

## Gtk Programming In C

Learn how to implement the reactive programming paradigm with C++ and build asynchronous and concurrent applications

**Key Features**

- Efficiently exploit concurrency and parallelism in your programs
- Use the Functional Reactive programming model to structure programs
- Understand reactive GUI programming to make your own applications using Qt

**Book Description**

Reactive programming is an effective way to build highly responsive applications with an easy-to-maintain code base. This book covers the essential functional reactive concepts that will help you build highly concurrent, event-driven, and asynchronous applications in a simpler and less error-prone way.

C++ Reactive Programming begins with a discussion on how event processing was undertaken by different programming systems earlier. After a brisk introduction to modern C++ (C++17), you'll be taken through language-level concurrency and the lock-free programming model to set the stage for our foray into the Functional Programming model. Following this, you'll be introduced to RxCpp and its programming model. You'll be able to gain deep insights into the RxCpp library, which facilitates reactive programming. You'll learn how to deal with reactive programming using Qt/C++ (for the desktop) and C++ microservices for the Web.

## Download Ebook Gtk Programming In C

By the end of the book, you will be well versed with advanced reactive programming concepts in modern C++ (C++17). What you will learn Understand language-level concurrency in C++ Explore advanced C++ programming for the FRP Uncover the RxCpp library and its programming model Mix the FP and OOP constructs in C++ 17 to write well-structured programs Master reactive microservices in C++ Create custom operators for RxCpp Learn advanced stream processing and error handling Who this book is for If you're a C++ developer interested in using reactive programming to build asynchronous and concurrent applications, you'll find this book extremely useful. This book doesn't assume any previous knowledge of reactive programming.

Written by a bestselling and well-known author, this is the only book on programming for Linux using GNU C++, covering all aspects of Linux including fundamentals, object-oriented programming, advanced techniques, X Windows, and more. CD contains Red Hat Linux source code and all the code from the text. In MySQL, Paul DuBois provides you with a comprehensive guide to one of the most popular relational database systems. Paul has contributed to the online documentation for MySQL, and is an active member of the MySQL community. The principal MySQL developer, Monty Widenius, and a network of his fellow developers reviewed the manuscript, providing Paul with the kind of insight no

## Download Ebook Gtk Programming In C

one else could supply. Instead of merely giving you a general overview of MySQL, Paul teaches you how to make the most of its capabilities. Through two sample database applications that run throughout the book, he gives you solutions to problems you're sure to face. He helps you integrate MySQL efficiently with third-party tools, such as PHP and Perl, enabling you to generate dynamic Web pages through database queries. He teaches you to write programs that access MySQL databases, and also provides a comprehensive set of references to column types, operators, functions, SQL syntax, MySQL programming, C API, Perl DBI, and PHP API. MySQL simply gives you the kind of information you won't find anywhere else.

This guide attempts to introduce the 'C' Programming Language to the novice programmer, using Linux as the host environment. This means you can learn C on a Raspberry Pi or you can use a distribution such as Ubuntu linux installed on a PC or use VirtualBox. You should find the examples easy to digest and you should be able to complete it with about 40 hours of study and practice. This guide will not teach you everything you need to know about C programming, nor programming in general. Neither will it teach you everything you need to know about Linux or Raspberry Pi's. It is almost entirely devoted to teaching you the fundamentals of the C language, using Linux and/or Raspberry Pi as a platform

## Download Ebook Gtk Programming In C

for doing this. This guide starts with the simplest “hello world” program and attempts to explain what each part of the program is for, in a clear and concise manner. You will learn about input and output, variables, loops and conditional tests. Later in the guide you will learn more advanced language features. Discover Golang's GUI libraries such as Go-GTK (GIMP Toolkit) and Go-Qt and build beautiful, performant, and responsive graphical applications

**Key Features**

- Conceptualize and build state-of-art GUI applications with Golang (Go)
- Tackle the complexity of varying GUI application sizes with a structured and scalable approach
- Get hands-on experience of GUI development with Shiny, and labs/ui, Fyne, and Walk

