

## Git Per Principianti Impara A Tenere Sempre Traccia Del Tuo Codice

Updated for both Python 3.4 and 2.7, this convenient pocket guide is the perfect on-the-job quick reference. You'll find concise, need-to-know information on Python types and statements, special method names, built-in functions and exceptions, commonly used standard library modules, and other prominent Python tools. The handy index lets you pinpoint exactly what you need. Written by Mark Lutz—widely recognized as the world's leading Python trainer—Python Pocket Reference is an ideal companion to O'Reilly's classic Python tutorials, Learning Python and Programming Python, also written by Mark. This fifth edition covers: Built-in object types, including numbers, lists, dictionaries, and more Statements and syntax for creating and processing objects Functions and modules for structuring and reusing code Python's object-oriented programming tools Built-in functions, exceptions, and attributes Special operator overloading methods Widely used standard library modules and extensions Command-line options and development tools Python idioms and hints The Python SQL Database API

Chronicles the life of the computer programmer, known for the launch of the operating system GNU Project, from his childhood as a gifted student to his crusade for free software.

Lo scopo di questo libro è quello di fornire una introduzione alla programmazione in Android. Questo viene fatto sulla base di progetti pratici di applicazioni. Le applicazioni sono strutturate gradualmente. Attraverso la programmazione attiva delle applicazioni, si acquisisce rapidamente familiarità con l'ambiente di lavoro e si imparare passo dopo passo come i problemi applicativi sono risolti in Android. La programmazione è implementata interamente utilizzando il nuovo ambiente di sviluppo Android studio.

You're a developer who knows nothing to WPF. Which is fine, except that you need to start coding your next application using WPF and the MVVM pattern. Don't worry: I have you covered. I've been training hundreds of developers like you during 15 years, and converted my experience into this book. I know from experience teaching what takes more time to learn in WPF, and will spend time only where appropriate. Plus this book is packed with exercises which build up into a full project: you develop a small e-commerce sample application. You'll allow users to browse for products, and you'll also create a back-end where users will be able to list and edit products. Read this book, and you can code your WPF application within a week.

"Productivity books focus on doing more. Jim and Tonianne want you to focus on doing better....Personal Kanban takes the same Lean principles from manufacturing that led the Japanese auto industry to become a global leader in quality, and applies them to individual and team work. Personal Kanban asks only that we visualize our work, and limit our work-in-progress."--Back cover.

Digital Design provides a modern approach to learning the increasingly important topic of digital systems design. The text's focus on register-transfer-level design and present-day applications not only leads to a better appreciation of computers and of today's ubiquitous digital devices, but also provides for a better understanding of careers involving digital design and embedded system design.1. Introduction2. Combinational Logic Design3. Sequential Logic Design-Controllers4. Datapath Components5. Register-Transfer Level (RTL) Design6. Optimizations and Tradeoffs7. Physical Implementation8. Programmable Processors9. Hardware Description Languages

Angular 5 updates for this book are now available. Follow the Download source code link for this book on the Apress website. Get the most from Angular 2, the leading framework for building dynamic JavaScript applications. Best-selling author Adam Freeman begins by

## Get Free Git Per Principianti Impara A Tenere Sempre Traccia Del Tuo Codice

describing the MVC pattern and the benefits it can offer and then shows you how to use Angular in your projects, starting from the nuts-and-bolts and building up to the most advanced and sophisticated features, going in-depth to give you the knowledge you need. Each topic is covered clearly and concisely and is packed with the details you need to learn to be truly effective. The most important features are given a no-nonsense in-depth treatment and chapters include common problems and details of how to avoid them. What you'll learn Gain a solid architectural understanding of the MVC Pattern Learn how to create rich and dynamic web app clients using Angular 2 Learn how to extend and customize Angular 2 Learn how to test your Angular 2 projects Who this book is for Web developers with a foundation knowledge of HTML and JavaScript who want to create rich client-side applications.

