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Practical Programming in Tcl & Tk The holy Bible, ed. [the O.T.]
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CD-ROM contains: Source code in text -- Extensive library of
Tcl/Tk and Tcl freeware. This tutorial for Perl/Tk, the extension to

Perl for creating graphical user interfaces, shows readers how to use Perl/Tk to build graphical, event-driven applications for both Windows and UNIX. Rife with illustrations, it teaches how to implement and configure each Perl/Tk graphical element. Værker og noter fra 1974 - 1992 Perl/Tk is the marriage of the Tk graphical toolkit with Perl, the powerful programming language used primarily for system administration, web programming, and database manipulation. With Perl/Tk, you can build Perl programs with an attractive, intuitive GUI interface with all the power of Perl behind it. Mastering Perl/Tk is the "bible" of Perl/Tk: It's not only a great book for getting started, but the best reference for learning the techniques of experienced Perl/Tk programmers. The first half of the book contains the basics on how to use Perl/Tk, and then branches out into advanced applications with a series of extensive program examples. The result is a book accessible for novices, and invaluable for experienced programmers ready to learn the next step in the elegant and effective use of Perl/Tk. The book includes: An introduction to each of the basic Perl/Tk widgets and geometry managers A dissection of the MainLoop, including how to use callbacks and bindings effectively Coverage of the Tix widgets, an extended set of widgets that are a part of the standard Perl/Tk distribution Working with images in Perl/Tk, including bitmaps, pixmaps, photos, and how to compose a compound image type How to create custom mega-widgets in Perl/Tk, both composite and derived Handling interprocess communication with Perl/Tk, both with standard Unix utilities (pipes and sockets) and with the send command designed for direct communication between Tk applications Developing your own Tk widget in the C language Examples of web applications written with Perl/Tk and the LWP library The book also includes appendices on installing Perl/Tk, a complete quick-reference for each standard widget, and listings of all the extended examples in the book. Nancy Walsh is the author of Learning Perl/Tk, and Steve Lidie wrote the Perl/Tk Pocket Reference as well as a series

of Perl/Tk articles in The Perl Journal. Together, they have written Mastering Perl/Tk to be the definitive guide to Perl/Tk. "This volume includes 5 articles, viz. Mesozoic Orogenic Movements in the Pinghsiang Coalfield, Kiangsi, the first report on the Indosinian movement in China, On major Tectonic Forms of China, a classic on the tectonics of China and three major representative articles on the tectonics of China published in the 1960's, 1970's and 1980's, also appearing in their original English form."--Editorial. Includes proceedings of member institutes of the Society and of the Society's Science Congress through v. 84, 1956/57. You need a graphical user interface, and it needs to run on multiple platforms. You don't have much time, and you're not a wizard with X/Motif, the Win32 GUI, or the Mac GUI. The project seems impossible, but with Tcl/Tk it's simple and fun. The Tcl scripting language and the Tk toolkit create a powerful programming environment for building graphical user interfaces. With two lines of code you can create a simple button; with two hundred lines of code, a desktop calculator; and with a thousand lines of code, an industrial-strength groupware calendar and appointment minder. Your applications run on all of the major platforms: UNIX, Windows 95/NT, and Macintosh. You can even embed your programs in a Web page to make them available online. Mark Harrison and Michael McLennan, two noted Tcl/Tk experts, combine their extensive experience in this practical programming guide. It is ideal for developers who are acquainted with the basics of Tcl/Tk and are now moving on to build real applications. Effective Tcl/Tk Programming shows you how to build Tcl/Tk applications effectively and efficiently through plenty of real-world advice. It clarifies some of the more powerful aspects of Tcl/Tk, such as the packer, the canvas widget, and binding tags. The authors describe valuable design strategies and coding techniques that will make your Tcl/Tk projects successful. You will learn how to: Create interactive displays with the canvas widget Create customized editors with the text widget Create

new geometry managers, like tabbed notebooks or paned windows Implement client/server architectures Handle data structures Interface with existing applications Package Tcl/Tk code into reusable libraries Deliver Tcl/Tk applications that are easy to configure and install Embed applications in a Web page Build applications that will run on multiple platforms Throughout the book, the authors develop numerous applications and a library of reusable components. Learn from their approach, follow their strategies, and steal their code for your own applications! But don't bother retyping all of the examples.