**Book Description** Go is often compared to C++ when it comes to low-level programming and implementations that require faster processing, such as Graphical User Interfaces (GUIs). In fact, many claim that Go is superior to C++ in terms of its concurrency and ease of use. Most graphical application toolkits, though, are still written using C or C++, and so they don't enjoy the benefits of using a modern programming language such as Go. This guide to programming GUIs with Go 1.11 explores the various toolkits available, including UI, Walk, Shiny, and Fyne. The book compares the vision behind each project to help you pick the right approach for your project. Each framework is described in detail, outlining how you can build performant applications that users will love. To

aid you further in creating applications using these emerging technologies, you'll be able to easily refer to code samples and screenshots featured in the book. In addition to toolkit-specific discussions, you'll cover more complex topics, such as how to structure growing graphical applications, and how cross-platform applications can integrate with each desktop operating system to create a seamless user experience. By delving into techniques and best practices for organizing and scaling Go-based graphical applications, you'll also glimpse Go's impressive concurrency system. In the concluding chapters, you'll discover how to distribute to the main desktop marketplaces and distribution channels. By the end of this book, you'll be a confident GUI developer who can use the Go language to boost the performance of your applications. What you will learn

- Understand the benefits and complexities of building native graphical applications
- Gain insights into how Go makes cross-platform graphical application development simple
- Build platform-native GUI applications using andlabs/ui
- Develop graphical Windows applications using Walk
- Create multiplatform GUI applications using Shiny, Nuklear, and Fyne
- Use Go wrappers for GTK and Qt for GUI application development
- Streamline your requirements to pick the correct toolkit strategy

Who this book is for This book is designed for Go developers who are interested in building native graphical applications for desktop computers and

beyond. Some knowledge of building applications using Go is useful, but not essential. Experience in developing GUIs is not required as the book explores the benefits and challenges they pose. This book will also be beneficial for GUI application developers who are interested in trying Go.

A comprehensive undergraduate textbook covering both theory and practical design issues, with an emphasis on object-oriented languages.

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,

## Download Ebook Gtk Programming In C

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

The goal of *Developing Linux Applications* is to provide a handbook for developers who are moving to the Linux platform. *Linux Application Development* covers the GTK+ library including GLIB and GDK using C. You'll find information covered no place else--information that Linux developers need in one comprehensive development book. All of the applications and code the author developed for the title have been released under the GPL.

Demonstrates programming basics while explaining how to use GTK+--an object-oriented application programming interface--to create and customize GUIs.

*Beginning Linux Programming, Fourth Edition* continues its unique approach to teaching UNIX programming in a simple and structured way on the Linux platform. Through the use of detailed and realistic examples, students learn by doing, and are able to move from being a Linux beginner to creating custom applications in Linux. The book introduces fundamental concepts beginning with the basics of writing Unix programs in C, and including material on basic system calls, file I/O, interprocess communication (for getting programs to work together), and shell programming. Parallel to this, the book introduces the toolkits and libraries for working with user interfaces, from simpler terminal mode applications to X and GTK+ for graphical user

## Download Ebook Gtk Programming In C

interfaces. Advanced topics are covered in detail such as processes, pipes, semaphores, socket programming, using MySQL, writing applications for the GNOME or the KDE desktop, writing device drivers, POSIX Threads, and kernel programming for the latest Linux Kernel. This book is a step-by-step guide with ready-to-run codes to guide you in developing applications with GNOME. If you have programming skill either in Linux or other operating systems and want to have GNOME 3 as one of your deployment targets, then this book is for you. This book is also for commercial software developers or an open source software hacker. The reader needs to be familiar with Vala and JavaScript before starting to develop Gtk+ and Clutter applications.

"This book is the best way for beginning developers to learn wxWidgets programming in C++. It is a must-have for programmers thinking of using wxWidgets and those already using it."

—Mitch Kapor, founder of Lotus Software and the Open Source Applications Foundation Build advanced cross-platform applications that support native look-and-feel on Windows, Linux, Unix, Mac OS X, and even Pocket PC Master wxWidgets from start to finish—even if you've never built GUI applications before Leverage advanced wxWidgets capabilities: networking, multithreading, streaming, and more Foreword by Mitch Kapor, founder, Lotus Development and Open Source Application Foundation wxWidgets is an easy-to-use, open source C++ API for writing GUI applications that run on Windows, Linux, Unix, Mac OS X, and even Pocket PC—supporting each platform's native look and feel with virtually no additional coding. Now, its creator and two leading developers teach you all you need to know to write robust cross-platform software with wxWidgets. This book covers everything from dialog boxes to drag-and-drop, from networking to multithreading. It includes all the tools and code you need to get great