Program in assembly starting with simple and basic programs, all the way up to AVX programming. By the end of this book, you will be able to write and read assembly code, mix assembly with higher level languages, know what AVX is, and a lot more than that. The code used in *Beginning x64 Assembly Programming* is kept as simple as possible, which means: no graphical user interfaces or whistles and bells or error checking. Adding all these nice features would distract your attention from the purpose: learning assembly language. The theory is limited to a strict minimum: a little bit on binary numbers, a short presentation of logical operators, and some limited linear algebra. And we stay far away from doing floating point conversions. The assembly code is presented in complete programs, so that you can test them on your computer, play with them, change them, break them. This book will also show you what tools can be used, how to use them, and the potential problems in those tools. It is not the intention to give you a comprehensive course on all of the assembly instructions, which is impossible in one book: look at the size of the Intel Manuals. Instead, the author will give you a taste of the main items, so that you will have an idea about what is going on. If you work through this book, you will acquire the knowledge to investigate certain domains more in detail on your own. The majority of the book is dedicated to assembly on Linux, because it is the easiest platform to learn assembly language. At the end the author provides a number of chapters to get you on your way with assembly on Windows. You will see that once you have Linux assembly under your belt, it is much easier to take on Windows assembly. This book should not be the first book you read on programming, if you have never programmed before, put this book aside for a while and learn some basics of programming with a higher-level language such as C. What You Will Learn Discover how a CPU and memory works Appreciate how a computer and operating system work together See how high-level language compilers generate machine language, and use that knowledge to write more efficient code Be better equipped to analyze bugs in your programs Get your program working, which is the fun part Investigate malware and take the necessary actions and precautions Who This Book Is For Programmers in high level languages. It is also for systems engineers and security engineers working for malware investigators. Required knowledge: Linux, Windows, virtualization, and higher level programming languages (preferably C or C++).

O'Reilly's bestselling book on Linux's bash shell is at it again. Now that Linux is an established player both as a server and on the desktop *Learning the bash Shell* has been updated and refreshed to account for all the latest changes. Indeed, this third edition serves as the most valuable guide yet to the bash shell. As any good programmer knows, the first thing users of the Linux operating system come face to

## Get Free Git Per Principianti Impara A Tenere Sempre Traccia Del Tuo Codice

face with is the shell the UNIX term for a user interface to the system. In other words, it's what lets you communicate with the computer via the keyboard and display. Mastering the bash shell might sound fairly simple but it isn't. In truth, there are many complexities that need careful explanation, which is just what Learning the bash Shell provides. If you are new to shell programming, the book provides an excellent introduction, covering everything from the most basic to the most advanced features. And if you've been writing shell scripts for years, it offers a great way to find out what the new shell offers. Learning the bash Shell is also full of practical examples of shell commands and programs that will make everyday use of Linux that much easier. With this book, programmers will learn: How to install bash as your login shell The basics of interactive shell use, including UNIX file and directory structures, standard I/O, and background jobs Command line editing, history substitution, and key bindings How to customize your shell environment without programming The nuts and bolts of basic shell programming, flow control structures, command-line options and typed variables Process handling, from job control to processes, coroutines and subshells Debugging techniques, such as trace and verbose modes Techniques for implementing system-wide shell customization and features related to system security

For readers who want to design Web pages that load quickly, are easy to update, accessible to all, work on all browsers and can be quickly adapted to different media, this comprehensive guide represents the best way to go about it. By focusing on the ways the two languages--XHTML and CSS--complement each other, Web design pro Patrick Griffiths provides the fastest, most efficient way of accomplishing specific Web design tasks. With Web standards best practices at its heart, it outlines how to do things the right way from the outset, resulting in highly optimized web pages, in a quicker, easier, less painful way than users could hope for! Split into 10 easy-to-follow chapters such as Text, Images, Layout, Lists, and Forms, and coupled with handy quick-reference XHTML tag and CSS property appendixes, HTML Dog is the perfect guide and companion for anyone wanting to master these languages. Readers can also see the lessons in action with more than 70 online examples constructed especially for the book.

