

Tcl Tk 8 5 Programming Cookbook Wheeler Bert

First International Conference, CP '95, Cassis, France, September 19 - 22, 1995. Proceedings

For Unix and Linux People

Tcl/Tk

Computer Science and Software Engineering

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Principles and Practice of Constraint Programming - CP '95

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Proceedings of the 17'th Annual Tcl/Tk Conference

Tcl and the Tk Toolkit

A Tcl-based Toolkit for Automating Interactive Programs

Develop responsive and powerful GUI applications with Tkinter

Principles and Paradigms

Conversations with the Creators of Major Programming Languages

18'th Annual Tcl Association Tcl/Tk Conference Proceedings

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A Complete Introduction to the Python Language

First International Conference, AMCP'98, Osaka, Japan, November 9-11, 1998, Proceedings

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Mastering Perl/Tk

Tcl 8.5 Network Programming

Handbook of Heterogeneous Networking

Multi-Operating System Networking

A Developer's Guide

Application of the MOSEL Language

Practical Aspects of Declarative Languages

Tcl/Tk 8.5 Programming Cookbook

Tcl Tk 8 5 Programming Cookbook
Wheeler Bert

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MACIAS KEENAN

First International Conference, CP '95, Cassis, France, September 19 - 22, 1995. Proceedings

Addison-Wesley Professional

Machine generated contents note: Chapter 1: Tcl/Tk Features

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System, Disk I/O and Sockets Chapter 5: Using Strings and Lists

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Themed Widgets Chapter 17: Tk Megawidgets Chapter 18: Writing

a Tcl Extension Chapter 19: Extensions and Packages Chapter 20:

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techniques Chapter 22: Tips and Techniques .

For Unix and Linux People "O'Reilly Media, Inc."

The Tcl language and Tk graphical toolkit are simple and powerful

building blocks for custom applications. The Tcl/Tk combination is

increasingly popular because it lets you produce sophisticated

graphical interfaces with a few easy commands, develop and

change scripts quickly, and conveniently tie together existing

utilities or programming libraries. One of the attractive features of

Tcl/Tk is the wide variety of commands, many offering a wealth of

options. Most of the things you'd like to do have been anticipated

by the language's creator, John Ousterhout, or one of the

developers of Tcl/Tk's many powerful extensions. Thus, you'll find

that a command or option probably exists to provide just what

you need. And that's why it's valuable to have a quick reference

that briefly describes every command and option in the core

Tcl/Tk distribution as well as the most popular extensions. Keep

this book on your desk as you write scripts, and you'll be able to

find almost instantly the particular option you need. Most chapters

consist of alphabetical listings. Since Tk and mega-widget

packages break down commands by widget, the chapters on

these topics are organized by widget along with a section of core

commands where appropriate. Contents include: Core Tcl and Tk

commands and Tk widgets C interface (prototypes) Expect [incr

Tcl] and [incr Tk] Tix TclX BLT Oratcl, SybTcl, and Tclodbc

Tcl/Tk "O'Reilly Media, Inc."

Programming Languages: Principles and Paradigms by Allen

Tucker and Robert Noonan is an exciting first edition for the

programming languages course. The text covers all of the major

design topics and language paradigms in a coherent and modern

fashion. Programming Languages: Principles and Paradigms gives

a complete, hands-on treatment of principles that uses formal

grammar, type system and denotational semantics along with

presenting and contrasting the major programming paradigms.

The book integrates its coverage of formal semantics into its

coverage of major language design topics and programming

paradigms with integrated coverage of formal semantics. This

integration is, in part, accomplished through the use of a small

imperative language, which the authors call "Jay." Additionally,

this book focuses on one language per paradigm (except for

functional programming, where both Scheme and Haskell are

used). This allows for a deeper understanding of the language

paradigm, rather than a survey of all the languages that are part

of it. This book also discusses two modern programming

paradigms, event-driven programming and concurrent

programming.

Computer Science and Software Engineering Addison-Wesley

Professional

In just a few chapters you will learn about Tcl features that allow

you to isolate and protect your code from being damaged in large

applications. You will even learn how to extend the language

itself. Tcl/Tk: A Developer's Guide clearly discusses development

tools, proven techniques, and existing extensions. It shows how to

use Tcl/Tk effectively and provides many code examples. This

fully revised new edition is the complete resource for computer

professionals, from systems administrators to programmers. It

covers versions 7.4 to 8.4 and includes a CD-ROM containing the

interpreters, libraries, and tutorials to get you started quickly.

