

Robert Tauch and Michael Amundson

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# Teach Yourself Database Programming With Visual Interdev In 21 Days

**Michael Van Hoozer**



## **Teach Yourself Database Programming With Visual InterDev In 21 Days:**

*Sams Teach Yourself Database Programming with Visual InterDev 6 in 21 Days* Mike Amundsen, Robert Crouch, Michael Amundsen, 1999 Readers will learn about working with databases in a set amount of time with presentations of step by step approaches to learning what can be a critical topic for developing applications Topics cover using data connection and data command objects validating user inputs printing database reports using RDS and more CD included **Teach Yourself**

**Active Web Database Programming in 21 Days** Dina Fleet, 1997 This book teaches the reader how to turn their Web page into robust interactive repositories of information and services The hands on tutorial walks the reader through the steps necessary to publish table based information on the WWW with the latest version of Visual Basic **Teach Yourself**

**Database Programming with Visual J++ in 21 Days** John Fronckowiak, Gordon B. McMillan, 1997 For programmers Web developers and power users who want to take their knowledge of Visual J to the next level This book covers the creation of Web applets and fully functional applications that interface with a database The CD includes scripting and author source code *Teach Yourself Microsoft Visual InterDev in 21 Days* Michael Van Hoozer, 1997 Use the FrontPage Editor for Visual InterDev to create content for your Web pages integrate ActiveX controls and Java applets into your applications maximize the power of Design time ActiveX Controls to create robust functionality for your Web based solutions create Active Server Pages to produce an interactive experience for your users and learn to use the power and flexibility of Visual InterDev s Visual Tools to develop database Web applications BOOK JACKET Title Summary field provided by Blackwell North America Inc All Rights Reserved *Teach Yourself Visual C++ 5 in 21 Days* Ori Gurewich, Nathan Gurewich, 1997 Sams Teach Yourself Visual C in 21 Days Fourth Edition is your key to unlocking the power of Visual C for creating applications Using the proven Sams Teach Yourself in 21 Days format you ll be guided through all of the concepts associated with Visual C At the end of 21 days you ll be well on your way to writing applications from scratch with OOP source code With Sams Teach Yourself Visual C in 21 Days Fourth Edition you will explore ActiveX controls and the Component Gallery understand the essential principles of designing and developing programs in Visual C use the Visual C tools to create applications quickly write successful professional applications and create your own ActiveX TM Controls **SAMS Teach Yourself Database Programming with Visual Basic 6 in 21 Days** Curtis Smith, Michael Amundsen, 1998 Ready to use building blocks for integrated circuit design Why start coding from scratch when you can work from this library of pre tested routines created by an HDL expert There are plenty of introductory texts to describe the basics of Verilog but Verilog Designer s Library is the only book that offers real reusable routines that you can put to work right away Verilog Designer s Library organizes Verilog routines according to functionality making it easy to locate the material you need Each function is described by a behavioral model to use for simulation followed by the RTL code you ll use to synthesize the gate level implementation Extensive test code is included for each function to assist you with your own verification efforts Coverage includes Essential Verilog coding

techniques Basic building blocks of successful routines State machines and memories Practical debugging guidelines Although Verilog Designer s Library assumes a basic familiarity with Verilog structure and syntax it does not require a background in programming Beginners can work through the book in sequence to develop their skills while experienced Verilog users can go directly to the routines they need Hardware designers systems analysts VARs OEMs software developers and system integrators will find it an ideal sourcebook on all aspects of Verilog development

**Sams Teach Yourself Database Programming with Visual C++ 6 in 21 Days** Lyn Robison,1999 Discover how to select the correct database technology to use with Visual C learn to use the database development tools in Visual C 6 explore effective database design techniques develop client server applications using SQL ODBC ADO and OLE DB harness the power of database servers meld object oriented programming OOP with relational databases and build scalable database applications using Microsoft Transaction Server MTS BOOK JACKET Title Summary field provided by Blackwell North America Inc All Rights Reserved

**Sams Teach Yourself E-Commerce Programming with ASP in 21 Days** Stephen Walther,Steve Banick,Jonathan Levine,1996-04-20 The friendly tutorial style of Sams Teach Yourself E Commerce Programming with ASP in 21 Days empowers you to create your own online stores quickly and easily Using online proven methods Stephen Walther an expert e commerce developer provides you with an understanding of online commerce applications then guides you through the use of VBScript and ASP s built in objects enabling you to create your own dynamic database driven e commerce solutions This book does not stop at just creating the online store The author teaches you to create order tracking systems manage advertising create store reports personalize the shopping experience and much more

Sams Teach Yourself MFC in 24 Hours Michael Morrison,1999 Sams Teach Yourself MFC in 24 Hours provides an understanding of the fundamentals of MFC Twenty four sessions of one hour or less show you how to create and cutomize user interfaces develop complete applications for all versions of Windows and organize and work with data This straightforward step by step approach also covers drawing graphics managing and accessing databases implementing printing and creating DLLs and Custom Controls