It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think

## Get Free Git Per Principianti Impara A Tenere Sempre Traccia Del Tuo Codice

like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

Learn Rails the way the Rails core team recommends it, along with the tens of thousands of developers who have used this broad, far-reaching tutorial and reference. If you're new to Rails, you'll get step-by-step guidance. If you're an experienced developer, get the comprehensive, insider information you need for the latest version of Ruby on Rails. The new edition of this award-winning classic is completely updated for Rails 6 and Ruby 2.6, with information on system testing, Webpack, and advanced JavaScript. Ruby on Rails helps you produce high-quality, beautiful-looking web applications quickly - you concentrate on creating the application, and Rails takes care of the details. Rails 6 brings many improvements, and this edition is updated to cover the new features and changes in best practices. We start with a step-by-step walkthrough of building a real application, and in-depth chapters look at the built-in Rails features. Follow along with an extended tutorial as you write a web-based store application. Eliminate tedious configuration and housekeeping, seamlessly incorporate Ajax and JavaScript, send and receive emails, manage background jobs with ActiveJob, and build real-time features using WebSockets and ActionCable. Test your applications as you write them using the built-in unit, integration, and system testing frameworks, internationalize your applications, and deploy your applications easily and securely. New in this edition is coverage of Action Mailer, which allows you to receive emails in your app as well as ActionText, a zero-configuration rich text editing feature. Rails 1.0 was released in December 2005. This book was there from the start, and didn't just evolve alongside Rails, it evolved with Rails. It has been developed in consultation with the Rails core team. In fact, Rails itself is tested against the code in this book. What You Need: All you need is a Windows, Mac OS X, or Linux machine to do development on. This book will take you through the steps to install Rails and its dependencies. If you aren't familiar with the Ruby programming language, this book contains a chapter that covers the basics necessary to understand the material in the book.

Get a comprehensive, in-depth introduction to the core Python language with this hands-on book. Based on author Mark Lutz's popular training course, this updated fifth edition will help you quickly write efficient, high-quality code with Python. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. Complete with quizzes, exercises, and helpful illustrations, this easy-to-follow, self-paced tutorial gets you started with both Python 2.7 and 3.3—the latest releases in the 3.X and 2.X lines—plus all other releases in common use today. You'll also learn some advanced language features that recently have become more common in Python code. Explore Python's major built-in object types such as numbers, lists, and dictionaries Create and process objects with Python statements, and learn Python's general syntax model Use functions to avoid code redundancy and package code for reuse Organize statements, functions, and other tools into larger components with modules Dive into classes: Python's object-oriented programming tool for

## Get Free Git Per Principianti Impara A Tenere Sempre Traccia Del Tuo Codice

structuring code Write large programs with Python's exception-handling model and development tools Learn advanced Python tools, including decorators, descriptors, metaclasses, and Unicode processing

This book uses a "learn by doing" approach to introduce the concepts and techniques of VHDL and FPGA to designers through a series of hands-on experiments. FPGA Prototyping by VHDL Examples provides a collection of clear, easy-to-follow templates for quick code development; a large number of practical examples to illustrate and reinforce the concepts and design techniques; realistic projects that can be implemented and tested on a Xilinx prototyping board; and a thorough exploration of the Xilinx PicoBlaze soft-core microcontroller.

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

Python for Software Design is a concise introduction to software design using the Python programming language. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practice each new concept.

La Perfetta Guida ad Amazon Echo! Questo libro è un compagno comodo e

## Get Free Git Per Principianti Impara A Tenere Sempre Traccia Del Tuo Codice

completo che vi permetterà di installare ed usare il vostro Amazon Echo in modo veloce ed efficiente, senza conoscenze di base. Leggendo questo libro conoscerete e sarete in grado di approfittare di tutti i benefici che questo magnifico oggetto ha da offrire, permettendovi di concentrarvi sui vostri impegni quotidiani. Imparerete a: 1. Hackerare il telecomando 2. Controllare finti dispositivi WEMO 3. Controllare Luci e Temperatura 4. Conoscere i Migliori Comandi 5. E Molto Altro! Scaricatelo ORA e Iniziate a Leggere!

A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.

Whether you're a veteran or an absolute n00b, this is the best place to start with Kali Linux, the security professional's platform of choice, and a truly industrial-grade, and world-class operating system distribution-mature, secure, and enterprise-ready.

Learn how to program with Python from beginning to end. This book is for beginners who want to get up to speed quickly and become intermediate programmers fast!

We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent round the office, but creating those games is trickier than it looks. The aim of Foundation Game Design with Flash is to take you, even if you've minimal multimedia or programming experience, through a series of step-by-step examples and detailed case studies to the point where you'll have the skills to independently design any conceivable 2D game using Flash and ActionScript. The book is a non-technical one-stop-shop for all the most important skills and techniques a beginner game designer needs to build games with Flash from scratch. Whether you're creating quick blasts of viral amusement, or more in-depth action or adventure titles, this book is for you. Focused and friendly introduction to designing games with Flash and ActionScript Five detailed case studies of Flash games Essential techniques for building games, with each chapter gently building on the skills of preceding chapters

What were the methods and educational philosophies of music teachers in the Middle Ages and the Renaissance? What did students study? What were the motivations of teacher and student? Contributors to this volume address these topics and other -- including gender, social status, and the role of the Church -- to better understand the identities of music teachers and students from 650 to 1650 in Western Europe. This volume provides an expansive view of the beginnings of music pedagogy, and shows how the act of learning was embedded in the broader context of the early Western art music tradition.

