

## Sams Teach Yourself Perl In 21 Days Sams Teach Yourself In 21 Days

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Sams Teach Yourself Perl in 21 Days covers the basics of Perl in the first few chapters, and then moves on to practical issues of Perl and in-depth discussions of more advanced topics. Later chapters also delve into software engineering topics, with discussions of modular code and object-oriented programming. CGI is covered in one chapter, but it is not the focus on the book.

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Offers a tutorial explaining how to use Perl scripts and modules to create such CGI Web applications as data collection, shopping cart, server push, and e-mail forms.

'Sams Teach Yourself Perl in 21 Days' covers the basics in the first few chapters, and then moves on to practical uses of Perl and in-depth discussions of more advanced topics. Perl is a popular programming language typically used in Unix systems.

This guide teaches readers how to design and implement their an open source database. Topics include designing and creating a database; normalizing data; adding tables, columns and indexes; importing and exporting data; administering, optimizing and troubleshooting My SQL; and locks and keys.

A guide to the Web programming technology covers implementation in C and Perl, customizing existing programs, and writing CGI scripts for survey forms, interactive games, order forms, search tools, and guest books.

Sams Teach Yourself Perl in 21 Days covers the basics of Perl in the first few chapters, and then moves on to practical issues of Perl and in-depth discussions of more advanced topics. Later chapters also delve into software engineering topics, with discussions of modular code and object-oriented programming. CGI is covered in one chapter, but it is not the focus on the book. The book relies heavily on longer working examples and code, as opposed to small snippets and code fragments, and each chapter includes two to three smaller complete examples and one major one that illustrates most of the concepts for that chapter and builds on the chapters before it. Written by Laura Lemay, this is her third major book after Sams Teach Yourself Web Publishing with HTML in 21 Days and Sams Teach Yourself Java in 21 Days.

Sams Teach Yourself Web Publishing with HTML and CSS in One Hour a Day, Sixth Edition is the latest edition of the original worldwide bestseller. The entire book has been thoroughly revised and refined to include new detailed coverage of HTML5, the next major revision of the core language of the World Wide Web, HTML. Work on the HTML5 specification is still ongoing, but parts of HTML5 are already being implemented in new versions of Microsoft Internet Explorer, Mozilla Firefox, Safari and Opera.

Sams Teach Yourself Perl in 21 Days, 2nd Edition covers the basics in the first few chapters, and then moves to practical uses of Perl and in-depth discussions of more advanced topics. Later chapters delve into software engineering topics, with discussions of modular code and object-oriented programming. Sams Teach Yourself Perl in 21 Days, 2nd Edition relies heavily on longer working examples and code, as opposed to small snippets and code fragments. Each chapter includes two to three smaller complete examples and one major one that illustrates most of the concepts for that chapter and builds.

Learn how to develop powerful and robust shell scripts in order to get the most out of your Unix/Linux system.

The book covers XSLT and Xpath (as a part of XSLT), as these topics have everything to do with processing XML. It will also cover XML from an XSLT processing and design point of view. Other XML technologies will not be discussed as superset of XSLT, most notably XSL. XSL Formatting Objects alone is enough material for an entire book. Apart from that, XSLT and Xpath form the processing/programming section of the entire XSL specification. This book presents an overview of XSLT and guides readers through transforming their first XML data. In this book you will also learn: Selecting Data-Stylesheets and Xpath Basics; Inserting text and elements in output; Copying elements from the source and inserting text; Conditional processing basics and expressions; Modularizing stylesheets; Understanding, creating, and using templates; Controlling output, as well as creating more advanced output; Using multi-file stylesheets, variables, and parameters; Working with numbers, strings, multiple XML sources, and namespaces; Selecting data based upon keys; Recursion; Creating computational stylesheets; Working with parses; Designing XML and XSLT applications; Extending XSLT.

Sams Teach Yourself Perl in 21 Days, 2nd Edition covers the basics in the first few chapters, and then moves to practical uses of Perl and in-depth discussions of more advanced topics. Later chapters delve into software engineering topics, with discussions of modular code and object-oriented programming. Sams Teach Yourself Perl in 21 Days, 2nd Edition relies heavily on longer working examples and code, as opposed to small snippets and code fragments. Each chapter includes two to three smaller complete examples and one major one that illustrates most of the concepts for that chapter and builds on the chapters before it.

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