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Step by Step Beginners' Guide to Learn Programming 2019-09-06 this textbook assumes very little knowledge of programming so whether you have dabbled with a little javascript played with a bit of python written java or have virtually no programming experience at all you will find that it is for you the first part of the book introduces kotlin program structures as well as conditional flow of control features such as if and when expressions as well as iteration loops such as for while and do while subsequent chapters explain how functions are implemented in kotlin and introduce concepts from functional programming such as higher order functions and curried functions the second part focusses on object oriented programming techniques these include classes inheritance abstraction and interfaces the third part presents container data types such as arrays and collections including lists sets and maps and the fourth part considers concurrency and parallelism using kotlin coroutines the book concludes with an introduction to android mobile application development using kotlin clear steps are provided explaining how to set up your environment and get started writing your own kotlin programs an important aspect of the book is teaching by example and there are many examples presented throughout the chapters these examples are supported by a public github repository that provides complete working code as well as sample solutions to the chapter exercises this helps illustrate how to write well structured clear idiomatic kotlin to build real applications

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has been added to assist you in comprehending the nuances and distinctions between preprocessors and transpilers code examples have been modernized expanded and rigorously tested and all content has undergone thorough refreshing you'll learn to implement code generation techniques using practical examples including the unicon preprocessor and transpiling jzero code to unicon you'll move to domain specific language features and learn to create them as built in operators and functions you'll also cover garbage collection dr jeffery's experiences building the unicon language are used to add context to the concepts and relevant examples are provided in both unicon and java so that you can follow along in your language of choice by the end of this book you'll be able to build and deploy your own domain specific language what you will learn analyze requirements for your language and design syntax and semantics write grammar rules for common expressions and control structures build a scanner to read source code and generate a parser to check syntax implement syntax coloring for your code in ides like vs code write tree traversals and insert information into the syntax tree implement a bytecode interpreter and run bytecode from your compiler write native code and run it after assembling and linking using system tools preprocess and transpile code into another high level language who this book is for this book is for software developers interested in the idea of inventing their own language or developing a domain specific language computer science students taking compiler design or construction courses will also find this book highly useful as a practical guide to language implementation to supplement more theoretical textbooks intermediate or better proficiency in java or c programming languages or another high level programming language is assumed

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plenty of screenshots and line drawings to demonstrate proper use of all the blocks as well as basic programming techniques such as loops if then statements case statements and use of variables

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