0201634740B04062001 John K. Ousterhout's Definitive Introduction to Tcl/Tk-Now Fully Updated for Tcl/Tk 8.5 Tcl and the Tk Toolkit, Second Edition, is the fastest way for newcomers to master Tcl/Tk and is the most authoritative resource for experienced programmers seeking to gain from Tcl/Tk 8.5's powerful enhancements. Written by Tcl/Tk creator John K. Ousterhout and top Tcl/Tk trainer Ken Jones, this updated volume provides the same extraordinary clarity and careful organization that made the first edition the world's number one Tcl/Tk tutorial. Part I introduces Tcl/Tk through simple scripts that demonstrate its value and offer a flavor of the Tcl/Tk scripting experience. The authors then present detailed, practical guidance on every feature necessary to build effective, efficient production applications—including variables, expressions, strings, lists, dictionaries, control flow, procedures, namespaces, file and directory management, interprocess communication, error and exception handling, creating and using libraries, and more. Part II turns to the Tk extension and Tk 8.5's new themed widgets, showing how to organize sophisticated user interface elements into modern GUI applications for Tcl. Part III presents incomparable coverage of Tcl's C functions, which are used to create new commands and packages and to integrate Tcl with existing C software—thereby leveraging Tcl's simplicity while accessing C libraries or executing performance-intensive tasks.

Throughout, the authors illuminate all of Tcl/Tk 8.5's newest, most powerful improvements. You'll learn how to use new Starkits and Starpacks to distribute run-time environments and applications through a single file; how to take full advantage of the new virtual file system support to treat entities such as zip archives and HTTP sites as mountable file systems; and more. From basic syntax to simple Tcl commands, user interface development to C integration, this fully updated classic covers it all. Whether you're using Tcl/Tk to automate system/network administration, streamline testing, control hardware, or even build desktop or Web applications, this is the one Tcl/Tk book you'll always turn to for answers. 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. A practical guide focusing exclusively on Web applications of Tcl/Tk Like Java, Tcl/Tk enables programmers to create programs that can run independent of graphical hardware or operating systems. This makes it a natural for Web developers. Packed with real-world examples, this book reveals how to write a complete browser in the latest version of Tcl, create GUI components, and use Tcl to interact with Java, JavaScript, and

CGI/Perl. It also demonstrates how to write Tcl applets, called "Tclets" and provides plug-ins that can handle these applets. Tcl (Tool Command Language) is a scripting language with its own built-in interpreter that can be used to easily develop applications. Tk is the Tcl toolkit for building graphical interfaces. Companion Web site features all code and Tcl applets from the book. Smith's guide not only offers assistance to user, but promises results--and it's being back by the Tcl community, including a cover quote and foreword by (incr Tcl) inventor Michael McLennan; a cover quote by Tcl inventor John Ousterhout; and information on the Tcl Web site. A must-have handbook. "The bulk of the book is about Tcl scripting and the aspects of C programming to create Tcl extensions is given a lighter treatment."--Author. PROGRAMMING AND GUI FUNDAMENTALS Discover the foundations of TCL programming and GUI development Programming and GUI Fundamentals: Tcl-Tk for Electronic Design Automation (EDA), delivers a comprehensive exploration of the major design challenges and potential present in application and tool development with Tcl-Tk. Accessibly written and easy-to-understand, the book can be used by students at a variety of levels, as well as researchers and working professionals. The authors present the fundamental concepts of Tcl programming and graphic user interface (GUI) development using images, and photographs, assisting with concept understanding and retention. They describe real-time system designs and offer students and designers the opportunity to learn about critical concepts in scripting and GUI development. Readers will learn to design their own GUI, place and package widgets on the GUI, and allow EDA professionals, chip designers and students to code and design in TCL-TK. They will also benefit from: A thorough introduction to scripting languages and wish interpreters, including their fundamental concepts, TCL tips and tricks, and command, variable, and procedure examples Comprehensive explorations of the TCL data structure, including

