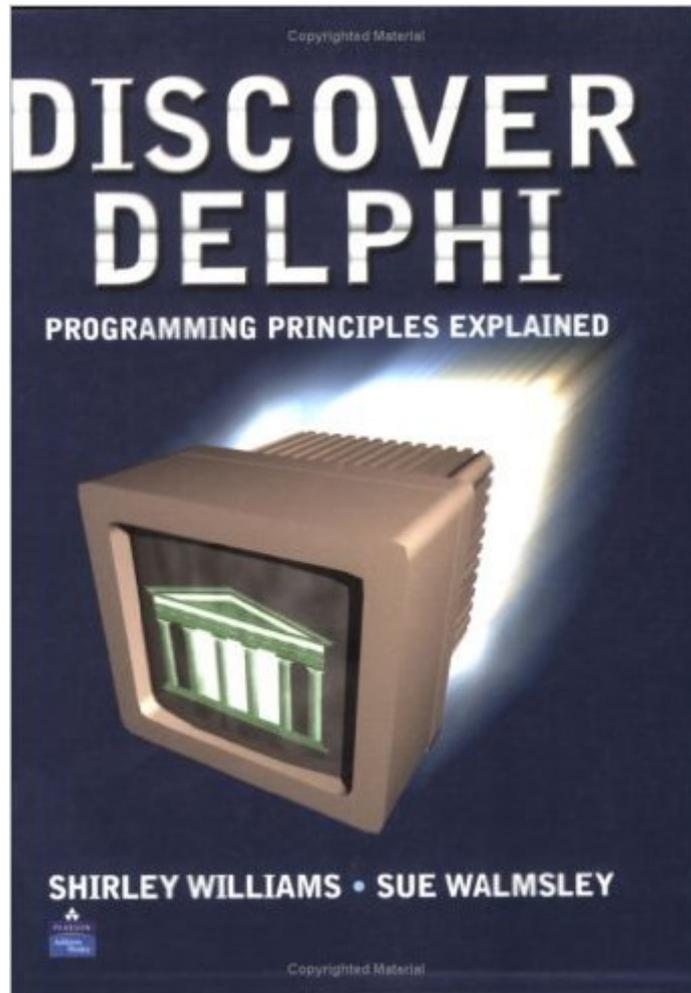


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# Discover Delphi: Programming Principles Explained (International Computer Science Series)



## Synopsis

This book is aimed at people with limited or no programming experience and equips them with the skills required by a professional programmer. These skills are taught within the Delphi environment allowing the user the 'fun' of producing attractive Graphical User Interfaces, whilst learning the fundamentals of programming, which are transferable to other imperative and object based languages.

## Book Information

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## Customer Reviews

I found this book to be very good in presenting Delphi in a understandable manner. Having a computer science background, I could grasp the concepts easily and never seem to get bored of the book. Even if you don't have a background in programming, I definitely recommend this book to start you off because its an easy read, and you will not have go through tons of concepts before reaching the code but instead, it'll present useful coded examples followed with important explanations on how/why its done.I got this book because I wanted to start off my Delphi adventure, and it delivered! Its also comforting to know that its not a thick book!! It gives you plenty of examples and teaches you what you REALLY need to know, using Object Pascal and the RAD components! Not only that, it gives you self-review and practice questions to work on after each chapter. So basically it cuts to the chase and tells you what you ought to learn rather than what you might find useful.As a conclusion, I recommend that you buy this book whatever your level of programming

may be as it not only shows you how Delphi is used but also builds up your foundation on programming principles as shown in the book.

I have two semesters of Turbo Pascal 7.0. In those two semesters I had limited exposure to Object Oriented Programming. This book is excellent if you have the basic programming skills (variables, constants, loops, program structure, etc.) and nothing else. I purchased Delphi 5 (Professional). This book and it's examples all work with this version. If you are a newbie (like me), inexperienced and unsure (like me), this is the book for you. It is definitely worth the money. The chapter quizzes and exercises require you to review and practice the things you learned throughout the chapter. It is not written in "technical terms". You will learn how to apply everything from an array to a record using delphi. If you have the desire to make professional looking windows applications with nothing but the basic programming skills, then buy this book.

If you have never programmed in Turbo Pascal, than you should almost certainly get a copy of this book. It does indeed teach Delphi from grounds up and you will learn a great deal. If you are fully conversant with Pascal Syntax and structure, you might gain something reading through this book, but I do believe that you will gain more by reading through Tom Swan's book Delphi Bible followed by Charles Calvert Delphi Unleashed

This book is, as the authors state, a classroom text for the beginning programmer. I could see this book working for a first semester programmer using Delphi as a means to learn programming with a 4GL. But this book lends little to even a less than seasoned developer. There is a niche in the programming community for this book in that Delphi has come of age and so has most of the contemporary books. Few authors today want to go back and repeat what they wrote for Delphi I. I find it very desirable that Delphi is being used as a programming teaching tool. It is far more suited for the task than VB. Hopefully books of this order will encourage this endeavor.

it may be good for the novice, but as i already know 3 other languages i found it slow and missing alot of important information. It goes straight in with programing examples and doesnt provide a good foundation for understanding how delphi programs are structured. The tiny chapter on objects was very poor. Also they never explained how find the info on the components. I think the fact that delphi is so easy to use may make this book seem better than it is. It is a bit like giving people instructions without ever helping them to undestand what they are doing. I expect beginners will like it

because it avoids the in depth explanations and is more about trying out examples. If you are already a proficient programmer then you will find this book far too long. It could be easily summarised into 50 pages and still contain all the info. If you want to learn about Object Oriented programming forget this book. The thing that most annoyed me was the fact that they had code snippets that were numbered as if from line 1 when the code was not from the start of the program. To the novice programmer this could be very confusing. And they had snippets with no line numbering. Are they purposely trying to confuse people.

Being a total programming beginner I found this book very helpful. Although most of the examples are for making totally pointless programs, they teach you the basic principles very well. I had already tried to use Visual Basic but found the interface annoying and books unreadable and unhelpful. This book is really only for beginners like myself as it does not go into much more advanced ideas, and doesn't go anywhere where games but is still very useful.

A wonderfully easy to use yet comprehensive overview of the Delphi programming environment, and unlike other texts, there are not thousands of pages to wade through to find the material you need. Full source-code listings help you to get right all those semantics that are so easily forgotten. A book that you will reference again and again and again.

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