Additional materials in the book include case studies and

discussions of techniques for the advanced user. On the CD-ROM

*Distributions for Tcl 8.3 and 8.4 for Linux, Solaris, Macintosh, and

Windows. *A copy of ActiveTcl from ActiveState. *The latest

release of TclTutor. *How-to's and tutorials as well as copies of all

the tools discussed in the book.

AUUGN John Wiley & Sons

Newly updated with over 150 pages of material on the latest Tcl

extensions, Tcl/Tk: A Developer's Guide is a unique practical

tutorial for professional programmers and beginners alike.

Starting with a clear picture of the basics, Tcl/Tk covers the

variety of tools in this "Swiss army knife" of programming

languages, giving you the ability to enhance your programs,

extend your application's capabilities, and become a more

effective programmer. This updated edition covers all of the new

features of version 8.6, including object-oriented programming

and the creation of megawidgets, existing data structure

implementations, themed widgets and virtual events. Extensive

code snippets and online tutorials in various languages will give

you a firm grasp on how to use the Tcl/Tk libraries and

interpreters and, most importantly, on what constitutes an

effective strategy for using Tcl/Tk. Includes the latest features of

Tcl/Tk 8.6 Covers Tcl development tools, popular extensions, and

packages to allow developers to solve real-world problems with

Tcl/Tk immediately Provides straightforward explanations for

beginners and offers tips, style guidelines, and debugging

techniques for advanced users

Principles and Practice of Constraint Programming - CP '95 Packt

Publishing Ltd

Find out how to create visually stunning and feature-rich

applications by empowering Python's built-in Tkinter GUI toolkit

Key Features Explore Tkinter's powerful features to easily design

and customize your GUI application Learn the basics of 2D and 3D

animation in GUI applications. Learn to integrate stunning Data

Visualizations using Tkinter Canvas and Matplotlib. Book

Description Tkinter is a lightweight, portable, and easy-to-use

graphical toolkit available in the Python Standard Library, widely

used to build Python GUIs due to its simplicity and availability.

This book teaches you to design and build graphical user

interfaces that are functional, appealing, and user-friendly using

the powerful combination of Python and Tkinter. After being

introduced to Tkinter, you will be guided step-by-step through the

application development process. Over the course of the book,

your application will evolve from a simple data-entry form to a

complex data management and visualization tool while

maintaining a clean and robust design. In addition to building the

GUI, you'll learn how to connect to external databases and

network resources, test your code to avoid errors, and maximize

performance using asynchronous programming. You'll make the

most of Tkinter's cross-platform availability by learning how to

maintain compatibility, mimic platform-native look and feel, and

build executables for deployment across popular computing

platforms. By the end of this book, you will have the skills and

confidence to design and build powerful high-end GUI applications

to solve real-world problems. What you will learn Implement the

tools provided by Tkinter to design beautiful GUIs Discover cross-

platform development through minor customizations in your

existing application Visualize graphs in real time as data comes in

using Tkinter's animation capabilities Use PostgreSQL

authentication to ensure data security for your application Write

unit tests to avoid regressions when updating code Who this book

is for This book will appeal to developers and programmers who

would like to build GUI-based applications. Knowledge of Python is

a prerequisite.

Computerworld "O'Reilly Media, Inc."

Build network-aware applications using Tcl, a powerful dynamic

programming language.

Tcl/Tk in a Nutshell Packt Publishing Ltd

Written by the author of *Expect*, this is the first book to explain how this new part of the UNIX toolbox can be used to automate telnet, ftp, passwd, rlogin, and hundreds of other interactive applications. The book provides lots of practical examples and scripts solving common problems, including a chapter of extended examples.

4th International Symposium, PADL 2002, Portland, OR, USA, January 19-20, 2002. Proceedings Tcl/Tk 8.5 Programming Cookbook

The editors provide a review of the programming environments for parallel computers with the help of worldwide specialists in each domain. Four different domains were discussed at the workshop, and they each form a part of this book.

Proceedings of the 17th Annual Tcl/Tk Conference CRC Press

Over 100 great recipes to effectively learn Tcl/Tk 8.5.

Tcl and the Tk Toolkit "O'Reilly Media, Inc."

Here is all the practical, hands-on information you need to build, manage and maintain a heterogeneous computing environment with hardware, software, and network equipment from a number of different vendors. Packed with real-world case studies and proven techniques for integrating disparate platforms, operating systems and servers, Multi-Operating

A Tcl-based Toolkit for Automating Interactive Programs Pearson Education

Covers basic and advanced applications of Perl/Tk, discussing topics including basic Perl/Tk widgets and geometry managers, how to use callbacks and bindings effectively, working with images, and developing a Tk widget in C.