datatypes, strings and commands, lists and commands, and arrays and commands Practical discussions of TCL control flow, including conditional commands, multi-condition commands, and loop commands In-depth examinations of file input/output processing, including TCL file read-write, open and close commands, gets, and puts. Perfect for undergraduate and graduate students studying programming or computer science, as well as professionals working on electronic design automation and chip design, Programming and GUI Fundamentals: Tcl-Tk for Electronic Design Automation (EDA) is also an indispensable resource for programming professionals seeking to upskill. Kit's attempts to fit in at Covington go off course when her horse, TK, is sold. Can she find him and bring him home, or will she have to get back in the saddle -- on a new horse? Life's been difficult enough since American teen Kit Bridges moved to England with her dad to start their new life at The Covington Academy, an elite equestrian boarding school. Her roommate, Anya, turned out to be an Indian princess -- a secret Anya didn't bother to confide to Kit before fleeing Covington, seemingly for good. The boys in England are charming, but they're too busy fighting for Kit's attention, and she's focused on the only one who really made Kit feel like she belonged: wild, unruly horse TK. But TK behaved so badly at the House Cup that the headmistress, Lady Covington, sold him and sent him away from the school. If Kit could only find the bill of sale, maybe she could find out where TK is, bring him back, and convince everyone to give him a second chance. Then again, second chances aren't exactly Covington's specialty. "The bulk of the book is about Tcl scripting and the aspects of C programming to create Tcl extensions is given a lighter treatment."--Author. Surveys the Capabilities, Features, & Use of the TK! Solver Applications Software Package. Solves Virtually Any Problem that Can Be Defined as an Algebraic Equation Appropriate for sophomore/junior-level courses in Design of Machine Elements. This text makes efficient, effective computer

integration readily accessible by developing mathematical models called LEAD MODELS which can be used to analyze, design and/or optimize a machine component. It emphasizes design using computer and associated software along with well developed Lead-Models, allowing students to spend more time understanding fundamentals and exploring on their own. 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 This small book is a handy reference guide to almost all Perl/Tk graphical elements, including general widget information and the details of each widget, window management, events, bindings, fonts, images, and geometry management. In its first five years of existence, The Perl Journal (TPJ) became the voice of the Perl community. Every serious Perl programmer subscribed to it, and

every notable Perl guru jumped at the opportunity to write for it. TPJ explained critical Perl topics and demonstrated Perl's utility for fields as diverse as astronomy, biology, economics, AI, and games. Back issues were hoarded, or swapped like trading cards. No longer in print format, The Perl Journal remains a proud and timeless achievement of Perl during one of its most exciting periods of development. Web, Graphics & Perl/Tk is the second volume of The Best of the Perl Journal, compiled and re-edited by the original editor and publisher of The Perl Journal, Jon Orwant. In this series, we've taken the very best (and still relevant) articles published in TPJ over its five years of publication and immortalized them into three volumes. The forty articles included in this volume are simply some of the best Perl articles ever written on the subjects of graphics, the Web, and Perl/Tk, by some of the best Perl authors and coders. Much of Perl's success is due to its capabilities for developing web sites; the Web section covers popular topics such as CGI programs, `mod_perl`, spidering, HTML parsing, security, and content management. The Graphics section is a grab bag of techniques, ranging from simple graph generation to ray tracing and real-time video digitizing. The Perl/Tk section shows you how to use the popular Perl/Tk toolkit for developing graphical applications that work on both Unix/Linux and Windows without a single change. Written by twenty-three of the most prominent and prolific members of the closely-knit Perl community, including Lincoln Stein, Mark-Jason Dominus, Alligator Descartes, and Dan Brian, this anthology does what no other book can, giving unique insight into the real-life applications and powerful techniques made possible by Perl. A handy reference guide includes easy-to-understand summaries of the basic Tcl language elements, to the Tcl and Tk commands, and to the Tk widgets, in a quick access format. Original. (Advanced). Demonstrates the features of the TK!Solver program, explains its models, commands, and functions, and shows how to use it to solve problems in electrical and mechanical engineering

Forty articles from the first five years of "The Perl Journal" discuss web site development, techniques for creating graphics, and using the Perl/TK toolkit for graphical applications. Learn how to script the custom network management tools you really need--from expert developers who have done it for Cisco, Digital, and 3Com. Readers will learn how to build powerful custom network management tools--fast. The book includes extensive code examples supported by the author's Web site. Includes proceedings of member institutes of the Society and of the Society's Science Congress through v. 84, 1956/57.

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