## Download Ebook Gtk Programming In C

results, fast. From AMD to AOL, Lockheed Martin to Xerox, world-class developers are using wxWidgets to save money, increase efficiency, and reach new markets. With this book, you can, too. wxWidgets quickstart: event/input handling, window layouts, drawing, printing, dialogs, and more Working with window classes, from simple to advanced Memory management, debugging, error checking, internationalization, and other advanced topics Includes extensive code samples for Windows, Linux (GTK+), and Mac OS X

This book provides a solid overview of mobile phone programming for readers in both academia and industry. Coverage includes all commercial realizations of the Symbian, Windows Mobile and Linux platforms. The text introduces each programming language (JAVA, Python, C/C++) and offers a set of development environments "step by step," to help familiarize developers with limitations, pitfalls, and challenges.

"Look it up in Petzold" remains the decisive last word in answering questions about Windows development. And in PROGRAMMING WINDOWS, FIFTH EDITION, the esteemed Windows Pioneer Award winner revises his classic text with authoritative coverage of the latest versions of the Windows operating system—once again drilling down to the essential API heart of Win32 programming. Topics include: The basics—input, output, dialog boxes An introduction to Unicode Graphics—drawing, text and fonts, bitmaps and metafiles The kernel and the printer Sound and music Dynamic-link libraries Multitasking and multithreading The Multiple-Document Interface Programming for the Internet and intranets Packed as always with definitive examples, this newest Petzold delivers the ultimate sourcebook and tutorial for Windows programmers at all levels working with Microsoft Windows 95, Windows 98, or Microsoft Windows NT. No aspiring or experienced developer can afford to be without it. An

## Download Ebook Gtk Programming In C

electronic version of this book is available on the companion CD. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

Learn how to program using the updated C++17 language. You'll start with the basics and progress through step-by-step examples to become a working C++ programmer. All you need are Beginning C++17 and any recent C++ compiler and you'll soon be writing real C++ programs. There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program examples, and all chapters include exercises for you to test and practice your knowledge. Code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++17, and to all conventions and best practices of so-called modern C++. Beginning C++17 also introduces the elements of the C++ Standard Library that provide essential support for the C++17 language. What You'll Learn Define variables and make decisions Work with arrays and loops, pointers and references, strings, and more Write your own functions, types, and operators Discover the essentials of object-oriented programming Use overloading, inheritance, virtual functions and polymorphism Write generic function templates and class templates Get up to date with modern C++ features: auto type declarations, move semantics, lambda expressions, and more Examine the new additions to C++17 Who This Book Is For Programmers new to C++ and those who may be looking for a refresh primer on the C++17 programming language in general.

You may be contemplating your first Linux installation. Or you may have been using Linux for years and need to know more about adding a network printer or setting up an FTP server.

## Download Ebook Gtk Programming In C

Running Linux, now in its fifth edition, is the book you'll want on hand in either case. Widely recognized in the Linux community as the ultimate getting-started and problem-solving book, it answers the questions and tackles the configuration issues that frequently plague users, but are seldom addressed in other books. This fifth edition of Running Linux is greatly expanded, reflecting the maturity of the operating system and the teeming wealth of software available for it. Hot consumer topics such as audio and video playback applications, groupware functionality, and spam filtering are covered, along with the basics in configuration and management that always have made the book popular. Running Linux covers basic communications such as mail, web surfing, and instant messaging, but also delves into the subtleties of network configuration--including dial-up, ADSL, and cable modems--in case you need to set up your network manually. The book can make you proficient on office suites and personal productivity applications--and also tells you what programming tools are available if you're interested in contributing to these applications. Other new topics in the fifth edition include encrypted email and filesystems, advanced shell techniques, and remote login applications. Classic discussions on booting, package management, kernel recompilation, and X configuration have also been updated. The authors of Running Linux have anticipated problem areas, selected stable and popular solutions, and provided clear instructions to ensure that you'll have a satisfying experience using Linux. The discussion is direct and complete enough to guide novice users, while still providing the additional information experienced users will need to progress in their mastery of Linux. Whether you're using Linux on a home workstation or maintaining a network server, Running Linux will provide expert advice just when you need it. This easy-to-use, fast-moving tutorial introduces you to functional programming with

## Download Ebook Gtk Programming In C

Haskell. You'll learn how to use Haskell in a variety of practical ways, from short scripts to large and demanding applications. Real World Haskell takes you through the basics of functional programming at a brisk pace, and then helps you increase your understanding of Haskell in real-world issues like I/O, performance, dealing with data, concurrency, and more as you move through each chapter.

