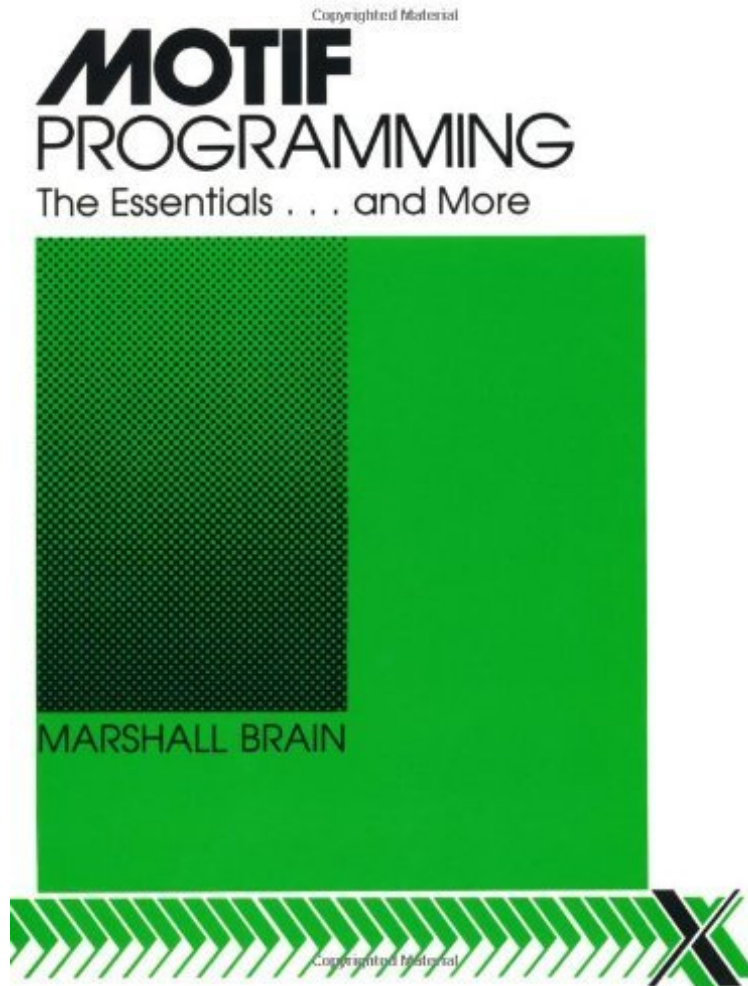


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Motif Programming: The Essentials... and More (HP Technologies)

Von Marshall Brain

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Von Marshall Brain : Motif Programming: The Essentials... and More (HP Technologies) before purchasing it in order to gage whether or not it would be worth my time, and all praised Motif Programming: The Essentials... and More (HP Technologies):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Excellent Programmer's Introduction to MotifVon Ein KundeI just picked up this book because I needed a crash course in X-windows and Motif. This book provides an excellent introduction with a very literate style. You can easily download all of the examples from an FTP site. The examples compile easily and work as advertised. The style the book is written in is much better than most technical books. The style is very lucid, easy to understand, and gets you to the critical subject matter very quickly. If you need to get up to speed on Motif and X-windows quickly, the book will do the job in a minimal amount of time.0 von 0 Kunden fanden die folgende Rezension hilfreich. Great PrimerVon

Lowell Houghton initially used a different book as an introduction to Motif programming, but found it unclear and confusing. Just a few hours after switching to this book, the curtain was pulled back and understanding poured through the window of this well written manual. "Manual" is almost a misnomer, as it reads better than any other manual I have ever encountered. If you are new to Motif, this book is for you. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Motif programming primer Von Robert Ganger For those involved starting in GUI development in Motif, this text explains everything you need to know about the widgets, design, functions, custom GUIs and more. This is not for beginner programmers but for people who know how to program in C++. As a primer, you might want to watch "Takin It All Off" which is in VHS video available through .

Kurzbeschreibung A quick and thorough introduction to Motif programming. Here is a straightforward, easy-to-understand introduction to Motif application development, covering both basic and advanced features of graphical user interfaces as implemented under Motif. Even though you may have little or no experience with X or other window programming environments, this useful guide will ease you into Motif programming smoothly and quickly. Using simple examples and explanations, it shows you how to design and build graphical applications with Motif in a reasonable amount of time. By the end of the book, you'll be familiar with all of the Motif widgets as well as the process of application design in Motif, the basic capabilities of the X and Xt layers, and the X drawing model. Kurzbeschreibung A quick and thorough introduction to Motif programming. Here is a straightforward, easy-to-understand introduction to Motif application development, covering both basic and advanced features of graphical user interfaces as implemented under Motif. Even though you may have little or no experience with X or other window programming environments, this useful guide will ease you into Motif programming smoothly and quickly. Using simple examples and explanations, it shows you how to design and build graphical applications with Motif in a reasonable amount of time. By the end of the book, you'll be familiar with all of the Motif widgets as well as the process of application design in Motif, the basic capabilities of the X and Xt layers, and the X drawing model. Synopsis This volume covers the basic features of graphical user interfaces as implemented under Motif. It begins with an introduction to event-driven programming and proceeds to the three concepts essential to Motif programming - resources, callbacks and containers.