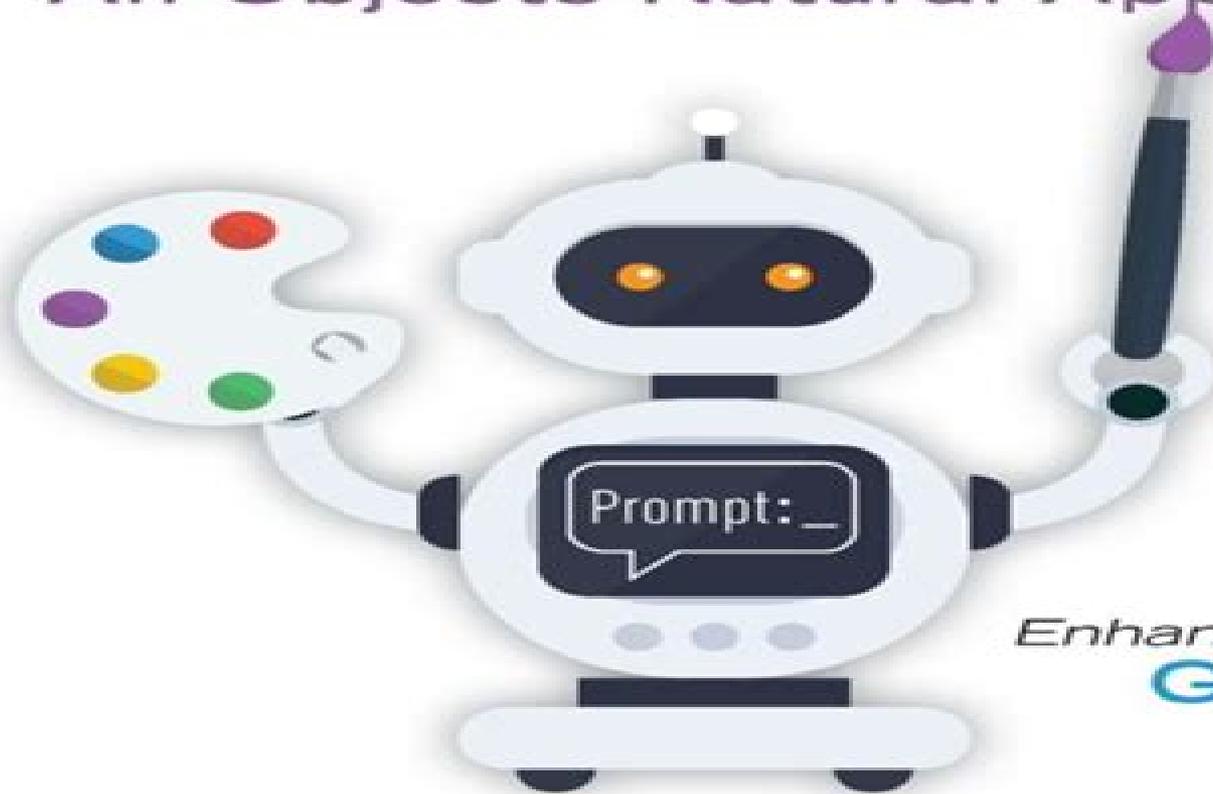


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Java How to Program Visual J++ with CD Harvey M. Deitel,1998-09 Contains 70 page introduction and VJ 1.1 software

AI Roles and Responsibilities in Education Stamatiou Papadakis,2025-11-08 This book explores how artificial intelligence AI is reshaping education through practical pedagogical and ethical lenses It provides educators policymakers and researchers with evidence based strategies for integrating AI tools into teaching and learning particularly within STEAM education Drawing from real world implementations including an in depth case study of postgraduate teacher training in Europe the author presents AI not merely as a tool but as a catalyst for educational transformation Topics include generative AI curriculum design ethical integration and responsible innovation From adaptive tutoring systems to prompt engineering the book equips readers with the knowledge and frameworks needed to critically and creatively engage with AI in classrooms Demonstrates classroom tested strategies for AI use in STEAM and broader

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Sm Visual C++ Deitel and Associates Staff,1998-08 **C++** Paul J. Deitel,Harvey M. Deitel,2010 KEY BENEFIT This comprehensive best seller is aimed at readers with little or no programming experience It teaches by presenting the concepts in the context of full working programs and takes an early objects approach The authors emphasize achieving program clarity through structured and object oriented programming software reuse and component oriented software construction KEY TOPICS Introduction to Computers the Internet and World Wide Web Introduction to C Programming Introduction to Classes and Objects Control Statements Part 1 Control Statements Part 2 Functions and an Introduction to Recursion Arrays and Vectors Pointers and Pointer Based Strings Classes A Deeper Look Part 1 Classes A Deeper Look Part 2 Object Oriented Programming Inheritance Object Oriented Programming Polymorphism Optional ATM Case Study Part 1 Object Oriented Design with the UML Optional ATM Case Study Part 2 Implementing an Object Oriented Design Exception Handling Templates Operator Overloading String and Array Objects String Processing with Class string Stream Input Output File and String Stream Processing Searching and Sorting Data Structures Standard Template Library STL Bits Characters C Strings and structs Game Programming with Ogre Boost Libraries Technical Report 1 and C 0x Other Topics Operator Precedence and Associativity Chart ASCII Character Set Fundamental Types Number Systems C Legacy Code Topics Preprocessor UML 2 Additional Diagram Types Using the Visual Studioreg 2008 Debugger Using the GNUtrade C Debugger MARKET A useful reference for programmers

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Java Report ,1997 *Java 9 for Programmers* Paul Deitel,Harvey Deitel,2017-05-16 The professional programmer s Deitel guide to Java 9 and the powerful Java platform Written for programmers with a background in another high level language this book applies the Deitel signature live code approach to teaching programming and explores the Java 9 language and APIs in depth The book presents concepts in fully tested programs complete with code walkthroughs syntax

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InfoWorld, 2000-07-24 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects

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