Create visually appealing and feature-rich applications by using Qt 5 and the C++ language

**Key Features** Explore Qt 5's powerful features to easily design your GUI application

**Leverage Qt 5** to build attractive cross-platform applications

**Work with Qt modules** for multimedia, networking, and location, to customize your Qt applications

**Book Description** Qt 5, the latest version of Qt, enables you to develop applications with complex user interfaces for multiple targets. It provides you with faster and smarter ways to create modern UIs and applications for multiple platforms. This book will teach you to design and build graphical user interfaces that are functional, appealing, and user-friendly. In the initial part of the book, you will learn what Qt 5 is and what you can do with it. You will explore the Qt Designer, discover the different types of widgets generally used in Qt 5, and then connect your application to the database to perform dynamic operations. Next, you will be introduced to Qt 5 chart which allows you to easily render different types of graphs and charts and incorporate List View Widgets in your application. You will also work with various Qt modules, like QtLocation, QtWebEngine, and the networking module through the course of the book. Finally, we

## Download Ebook Gtk Programming In C

will focus on cross-platform development with QT 5 that enables you to code once and run it everywhere, including mobile platforms. By the end of this book, you will have successfully learned about high-end GUI applications and will be capable of building many more powerful, cross-platform applications. What you will learn Implement tools provided by Qt 5 to design a beautiful GUI Understand different types of graphs and charts supported by Qt 5 Create a web browser using the Qt 5 WebEngine module and web view widget Connect to the MySQL database and display data obtained from it onto the Qt 5 GUI Incorporate the Qt 5 multimedia and networking module in your application Develop Google Map-like applications using Qt 5's location module Discover cross-platform development by exporting the Qt 5 application to different platforms Uncover the secrets behind debugging Qt 5 and C++ applications Who this book is for This book will appeal to developers and programmers who would like to build GUI-based applications. Basic knowledge of C++ is necessary and the basics of Qt would be helpful.

This book offers an in-depth introduction to C programming language—from the basics to the advanced concepts. It is application oriented, too. The text is interspersed with numerous worked-out examples to help readers grasp the application of concepts discussed. The second edition includes an additional chapter on Inter Process Communication. The book is suitable for several categories of readers—from beginners to programmers or developers. It is also suitable for students in engineering and

## Download Ebook Gtk Programming In C

science streams and students pursuing courses in computer applications. The Only Official, Best-Practice Guide to Qt 4.3 Programming Using Trolltech's Qt you can build industrial-strength C++ applications that run natively on Windows, Linux/Unix, Mac OS X, and embedded Linux without source code changes. Now, two Trolltech insiders have written a start-to-finish guide to getting outstanding results with the latest version of Qt: Qt 4.3. Packed with realistic examples and in-depth advice, this is the book Trolltech uses to teach Qt to its own new hires. Extensively revised and expanded, it reveals today's best Qt programming patterns for everything from implementing model/view architecture to using Qt 4.3's improved graphics support. You'll find proven solutions for virtually every GUI development task, as well as sophisticated techniques for providing database access, integrating XML, using subclassing, composition, and more. Whether you're new to Qt or upgrading from an older version, this book can help you accomplish everything that Qt 4.3 makes possible. Completely updated throughout, with significant new coverage of databases, XML, and Qtopia embedded programming Covers all Qt 4.2/4.3 changes, including Windows Vista support, native CSS support for widget styling, and SVG file generation Contains separate 2D and 3D chapters, coverage of Qt 4.3's new graphics view classes, and an introduction to QPainter's OpenGL back-end Includes new chapters on look-and-feel customization and application scripting Illustrates Qt 4's model/view architecture, plugin support, layout management, event processing, container classes, and much more

## Download Ebook Gtk Programming In C

Presents advanced techniques covered in no other book—from creating plugins to interfacing with native APIs Includes a new appendix on Qt Jambi, the new Java version of Qt