Develop responsive and powerful GUI applications with Tkinter Pearson Education India

Practical Performance Modeling: Application of the MOSEL Language introduces the new and powerful performance and reliability modeling language MOSEL (MOdeling, Specification and Evaluation Language), developed at the University of Erlangen, Germany. MOSEL facilitates the performance and reliability modeling of a computer, communication, manufacturing or workflow management system in a very intuitive and simple way. The core of MOSEL consists of constructs to specify the possible states and state transitions of the system under consideration. This specification is very compact and easy to understand. With additional constructs, the interesting performance or reliability measures and graphical representations can be specified. With some experience, it is possible to write down the MOSEL description of a system immediately only by knowing the behavior of the system under study. There are no restrictions, unlike models using, for example, queueing networks, Petri nets or fault trees. MOSEL fulfills all the requirements for a universal modeling language. It is high level, system-oriented, and usable. It is open and can be integrated with many tools. By providing compilers, which translate descriptions specified in MOSEL into the tool-specific languages, all previously implemented tools with their different methods and algorithms (including simulation) can be used. **Practical Performance Modeling: Application of the MOSEL Language** provides an easy to understand but nevertheless complete introduction to system modeling using MOSEL and illustrates how easily MOSEL can be used for modeling real-life examples from the fields of computer, communication, and manufacturing systems. **Practical Performance Modeling: Application of the MOSEL Language** will be of interest to professionals and students in the fields of performance and reliability modeling in computer science, communication, and manufacturing. It is also well suited as a textbook for university courses covering performance and reliability modeling with practical applications.

Principles and Paradigms Packt Publishing Ltd

No-nonsense and practical, yet with wit and charm. A joy to read." -Dan Sanderson, Software Developer, Amazon.com
 ""Shows style, not just facts-valuable." -Brian Downs, former Training Director, Lucent Technologies
 ""Brilliant, never tedious-highly recommended!" -Jon Allen, Maintainer of perldoc.perl.org
 ""You could have chosen no better primer than this book." -Damian Conway, from the Foreword
 Perl is a complex language that can be difficult to master. Perl advocates boast that "There's More Than One Way To Do It," but do you really want to learn several ways of saying the same thing to a computer? To make Perl more accessible, Dr. Tim Maher has over the years designed and taught an essential subset of the language that is smaller, yet practical and powerful. With this engaging book you can now benefit from "Minimal Perl," even if all you know about Unix is grep. You will learn how to write simple Perl commands-many just

one-liners-that go far beyond the limitations of Unix utilities, and those of Linux, MacOS/X, etc. And you'll acquire the more advanced Perl skills used in scripts by capitalizing on your knowledge of related Shell resources. Sprinkled throughout are many Unix-specific Perl tips. This book is especially suitable for system administrators, webmasters, and software developers.

Conversations with the Creators of Major Programming Languages Springer Science & Business Media

Explore Python's GUI frameworks and create visually stunning and feature-rich applications
 Key Features Integrate stunning data visualizations using Tkinter Canvas and Matplotlib
 Understand the basics of 2D and 3D animation in GUI applications
 Explore PyQt's powerful features to easily design and customize your GUI applications
 Book Description A responsive graphical user interface (GUI) helps you interact with your application, improves user experience, and enhances the efficiency of your applications. With Python, you'll have access to elaborate GUI frameworks that you can use to build interactive GUIs that stand apart from the rest. This Learning Path begins by introducing you to Tkinter and PyQt, before guiding you through the application development process. As you expand your GUI by adding more widgets, you'll work with networks, databases, and graphical libraries that enhance its functionality. You'll also learn how to connect to external databases and network resources, test your code, and maximize performance using asynchronous programming. In later chapters, you'll understand how to use the cross-platform features of Tkinter and Qt5 to maintain compatibility across platforms. You'll be able to mimic the platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this Learning Path, you'll have the skills and confidence to design and build high-end GUI applications that can solve real-world problems. This Learning Path includes content from the following Packt products: *Python GUI Programming with Tkinter* by Alan D. Moore
Qt5 Python GUI Programming Cookbook by B. M. Harwani
 What you will learn
 Visualize graphs in real time with Tkinter's animation capabilities
 Use PostgreSQL authentication to ensure data security for your application
 Write unit tests to avoid regression when updating code
 Handle different signals generated on mouse clicks using QSpinBox and sliders
 Employ network concepts, internet browsing, and Google Maps in UI
 Use graphics rendering to implement animations in your GUI
 Who this book is for
 If you're an intermediate Python programmer looking to enhance your coding skills by writing powerful GUIs in Python using PyQt and Tkinter, this is an ideal Learning Path for you. A strong understanding of the Python language is a must to grasp the concepts explained in this book.

