perl. The initial part of the book discusses Perl expressions, statements, control flow, built-in data types such as arrays and hashes, and complex data structures built using references. On Perl has several chapters covering specialized topics. The

chapter on socket-based network programming deals with forking and using fork to write complex interactive client-server programs. There is a chapter with in-depth discussion of CGI programming including error-handling and security issues that arise. The chapter on web-client programming deals with writing programs that access Web pages, fill up GET and POST forms, handle cookies and redirected Web pages. The book has several unique chapters not found in any other book on Perl in the market. The chapter on security discusses hashes such as MD5, message authentication codes (MACs), digital signature schemes, and encryption techniques such as DES, Rijndael, and RSA. Other chapters deal with writing recursive programs that work with files and directories; this chapter also discusses predefined modules that deal with portability in file names and paths across operating systems, recursive traversal of file hierarchies and tarring and untarring of files. The chapter on functional programming illustrates that Perl functions are first-class, can be used to write closures and can be composed to form more complex functions. In particular, this can be useful for programming in artificial intelligence.

Programming the World Wide Web Jan 04 2023 This text provides a comprehensive introduction to the tools and skills required for both client- and server-side programming, teaching students how to develop platform-independent sites using the most current Web development technology. Essential programming exercises are presented using a manageable progression: students begin with a foundational

Web site and employ new languages and technologies to add features as they are discussed in the course. Readers with previous experience programming with an object-oriented language are guided through concepts relating to client-side and server-side programming. All of the markup documents in the book are validated using the W3C validation program.

Programming Language Pragmatics May 04 2020

Programming Language Pragmatics, Third Edition, is the most comprehensive programming language book available today.

Taking the perspective that language design and implementation are tightly interconnected and that neither can be fully understood in isolation, this critically acclaimed and bestselling book has been thoroughly updated to cover the most recent developments in programming language design, including Java 6 and 7, C++0X, C# 3.0, F#, Fortran 2003 and 2008, Ada 2005, and Scheme R6RS. A new chapter on run-time program management covers virtual machines, managed code, just-in-time and dynamic compilation, reflection, binary translation and rewriting, mobile code, sandboxing, and debugging and program analysis tools. Over 800 numbered examples are provided to help the reader quickly cross-reference and access content. This text is designed for undergraduate Computer Science students, programmers, and systems and software engineers. Classic programming foundations text now updated to familiarize students with the languages they are most likely to encounter in the workforce, including including Java 7, C++, C# 3.0, F#, Fortran 2008,

Ada 2005, Scheme R6RS, and Perl 6. New and expanded coverage of concurrency and run-time systems ensures students and professionals understand the most important advances driving software today. Includes over 800 numbered examples to help the reader quickly cross-reference and access content.

Concepts in Programming Languages Mar 14 2021 A comprehensive undergraduate textbook covering both theory and practical design issues, with an emphasis on object-oriented languages.

Roman Art Sep 07 2020 A complete introduction to the rich cultural legacy of Rome through the study of Roman art ... It includes a discussion of the relevance of Rome to the modern world, a short historical overview, and descriptions of forty-five works of art in the Roman collection organized in three thematic sections: Power and Authority in Roman Portraiture; Myth, Religion, and the Afterlife; and Daily Life in Ancient Rome. This resource also provides lesson plans and classroom activities."--Publisher website.

Web Programming Step by Step Aug 26 2019

Advanced Programming Language Design Sep 19 2021
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WHO guideline on country pharmaceutical pricing policies Jan 12 2021 In recent years, high prices of pharmaceutical products have posed challenges in high- and low-income countries alike. In many instances, high prices of pharmaceutical products have led to significant financial

hardship for individuals and negatively impacted on healthcare systems' ability to provide population-wide access to essential medicines. Pharmaceutical pricing policies need to be carefully planned, carried out, and regularly checked and revised according to changing conditions. Strong, well-thought-out policies can guide well-informed and balanced decisions to achieve affordable access to essential health products. This guideline replaces the 2015 WHO guideline on country pharmaceutical pricing policies, revised to reflect the growing body of literature since the last evidence review in 2010. This update also recognizes country experiences in managing the prices of pharmaceutical products.