D is a programming language built to help programmers address the challenges of modern software development. It does so by fostering modules interconnected through precise interfaces, a federation of tightly integrated programming paradigms, language-enforced thread isolation, modular type safety, an efficient memory model, and more. The D Programming Language is an authoritative and comprehensive introduction to D. Reflecting the author's signature style, the writing is casual and conversational, but never at the expense of focus and precision. It covers all aspects of the language (such as expressions, statements, types, functions, contracts, and modules), but it is much more than an enumeration of features. Inside the book you will find In-depth explanations, with idiomatic examples, for all language features How feature groups support major programming paradigms Rationale and best-use advice for each major feature Discussion of cross-cutting issues, such as error handling, contract programming, and concurrency Tables, figures, and “cheat sheets” that serve as a handy quick reference for day-to-day problem solving with D Written for the working programmer, The D Programming Language not only introduces the D language—it presents a compendium of good practices and idioms to help both your coding with D and your coding in general.

## Download Ebook Gtk Programming In C

Qt is one of the most influential graphical toolkits for the Linux operating system and is quickly being adopted on other platforms (Windows, Mac OS) as well. It is necessary to learn for all Linux programmers. This book takes the reader step by step through the complexities of Qt, laying the groundwork that allows the reader to make the step from novice to professional. This book is full of real world examples that can be quickly integrated into a developer's project. While the reader is assumed to be a beginner at Qt development, they are required to have a working knowledge of C++ programming. Explains how to build a scrolling game engine, play sound effects, manage compressed audio streams, build multiplayer games, construct installation scripts, and distribute games to the Linux community.

Cross-Platform Development in C++ is the definitive guide to developing portable C/C++ application code that will run natively on Windows, Macintosh, and Linux/Unix platforms without compromising functionality, usability, or quality. Long-time Mozilla and Netscape developer Syd Logan systematically addresses all the technical and management challenges associated with software portability from planning and design through coding, testing, and deployment. Drawing on his extensive experience with cross-platform development, Logan thoroughly covers issues ranging from the use of native APIs to the latest strategies for portable GUI development. Along the way, he demonstrates how to achieve feature parity while avoiding the problems inherent to traditional cross-platform development approaches. This book will be an indispensable

## Download Ebook Gtk Programming In C

resource for every software professional and technical manager who is building new cross-platform software, porting existing C/C++ software, or planning software that may someday require cross-platform support. Build Cross-Platform Applications without Compromise Throughout the book, Logan illuminates his techniques with realistic scenarios and extensive, downloadable code examples, including a complete cross-platform GUI toolkit based on Mozilla's XUL that you can download, modify, and learn from. Coverage includes Policies and procedures used by Netscape, enabling them to ship Web browsers to millions of users on Windows, Mac OS, and Linux Delivering functionality and interfaces that are consistent on all platforms Understanding key similarities and differences among leading platform-specific GUI APIs, including Win32/.NET, Cocoa, and Gtk+ Determining when and when not to use native IDEs and how to limit their impact on portability Leveraging standards-based APIs, including POSIX and STL Avoiding hidden portability pitfalls associated with floating point, char types, data serialization, and types in C++ Utilizing platform abstraction libraries such as the Netscape Portable Runtime (NSPR) Establishing an effective cross-platform bug reporting and tracking system Creating builds for multiple platforms and detecting build failures across platforms when they occur Understanding the native runtime environment and its impact on installation Utilizing wxWidgets to create multi-platform GUI applications from a single code base Thoroughly testing application portability Understanding cross-platform GUI toolkit design with Trixul

## Download Ebook Gtk Programming In C

The Mono Project is the much talked-about open source initiative to create a Unix implementation of Microsoft's .NET Development Framework. Its purpose is to allow Unix developers to build and deploy cross-platform .NET applications. The project has also sparked interest in developing components, libraries and frameworks with C#, the programming language of .NET. The controversy? Some say Mono will become the preferred platform for Linux development, empowering Linux/Unix developers. Others say it will allow Microsoft to embrace, extend, and extinguish Linux. The controversy rages on, but--like many developers--maybe you've had enough talk and want to see what Mono is really all about. There's one way to find out: roll up your sleeves, get to work, and see what you Mono can do. How do you start? You can research Mono at length. You can play around with it, hoping to figure things out for yourself. Or, you can get straight to work with Mono: A Developer's Notebook--a hands-on guide and your trusty lab partner as you explore Mono 1.0. Light on theory and long on practical application, Mono: A Developer's Notebook bypasses the talk and theory, and jumps right into Mono 1.0. Diving quickly into a rapid tour of Mono, you'll work through nearly fifty mini-projects that will introduce you to the most important and compelling aspects of the 1.0 release. Using the task-oriented format of this new series, you'll learn how to acquire, install, and run Mono on Linux, Windows, or Mac OS X. You'll work with the various Mono components: Gtk#, the Common Language Runtime, the class libraries (both .NET and Mono-provided class libraries), IKVM and the Mono C# compiler. No other resource will take you so deeply into Mono so quickly or show you as effectively what Mono is capable of. The new Developer's Notebooks series from O'Reilly covers important new tools for software developers. Emphasizing example over explanation and practice over theory, they

