

Unix In 24 Hours Sams Teach Yourself Covers Os X Linux And Solaris

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If you're in need of a tutorial to learn UNIX from the ground up, this is it. Sams Teach Yourself UNIX in 24 Hours, Fourth Edition will let you experience UNIX through hands-on tutorials divided into 24 one-hour lessons so that you can learn the most common UNIX tasks at your own pace. The author will guide you through the basics of maintaining and manipulating a UNIX/Linux operating system.

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In just 24 lessons of one hour or less, Sams Teach Yourself Unix in 24 Hours helps you get up and running with Unix and Unix-based operating systems such as Mac OS X and Linux. Designed for beginners with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn.

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Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris, Fifth Edition. by. Released October 2015. Publisher (s): Sams. ISBN: 9780134095554. Explore a preview version of Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris, Fifth Edition right now. O'Reilly members get unlimited access to live online training experiences, plus books, videos, and digital content from 200+ publishers.

~~Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux ...~~

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ISBN-13: 978-0-7686-5760-9. Sams Teach Yourself UNIX in 24 Hours, Third Edition is designed to take users from a novice to an accomplished user in just 24 one-hour sessions. Written by an expert in the field, the book starts off with an introduction to UNIX, then covers file handling, pipes and filters, the vi and emacs text editors, shells, job control, permissions, printing, and connecting to remote computers via the Internet.

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~~Unix in 24 Hours, Sams Teach Yourself eBook by Dave Taylor ...~~

Welcome to the fifth edition of Sams Teach Yourself Unix in 24 Hours! This book has been designed to be helpful as a guide as well as a tutorial for both beginning users and those with previous Unix or Linux experience. The reader of this book is assumed to be intelligent, but no familiarity with Unix is expected or required.

~~Sams Teach Yourself Unix in 24 Hours~~

Learn to use Unix, OS X, or Linux quickly and easily! In just 24 lessons of one hour or less, Sams Teach Yourself Unix in 24 Hours helps you get up and running with Unix and Unix-based operating systems such as Mac OS X and Linux. Designed for beginners with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn.

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Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris (5th Edition)

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with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn.

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graphical environment Contents at a Glance HOUR 1: What Is This Unix Stuff? HOUR 2: Getting onto the System and Using the Command Line HOUR 3: Moving About the File System HOUR 4: Listing Files and Managing Disk Usage HOUR 5: Ownership and Permissions HOUR 6: Creating, Moving, Renaming, and Deleting Files and Directories HOUR 7: Looking into Files HOUR 8: Filters, Pipes, and Wildcards! HOUR 9: Slicing and Dicing Command-Pipe Data HOUR 10: An Introduction to the vi Editor HOUR 11: Advanced vi Tricks, Tools, and Techniques HOUR 12: An Overview of the emacs Editor HOUR 13: Introduction to Command Shells HOUR 14: Advanced Shell Interaction HOUR 15: Job Control HOUR 16: Shell Programming Overview HOUR 17: Advanced Shell Programming HOUR 18: Printing in the Unix Environment HOUR 19: Archives and Backups HOUR 20: Using Email to Communicate HOUR 21: Connecting to Remote Systems Using SSH and SFTP HOUR 22: Searching for Information and Files HOUR 23: Perl Programming in Unix HOUR 24: GNOME and the GUI Environment Appendix A: Common Unix Questions and Answers

In the wake of the highly successful Sams Teach Yourself Unix in 24 Hours, this book focuses on the additional Unix commands that an advanced user or beginning system administrator needs to know in order to administer and maintain a Unix system. The book includes coverage of the key Unix variations: Red Hat Linux, Solaris, HP-UX, and Apple's Mac OS X environment. The book will not be a comprehensive solution to all problems facing new system administrators, but instead is a tutorial introduction to the process of learning about and maintaining a running Unix server.

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

Teaches fundamental C and C++ programming and provides information for programming games in Windows, exploring topics including game theory, double-buffered graphics, sprite animation, and digitized sound effects.

In just 24 sessions of one hour or less, learn how to use today's key networking techniques and technologies to build, secure, and troubleshoot both wired and wireless networks. Using this book's straightforward, step-by-step approach, you master every skill you need—from working with Ethernet and Bluetooth to spam prevention to network troubleshooting. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common networking tasks. Q&A sections at the end of each hour help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to

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possible problems and give you advice on how to avoid them. Learn how to... Choose the right network hardware and software and use it to build efficient, reliable networks Implement secure, high-speed Internet connections Provide reliable remote access to your users Administer networks to support users of Microsoft, Linux, and UNIX environments Use low-cost Linux servers to provide file and print services to Windows PCs Protect your networks and data against today's most dangerous threats Use virtualization to save money and improve business flexibility Utilize RAID technologies to provide flexible storage at lower cost Troubleshoot and fix network problems one step at a time Preview and prepare for the future of networking

Author and Samba Team Member Gerald Carter dedicates most of this book to the processes of installing and configuring Samba, distinguishing between both Linux/Windows, and Unix/Windows-based systems. He discusses the mechanics of file sharing across the dual platforms and expertly outlines the means necessary to remedy common problems, including helping to identify which version of Samba you are running and where to look for the patch or bug fix you will need to resolve it. He also assists in locating utilities like autoconf that automatically compiles a system configuration file with common default settings. Finally, he discusses security and password issues, as well as peripheral support for server printers.

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Sams Teach Yourself COBOL in 24 Hours teaches the basics of COBOL programming in 24 step-by-step lessons. Each lesson builds on the previous one providing a solid foundation in COBOL programming concepts and techniques. This hands-on guide is the easiest, fastest way to begin creating standard COBOL compliant code. Business professionals and programmers from other languages will find this hands-on, task-oriented tutorial extremely useful for learning the essential features and concepts of COBOL programming. Writing a program can be a complex task. Concentrating on one development tool guides you to good results every time. There will be no programs that will not compile!

Annotation In just 24 sessions of one hour or less, "Sams Teach Yourself Arduino Programming in 24 Hours" teaches you C programming on Arduino, so you can start creating inspired "DIY" hardware projects of your own Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've already learned, giving you a rock-solid foundation for real-world success " "Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out cautions alert you to possible problems and give you advice on how to avoid them. Learn how to ... Get the right Arduino hardware and accessories for your needs Download the Arduino IDE, install it, and link it to your Arduino Quickly create, compile, upload, and run your first Arduino program Master C syntax, decision control, strings, data structures, and functions Use pointers to work with memory--and avoid common mistakes Store data on your Arduino's EEPROM or an external SD card Use existing hardware libraries, or create your own Send output and read input from analog devices or digital interfaces Create and handle interrupts in software and hardware Communicate with devices via the SPI interface and I2C protocol Work

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with analog and digital sensorsWrite Arduino C programs that control motorsConnect an LCD to your Arduino, and code the outputInstall an Ethernet shield, configure an Ethernet connection, and write networking programsCreate prototyping environments, use prototyping shields, and interface electronics to your Arduino.

Explains the basics of the Macintosh operating system and its software, covering topics such as iTunes, QuickTime, creating movies, networking, and automating tasks.

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