Learn to develop your own games for the biggest selling home computer of all time: the Commodore 64. Using modern tools, this introductory book guides you through all the elements required to make two mini games: a space shooter and a platformer, and run them on an emulator or real C64 hardware. Whether you're a retro enthusiast after a nostalgia fix, or a newcomer hoping to break into the games industry, this will unleash your creativity! Learn about: 6502 Assembly Language Commodore 64 Hardware CBM

## Get Free Git Per Principianti Impara A Tenere Sempre Traccia Del Tuo Codice

Prg Studio I.D.E. VICE Commodore Emulator Hardware and Software Sprites SID Chip Audio Effects Sprite Character Animation Background Screen Design And much more... Downloads and discussion forum available at [www.retrogamedev.com](http://www.retrogamedev.com). Paperback: B/W Interior. Kindle: Color Interior. Please note that the Kindle version is 'print replica' and will NOT work on eReaders. It will ONLY work on tablets, phones, Kindle Fires, Kindle Reading apps etc.

More than 50 percent new and revised content for today's Linux environment gets you up and running in no time! Linux continues to be an excellent, low-cost alternative to expensive operating systems. Whether you're new to Linux or need a reliable update and reference, this is an excellent resource. Veteran bestselling author Christopher Negus provides a complete tutorial packed with major updates, revisions, and hands-on exercises so that you can confidently start using Linux today. Offers a complete restructure, complete with exercises, to make the book a better learning tool Places a strong focus on the Linux command line tools and can be used with all distributions and versions of Linux Features in-depth coverage of the tools that a power user and a Linux administrator need to get started This practical learning tool is ideal for anyone eager to set up a new Linux desktop system at home or curious to learn how to manage Linux server systems at work.

Debian GNU/Linux, a very popular non-commercial Linux distribution, is known for its reliability and richness. Built and maintained by an impressive network of thousands of developers throughout the world, the Debian project is cemented by its social contract. This foundation text defines the project's objective: fulfilling the needs of users with a 100% free operating system. The success of Debian and of its ecosystem of derivative distributions (with Ubuntu at the forefront) means that an increasing number of administrators are exposed to Debian's technologies. This Debian Administrator's Handbook, which has been entirely updated for Debian 8 "Jessie", builds on the success of its 6 previous editions. Accessible to all, this book teaches the essentials to anyone who wants to become an effective and independent Debian GNU/Linux administrator. It covers all the topics that a competent Linux administrator should master, from installation to updating the system, creating packages and compiling the kernel, but also monitoring, backup and migration, without forgetting advanced topics such as setting up SELinux or AppArmor to secure services, automated installations, or virtualization with Xen, KVM or LXC. This book is not only designed for professional system administrators. Anyone who uses Debian or Ubuntu on their own computer is de facto an administrator and will find tremendous value in knowing more about how their system works. Being able to understand and resolve problems will save you invaluable time. Learn more about the book on its official website: [debian-handbook.info](http://debian-handbook.info)

This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

Git non ha bisogno di presentazioni se si parla di informatica, uno di quegli strumenti che fanno la differenza tra uno sviluppatore junior e un senior. Questa guida parte dalle basi di questo version control system ormai usato anche dai colossi dell'informatica come Google e Microsoft fino a portarvi a un livello intermedio. La teoria ridotta al minimo ma facendo attenzione a farvi capire cosa succede dietro le quinte. Il libro

## Get Free Git Per Principianti Impara A Tenere Sempre Traccia Del Tuo Codice

volutamente breve perchè da leggere davanti al pc. Cio man mano che leggete dovete provare tutti i comandi e fare pratica. Alla fine della guida potete già lavorare con profitto usando Git e rivoluzionare il modo con cui scrivete codice.

In this book, the following subjects are included: information security, the risk assessment and treatment processes (with practical examples), the information security controls. The text is based on the ISO/IEC 27001 standard and on the discussions held during the editing meetings, attended by the author. Appendixes include short presentations and check lists. CESARE GALLOTTI has been working since 1999 in the information security and IT process management fields and has been leading many projects for companies of various sizes and market sectors. He has been leading projects as consultant or auditor for the compliance with standards and regulations and has been designing and delivering ISO/IEC 27001, privacy and ITIL training courses. Some of his certifications are: Lead Auditor ISO/IEC 27001, Lead Auditor 9001, CISA, ITIL Expert and CBCI, CIPP/e. Since 2010, he has been Italian delegate for the the editing group for the ISO/IEC 27000 standard family. Web: [www.cesaregallotti.it](http://www.cesaregallotti.it).