## Download Ebook Gtk Programming In C

focus on learning by doing--you'll get the goods straight from the masters, in an informal and code-intensive style that suits developers. If you've been curious about Mono, but haven't known where to start, this no-fluff, lab-style guide is the solution.

Description: "e;Simplicity"e;- That has been the hallmark of this book in not only its previous fourteen English editions, but also in the Hindi, Gujarati, Japanese, Korean, Chinese and US editions. This book does not assume any programming background. It begins with the basics towards the end of the book. Each Chapter Contains: Lucid explanation of the concept well thought-out, fully working programming examples End of chapter exercises that would help you practise the learned in the chapter Hand crafted "e;kanNotes"e; that would help you remember and revise the concepts covered in each chapter. Table of Contents : Getting Started C Instructions Decision Control Instruction More Complex Decision Making Loop Control Instruction More Complex Repetitions Case Control Instruction Functions Pointers Recursion Data Types Revisited The C Preprocessor Arrays Multidimensional Arrays Strings Handling Multiple Strings Structures Console Input/ Output File Input/ Output More Issues in Input/ Output Operations on Bits Miscellaneous Features C Under Linux Interview FAQ's Appendix A- Compilation and Execution Appendix B- Precedence table Appendix C- Chasing the Bugs Appendix D- ACII Chart Periodic Tests I to IV Index

Enhance your programming skills to build exciting robotic projects Key Features Build an intelligent robot that can detect and avoid obstacles and respond to voice commands Detect and track objects and faces using OpenCV Control your robot with a GUI button designed using Qt5 Book Description C++ is one of the most popular legacy programming languages for robotics, and a combination of C++ and robotics hardware is used in many leading industries.

## Download Ebook Gtk Programming In C

This book will bridge the gap between Raspberry Pi and C/C++ programming and enable you to develop applications for Raspberry Pi. To follow along with the projects covered in the book, you can implement C programs in Raspberry Pi with the wiringPi library. With this book, you'll develop a fully functional car robot and write programs to move it in different directions. You'll then create an obstacle - avoiding robot using an ultrasonic sensor. Furthermore, you'll find out how to control the robot wirelessly using your PC/Mac. This book will also help you work with object detection and tracking using OpenCV, and guide you through exploring face detection techniques. Finally, you will create an Android app and control the robot wirelessly with an Android smartphone. By the end of this book, you will have gained experience in developing a robot using Raspberry Pi and C/C++ programming. What you will learn

- Install software in Raspberry Pi compatible with C++ programming
- Program the Raspberry Pi in C++ to run a motor
- Control RPi-powered robot wirelessly with your laptop or PC
- Program an RPi camera using OpenCV
- Control a Raspberry Pi robot with voice commands
- Implement face and object detection with Raspberry Pi

Who this book is for This book is for developers, programmers, and robotics enthusiasts interested in leveraging C++ to build exciting robotics applications. Prior knowledge of C++ is necessary to understand the projects covered in this book.

Get an introduction into the Vala programming language and learn about its syntax, semantics, and idioms. Do you want to boost your productivity? Are you interested in a programming language that combines the efficiency of a scripting language with the performance of a compiled language? Did you always want to write GTK+ or GNOME programs, but hate C with a passion? Read this book and learn Vala! Introducing Vala Programming starts from Hello

## Download Ebook Gtk Programming In C

World and goes up to graphical user interfaces using GTK+, covering DBus interprocess communication, network programming, Linux specifics, and more. You'll learn how to leverage external libraries and enhance Vala by writing bindings to new libraries. What You Will Learn Discover the Vala programming language and how to use it to boost your productivity Use Vala syntax and semantics Write object-oriented code with Vala Work with DBus Implement networking with Vala Integrate and use external libraries with bindings and libusb Who This Book Is For People with basic programming experience in any imperative programming language.