18th Annual Tcl Association Tcl/Tk Conference

Proceedings Springer Science & Business Media

An encyclopedic handbook on audio programming for students and professionals, with many cross-platform open source examples and a DVD covering advanced topics. This comprehensive handbook of mathematical and programming techniques for audio signal processing will be an essential reference for all computer musicians, computer scientists, engineers, and anyone interested in audio. Designed to be used by readers with varying levels of programming expertise, it not only provides the foundations for music and audio development but also tackles issues that sometimes remain mysterious even to experienced software designers. Exercises and copious examples (all cross-platform and based on free or open source software) make the book ideal for classroom use. Fifteen chapters and eight appendixes cover such topics as programming basics for C and C++ (with music-oriented examples), audio programming basics and more advanced topics, spectral audio programming; programming Csound opcodes, and algorithmic synthesis and music programming. Appendixes cover topics in compiling, audio and MIDI, computing, and math. An accompanying DVD provides an additional 40 chapters, covering musical and audio programs with micro-controllers, alternate MIDI controllers, video controllers, developing Apple Audio Unit plug-ins from Csound opcodes, and audio programming for the iPhone. The sections and chapters of the book are arranged progressively and topics can be followed from chapter to chapter and from section to section. At the same time, each section can stand alone as a self-contained unit. Readers will find *The Audio Programming Book* a trustworthy companion on their journey through making music and programming audio on modern computers.

Computer Science Handbook Elsevier

Masterminds of Programming features exclusive interviews with

the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today.

Masterminds of Programming includes individual interviews with:
 Adin D. Falkoff: APL
 Thomas E. Kurtz: BASIC
 Charles H. Moore: FORTH
 Robin Milner: ML
 Donald D. Chamberlin: SQL
 Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK
 Charles Geschke and John Warnock: PostScript
 Bjarne Stroustrup: C++
 Bertrand Meyer: Eiffel
 Brad Cox and Tom Love: Objective-C
 Larry Wall: Perl
 Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell
 Guido van Rossum: Python
 Luiz Henrique de Figueiredo and Roberto Ierusalimsky: Lua
 James Gosling: Java
 Grady Booch, Ivar Jacobson, and James Rumbaugh: UML
 Anders Hejlsberg: Delphi
 inventor and lead developer of C#
 If you're interested in the people whose vision and hard work helped shape the computer industry, you'll find *Masterminds of Programming* fascinating.

A Complete Introduction to the Python Language Lulu.com

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

First International Conference, AMCP'98, Osaka, Japan, November 9-11, 1998, Proceedings SIAM

Declarative languages build on sound theoretical bases to provide attractive frameworks for application development. These languages have been successfully applied to a wide variety of real-world situations including database management, active networks, software engineering, and decision-support systems. New developments in theory and implementation expose fresh opportunities. At the same time, the application of declarative languages to novel problems raises numerous interesting research issues. These well-known questions include scalability, language extensions for application deployment, and programming environments. Thus, applications drive the progress in the theory and implementation of declarative systems, and in turn benefit from this progress. The International Symposium on Practical Applications of Declarative Languages (PADL) provides a forum for researchers, practitioners, and implementors of declarative languages to exchange ideas on current and novel application areas and on the requirements for effective use of declarative systems. The fourth PADL symposium was held in Portland, Oregon, on January 19 and 20, 2002.

Programming Languages Springer Science & Business Media
 Teaching the science and the technology of programming as a unified discipline that shows the deep relationships between programming paradigms. This innovative text presents computer programming as a unified discipline in a way that is both practical and scientifically sound. The book focuses on techniques of lasting value and explains them precisely in terms of a simple abstract machine. The book presents all major programming paradigms in a uniform framework that shows their deep relationships and how and where to use them together. After an introduction to programming concepts, the book presents both well-known and lesser-known computation models ("programming paradigms"). Each model has its own set of techniques and each is included on the basis of its usefulness in practice. The general models include declarative programming, declarative concurrency, message-passing concurrency, explicit state, object-oriented programming, shared-state concurrency, and relational programming. Specialized models include graphical user interface programming, distributed programming, and constraint programming. Each model is based on its kernel language—a simple core language that consists of a small number of programmer-significant elements. The kernel languages are introduced progressively, adding concepts one by one, thus showing the deep relationships between different models. The kernel languages are defined precisely in terms of a simple abstract machine. Because a wide variety of languages and programming paradigms can be modeled by a small set of closely related kernel languages, this approach allows programmer and student to grasp the underlying unity of programming. The book has many program fragments and exercises, all of which can be run on the Mozart Programming System, an Open Source software package that features an interactive incremental development environment.

Related with *Tcl Tk 8.5 Programming Cookbook* Wheeler Bert:

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