**Teach Yourself Visual Basic 6 In 21 Days** Greg M. Perry,1998 Visual Basic Programming Techniques Are Presented In A Logical And Easy To Follow Sequence That Helps You Really Understand The Principles Involved In Developing Programs The Reader Begins With Learning The Basics To Write A First Program And Then Moves On To Adding Voice Music Sound And Graphics After Reading This Book The Reader Will Be Able To Write Their Own Dlls Create Activex Controls Use Object Linking And Embedding Ole And Write Visual Basic Programs That Support Multiple Document Interface And Much More Various Topics Covered Are Properties Controls And Objects Graphics Controls Methods Interfacing With Windows Arrays Ole And Other Topics Data Control And Sql Multiple Document Interface Activex Sound Programming And Directsound Building Activex Controls And All The Latest Features Of Visual Basic

Sams Teach Yourself ADO.NET in 21 Days Dan Fox,2002 ADO NET refers to a set of classes that ship with Visual Studio NET that allow developers to access data typically

stored in relational databases The purpose of this book is to explain the important features of ADO NET to corporate developers who use VS NET Dan Fox also provides architectural guidance and best practices for using ADO NET in corporate applications Reference Tables show how members of ADO NET classes fit into the bigger picture by denoting why or where the method or property is used This book is filled with code snippets and code listings in both VB NET and VC NET sidebars and mini case studies that briefly explore peripheral issues tips cautions and additional resources Sams Teach Yourself Visual J++ 6 in 21 Days Richard C. Leinecker,1999 In just 21 days you ll have all the skills you need to create Java applications with Visual J With this complete tutorial you ll master the basics and then move on the more advanced features and concepts of Java and Visual J This book is designed for the way you learn Go chapter by chapter through the step by step lessons or just choose those lessons that interest you the most BOOK JACKET Title Summary field provided by Blackwell North America Inc All Rights Reserved **ASP.NET for Developers** Michael Amundsen,Paul Litwin,2002 Current developers value their time For many consulting rates start at 35 to 50 an hour Their time is very valuable thus reading an 800 page book becomes very expensive At conferences such as Microsoft s PDC and Tech Ed these developers often are asking for short concise books full of information ASP NET For Developers just that a concise book that focuses on teaching the reader ASP NET using Visual Basic NET The book starts by presenting the key concepts with using ASP NET and Visual Basic NET Because the reader is assumed to be an experienced developer this information is presente Teach Yourself OLE DB and ADO in 21 Days John Fronckowiak,1997 Understand the nuts and bolts behind connection and recordset objects master the ActiveX Data Objects by understanding object model hierarchy create components to pull dynamic data from various servers and databases use Advanced Data Connector controls to speed up development ensure fast and secure data access using ADO and the ADC design a Web based order entry application prepare OLE DB ADO and Microsoft Windows NT Server to work together efficiently develop error handling techniques you can integrate into your own OLE DB and ADO applications integrate your OLE DB and ADO applications into Transaction Server Microsoft Index Server and Microsoft Internet Information Server and implement ADO applications using Active Server Pages The British National Bibliography Arthur James Wells,2002 Sams Teach Yourself DirectX 7 in 24 Hours Robert Dunlop,1999 Guides the reader through the complicated DirectX APIs allowing the user to create their own DirectX powered applications featuring smooth 3D graphics and sound In addition to laying the COM based DirectX foundation the book covers animation DirectSound DirectMusic Direct3D control devices force feedback controls and multi user games *World Wide Web Database* Mark Swank,Drew Kittel,Mark Spenik,1997 Database access is a leading strategic use of Web technology This Database Developer s Guide teaches the reader how to design develop and deploy secure client server databases that are accessible by clients on Internet and Intranet Web sites using the latest version of Visual Basic and other new key technologies such as ActiveX and Server Side Scripting The accompanying CD includes the author s source code and resources such as WebSite third party

ActiveX Control samples DBGateway and others

**SAMS Teach Yourself Java 2 Platform in 21 Days** Laura Lemay, Rogers Cadenhead, 1999 Providing step by step lessons for Java 1.2 this work includes updated coverage of Java Foundation Classes Java 2D Classes JavaBeans and the new security model

**Teach Yourself Visual Basic 5 for Applications in 21 Days** Matthew Harris, 1997 With its step by step approach and real world examples Matthew Harris's tutorial takes the beginner through a course of instruction that will equip him or her with the skills needed to master Visual Basic for Applications

*Visual InterDev 6 Unleashed* Paul B. Thurrott, 1999 Ready to use building blocks for integrated circuit design Why start coding from scratch when you can work from this library of pre tested routines created by an HDL expert There are plenty of introductory texts to describe the basics of Verilog but Verilog Designer's Library is the only book that offers real reusable routines that you can put to work right away Verilog Designer's Library organizes Verilog routines according to functionality making it easy to locate the material you need Each function is described by a behavioral model to use for simulation followed by the RTL code you'll use to synthesize the gate level implementation Extensive test code is included for each function to assist you with your own verification efforts Coverage includes Essential Verilog coding techniques Basic building blocks of successful routines State machines and memories Practical debugging guidelines Although Verilog Designer's Library assumes a basic familiarity with Verilog structure and syntax it does not require a background in programming Beginners can work through the book in sequence to develop their skills while experienced Verilog users can go directly to the routines they need Hardware designers systems analysts VARs OEMs software developers and system integrators will find it an ideal sourcebook on all aspects of Verilog development

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