Gtk+ Programming in C Prentice Hall

Python 3 is the best version of the language yet: It is more powerful, convenient, consistent, and expressive than ever before. Now, leading Python programmer Mark Summerfield demonstrates how to write code that takes full advantage of Python 3's features and idioms. The first book written from a completely "Python 3" viewpoint, *Programming in Python 3* brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own. Summerfield draws on his many years of Python experience to share deep insights into Python 3 development you won't find anywhere else. He begins by illuminating Python's "beautiful heart": the eight key elements of Python you need to write robust, high-performance programs. Building on these core elements, he introduces new topics designed to strengthen your practical expertise—one concept and hands-on example at a time. This book's coverage includes Developing in Python using procedural, object-oriented, and functional programming paradigms Creating custom packages and modules Writing and reading binary, text, and XML files, including optional compression,

## Download Ebook Gtk Programming In C

random access, and text and XML parsing Leveraging advanced data types, collections, control structures, and functions Spreading program workloads across multiple processes and threads Programming SQL databases and key-value DBM files Utilizing Python's regular expression mini-language and module Building usable, efficient, GUI-based applications Advanced programming techniques, including generators, function and class decorators, context managers, descriptors, abstract base classes, metaclasses, and more Programming in Python 3 serves as both tutorial and language reference, and it is accompanied by extensive downloadable example code—all of it tested with the final version of Python 3 on Windows, Linux, and Mac OS X.

You Will Learn C! Zed Shaw has crafted the perfect course for the beginning C programmer eager to advance their skills in any language. Follow it and you will learn the many skills early and junior programmers need to succeed—just like the hundreds of thousands of programmers Zed has taught to date! You bring discipline, commitment, persistence, and experience with any programming language; the author supplies everything else. In *Learn C the Hard Way*, you'll learn C by working through 52 brilliantly crafted exercises. Watch Zed Shaw's teaching video and read the exercise. Type his code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn what good, modern C programs look like; how to think more effectively about code; and how to find and fix mistakes far more efficiently. Most importantly, you'll master rigorous defensive programming techniques, so you can use any language to create software that protects itself from malicious activity and defects. Through practical projects you'll apply what you learn to build confidence in your new skills. Shaw teaches the key skills you need to start writing excellent C software, including Setting up

## Download Ebook Gtk Programming In C

a C environment Basic syntax and idioms Compilation, make files, and linkers Operators, variables, and data types Program control Arrays and strings Functions, pointers, and structs Memory allocation I/O and files Libraries Data structures, including linked lists, sort, and search Stacks and queues Debugging, defensive coding, and automated testing Fixing stack overflows, illegal memory access, and more Breaking and hacking your own C code It'll Be Hard at First. But Soon, You'll Just Get It—And That Will Feel Great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful programming languages. You'll be a C programmer.

Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

Handbook of Open Source Tools introduces a comprehensive collection of advanced open source tools useful in developing software applications. The book contains information on more than 200 open-source tools which include software construction utilities for compilers, virtual-machines, database, graphics, high-performance computing, OpenGL, geometry, algebra, graph theory , GUIs and more. Special highlights for software construction utilities and application libraries are included. Each tool is covered in the context of a real like application development setting. This unique handbook presents a comprehensive discussion of advanced tools, a valuable asset used by most application developers and programmers; includes a special focus on Mathematical Open Source Software not available in most Open Source Software books, and introduces several tools (eg ACL2, CLIPS, CUDA, and COIN) which are not known outside of select groups, but are very powerful. Handbook of Open Source Tools is

## Download Ebook Gtk Programming In C

designed for application developers and programmers working with Open Source Tools. Advanced-level students concentrating on Engineering, Mathematics and Computer Science will find this reference a valuable asset as well.