I social media sono ormai frequentati da svariati milioni di persone e il loro utilizzo crea una enorme quantità di informazioni di vario genere. Questo libro è una guida semplice e chiara per imparare a estrarre le informazioni dai social media, al fine di esaminarle per ricavarne conoscenza utile con cui migliorare la presenza personale o aziendale sul web, migliorare le prestazioni del marketing, condurre studi sociali, soddisfare curiosità e tante altre applicazioni. Nel libro sono trattate anche le problematiche tecniche e la gestione della privacy, e sono proposti diversi esempi relativi a blog e Facebook, Twitter, LinkedIn, Google+, Foursquare. Sono spiegate in modo dettagliato le azioni da eseguire nelle interfacce grafiche dei social media, i servizi online disponibili gratuiti e commerciali, gli usi del foglio di calcolo Microsoft Excel, gli algoritmi scritti in linguaggi PHP, Python, R.

Un viaggio panoramico su tutto ciò che occorre sapere per avviare i primi passi nella programmazione con l'intelligenza artificiale, con consigli pratici derivati dall'esperienza dell'autore. Quali sono le possibilità di calcolo sofisticate offerte dall'intelligenza artificiale? Come creare un algoritmo per usarle? Quali sono i vantaggi e gli svantaggi? Come organizzare i dati? Come interpretare input e output? Come scegliere le librerie e gli strumenti di programmazione? Dove trovare materiale per approfondire? Questo volume, ricco di tabelle ed elenchi che consentono di capire subito quale soluzione adottare, risponde a tutte queste domande (e non solo) utilizzando un approccio pragmatico e operativo.

Git è un sistema di controllo della versione distribuito open source. Ora ci sono molte parole per definire Git. Lasciatemi scomporre e spiegare la formulazione: - Sistema di controllo: questo significa fundamentalmente che Git è un tracker di contenuti. Quindi Git può essere utilizzato per archiviare contenuti: viene utilizzato principalmente per memorizzare il codice a causa delle altre funzionalità che fornisce. - Sistema di controllo della versione: il codice memorizzato in Git continua a cambiare man mano che viene aggiunto altro codice. Inoltre, molti sviluppatori possono aggiungere codice in parallelo. Quindi il

## Get Free Git Per Principianti Impara A Tenere Sempre Traccia Del Tuo Codice

sistema di controllo della versione aiuta a gestire questo problema mantenendo una cronologia dei cambiamenti avvenuti. Inoltre, Git fornisce funzionalità come branch e merge, che tratterò più avanti.- Sistema di controllo della versione distribuito: Git ha un repository remoto che è memorizzato in un server e un repository locale che è memorizzato nel computer di ogni sviluppatore. Ciò significa che il codice non è solo archiviato in un server centrale, ma la copia completa del codice è presente in tutti i computer degli sviluppatori. Git è un sistema di controllo della versione distribuito poiché il codice è presente nel computer di ogni sviluppatore. Spiegherò il concetto di repository locali e remoti più avanti in questo articolo.

In response to the success of the first edition of Foundation Game Design with Flash, Rex van der Spuy has revised and updated all the code to meet current programming best practices, and the focus is now on accurate ActionScript 3.0, regardless of the IDE that you use. We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent around the office, but creating those games is trickier than it looks. The aim of Foundation Game Design with ActionScript 3.0 is to take you, even if you've minimal multimedia or programming experience, through a series of step-by-step examples and detailed case studies—to the point where you'll have the skills to independently design any conceivable 2D game using Flash and ActionScript. Foundation Game Design with ActionScript 3.0 is a non-technical one-stop shop for all the most important skills and techniques a beginning game designer needs to build games with Flash from scratch. Whether you're creating quick blasts of viral amusement, or more in-depth action or adventure titles, this is the book for you. Focused and friendly introduction to designing games with Flash and ActionScript Detailed case studies of Flash games Essential techniques for building games, with each chapter gently building on the skills of preceding chapters Modern best practices and new content on ActionScript 3.0 Also covers asset creation in Photoshop and Illustrator

This excellent addition to the UTiCS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms, namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide a context for most of the constructs in use today. The book concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div

[Copyright: 814afe9ca3ba255f21ac50a5c52861bd](#)