Object-Oriented Analysis and Design Apr 14 2021 Object-oriented analysis and design (OOAD) has over the years, become a vast field, encompassing such diverse topics as design process and principles, documentation tools, refactoring, and design and architectural patterns. For most students the learning experience is incomplete without implementation. This new textbook provides a comprehensive introduction to OOAD. The salient points of its coverage are: □ A sound footing on object-oriented concepts such as classes, objects, interfaces, inheritance, polymorphism, dynamic linking, etc. □ A good introduction to the stage of requirements analysis. □ Use of UML to document user requirements and design. □ An extensive treatment of the design process. □ Coverage of implementation issues. □ Appropriate use of design and architectural patterns. □ Introduction to the art and

craft of refactoring. □ Pointers to resources that further the reader's knowledge. All the main case-studies used for this book have been implemented by the authors using Java. The text is liberally peppered with snippets of code, which are short and fairly self-explanatory and easy to read. Familiarity with a Java-like syntax and a broad understanding of the structure of Java would be helpful in using the book to its full potential.

Distributed Systems Mar 02 2020 For this third edition of -Distributed Systems, - the material has been thoroughly revised and extended, integrating principles and paradigms into nine chapters: 1. Introduction 2. Architectures 3. Processes 4. Communication 5. Naming 6. Coordination 7. Replication 8. Fault tolerance 9. Security A separation has been made between basic material and more specific subjects. The latter have been organized into boxed sections, which may be skipped on first reading. To assist in understanding the more algorithmic parts, example programs in Python have been included. The examples in the book leave out many details for readability, but the complete code is available through the book's Website, hosted at www.distributed-systems.net. A personalized digital copy of the book is available for free, as well as a printed version through Amazon.com.

Concepts of Programming Languages Dec 31 2019 KEY BENEFIT : A thorough introduction to the main constructs of contemporary programming languages and the tools needed to

critically evaluate existing and future programming languages.

KEY TOPICS : Evolution of the Major Programming Languages; Describing Syntax and Semantics; Lexical and Syntax Analysis; Names, Bindings, Type Checking, and Scopes; Data Types; Expressions and Assignment Statements; Statement-Level Control Structures; Subprograms; Implementing Subprograms; Abstract Data Types and Encapsulation Constructs; Support for Object-Oriented Programming; Concurrency; Exception Handling and Event Handling; Functional Programming Languages; Logic Programming Languages

MARKET : An ideal reference encapsulating the history and future of programming languages.

Programming the World Wide Web Jul 30 2022 Robert Sebesta's Programming the World Wide Web is one of the most valuable resources available to readers seeking a solid introduction to the construction and maintenance of Web sites. It includes clear explanations of the most current and widely accepted programming tools including client-server technologies such as XHTML, XML, JavaScript, and Java applets, as well as server-side tools like Perl, PHP, and Java servlets. In this edition, the new chapter on PHP, the heavily revised chapter on Web access to databases, and the new description of XML Schemas provide the most up-to-date tools needed to develop platform-independent Web sites suited for the rapidly evolving environment of the Internet. This edition also provides a new organization that clarifies the

distinction between the many client-side and server-side technologies accepted as the current industry standards.

Crafting a Compiler May 16 2021 Software -- Programming Languages.

Acting in Musical Theatre Nov 21 2021 Acting in Musical Theatre remains the only complete course in approaching a role in a musical. It covers fundamental skills for novice actors, practical insights for professionals, and even tips to help veteran musical performers refine their craft. Updates in this expanded and revised second edition include: A brand new companion website for students and teachers, including Powerpoint lecture slides, sample syllabi, and checklists for projects and exercises. Learning outcomes for each chapter to guide teachers and students through the book's core ideas and lessons New style overviews for pop and jukebox musicals Extensive updated professional insights from field testing with students, young professionals, and industry showcases Full-colour production images, bringing each chapter to life Acting in Musical Theatre's chapters divide into easy-to-reference units, each containing group and solo exercises, making it the definitive textbook for students and practitioners alike.

Essentials of Programming Languages Aug 31 2022 This textbook offers an understanding of the essential concepts of programming languages. The text uses interpreters, written in Scheme, to express the semantics of many essential language elements in a way that is both clear and directly executable.

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