This book gives a good start and complete introduction for C# Programming for Beginner's. While reading this book it is fun and easy to read it. This book is best suitable for first time C# readers, Covers all fast track topics of C# for all Computer Science students and Professionals. This book is targeted toward those who have little or no programming experience or who might be picking up C# as a second language. The book has been structured and written with a purpose: to get you productive as quickly as possible. I've used my experiences in writing applications with C# and teaching C# to create a book that I hope cuts through the fluff and teaches you what you need to know. All too often, authors fall into the trap of focusing on the technology rather than on the practical application of the technology. I've worked hard to keep this book focused on teaching you practical skills that you can apply immediately toward a development project. This book is divided into ten Chapters, each of which focuses on a different aspect of developing applications with C#. These parts generally follow the flow of tasks you'll perform as you begin creating your own programs with C#. I recommend that you read them in the order in which they appear. Using C#, this book develops the concepts and theory of Building the Program Logic and Interfaces analysis, Exceptions, Delegates and Events and other important things in a gradual, step-by-step manner, proceeding from concrete examples to abstract principles. Standish covers a wide range of both traditional and contemporary software engineering topics. This is a handy guide of sorts for any computer science engineering Students, Thinking In C# Programming is a

## Download Ebook Gtk Programming In C

solution bank for various complex problems related to C# and .NET. It can be used as a reference manual by Computer Science Engineering students. This Book also covers all aspects of B.TECH CS, IT, and BCA and MCA, BSC IT. Preview introduced programmers to a new era called functional programming. C# focused on bridging the gap between programming languages and databases. This book covers all the language features from the first version through C# . It also provides you with the essentials of using Visual Studio 2005 to let you enjoy its capabilities and save you time by using features such as IntelliSense. Learning a new programming language can be intimidating. If you've never programmed before, the act of typing seemingly cryptic text to produce sleek and powerful applications probably seems like a black art, and you might wonder how you'll ever learn everything you need to know. The answer is, of course, one step at a time. The first step to learning a language is the same as that of any other activity: building confidence. Programming is part art and part science. Although it might seem like magic, it's more akin to illusion: After you know how things work a lot of the mysticism goes away, freeing you to focus on the mechanics necessary to produce any given desired result. Chapter 1 (Introduction To C# AND .NET) Chapter 2 (Your First Go at C# Programming) Chapter 3 (C# Data Types)' Chapter 4 (Building the Program Logic) Chapter 5 (Using Classes) Chapter 6 (Function Members) Chapter 7 (Structs, Enums, and Attributes) Chapter 8 (Interfaces) Chapter 9 (Exceptions) Chapter 10 (Delegates and Events) There are only two mainstream solutions for building the graphical interface of Linux-based desktop applications, and GTK+ (GIMP Toolkit) is one of them. It is a necessary technology for all Linux programmers. This book guides the reader through the complexities of GTK+, laying the groundwork that allows the reader to make the leap from novice to professional. Beginning

## Download Ebook Gtk Programming In C

with an overview of key topics such as widget choice, placement, and behavior, readers move on to learn about more advanced issues. Replete with real-world examples, the developer can quickly take advantages of the concepts presented within to begin building his own projects. Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

Includes Gtk#, MonoDevelop, Web services, and IKVM.

With the rise of such Windowslike desktop environments as GNOME, Linux is poised to go mainstream. Programming expert Arthur Griffith shows beginning to advanced C and C++ programmers how to use the Gimp ToolKit, GNOME widgets, and other open source tools to create user-friendly graphical interfaces for GNOME desktop applications and much more. The CD-ROM includes all the examples used in the bible, GNOME core files and libraries, a compiler, autoconf, and automake.

Users of the popular programming toolkit for developing Linux applications will find detailed and advanced coverage in this book, which assumes knowledge of Unix development.

Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, Objective-C Programming: The Big Nerd Ranch Guide covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it

## Download Ebook Gtk Programming In C

encourages you to think critically as a programmer. Here are some of the topics covered:  
Using Xcode, Apple's documentation, and other tools  
Programming basics: variables, loops, functions, etc.  
Objects, classes, methods, and messages  
Pointers, addresses, and memory management with ARC  
Properties and Key-Value Coding (KVC)  
Class extensions  
Categories  
Classes from the Foundation framework  
Blocks  
Delegation, target-action, and notification  
design patterns  
Key-Value Observing (KVO)  
Runtime basics

[Copyright: e22b5209ac93e6e1486a78f5af1fb19c](https://www.pdfdrive.com/gtk-programming-in-c-e22b5209ac93e6e1486a78f5af1fb19c.html)