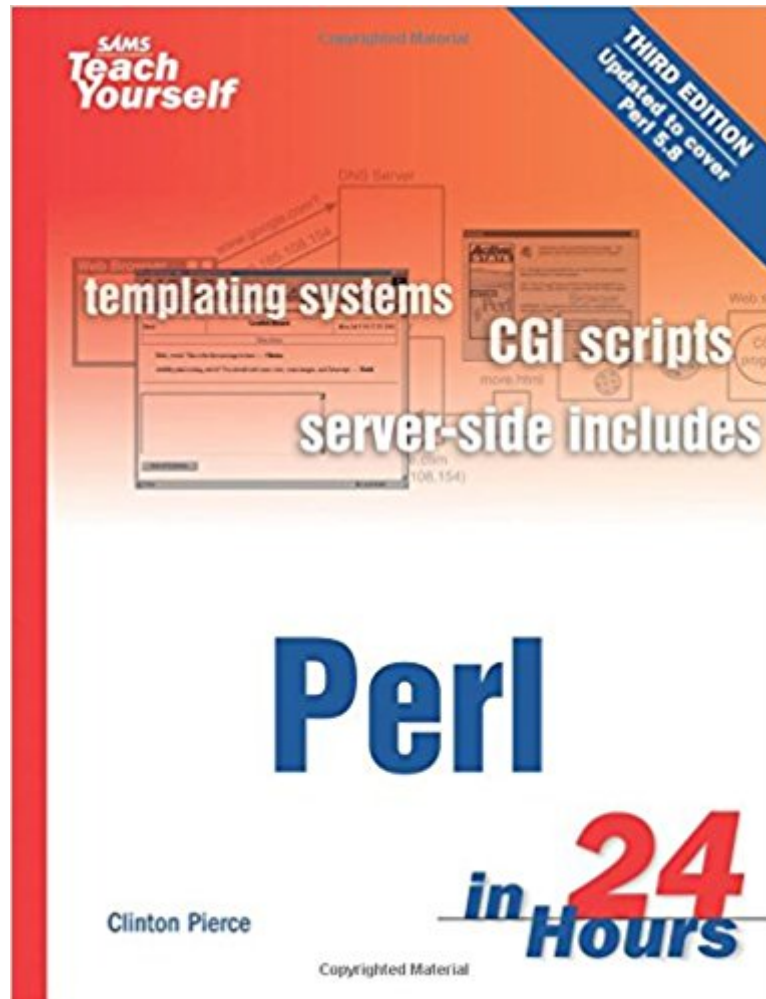


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Sams Teach Yourself Perl In 24 Hours (3rd Edition)



Synopsis

Learn Perl programming quickly and easily with 24 one-hour lessons in Sams Teach Yourself Perl in 24 Hours. The book's step-by-step lessons teach you the basics of Perl and how to apply it in web development and system administration. Plus, the third edition has been updated to include five chapters on new technologies, information on the latest version of Perl, and a look ahead to Perl 6. Sams Teach Yourself Perl in 24 Hours focuses on real-world development, teaching you how to:

- Effectively use Perl for large development projects using Perl modules
- Use Perl for data processing
- Utilize Perl as a "glue" language with other programming languages
- Use Perl as a web development language

Book Information

Paperback: 480 pages

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Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (27 customer reviews)

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Customer Reviews

This book is good for two kinds of people -- people who need an introductory text to Perl (especially if they don't have a strong programming background already); and people who are doing CGI programming. (Of course, you could happen to be both kind of person at once -- a not-advanced programmer picking up Perl to do some CGI programming.) No other Perl book I've seen so far manages to serve both audiences so well. The part of the book (the first 3/5ths or so) that's intro to general Perl is good, clear, and free of any typos I've noticed. The current printing I saw tended to scrimp on whitespace (so you see "\$x=\$y*stuff(\$z)" instead of something more like "\$x = \$y * stuff(\$z)"), but I don't think it's /too/ much of a problem; and I've emailed the author and he says he'll see about getting that changed in later printings. The section on CGI is the real windfall here. I'm

sure that the author could have just banged out a chapter or two of "Hello World" CGIs plus a form2mail and a guestbook, and called that it; and the book would probably have sold just as well from casual buyers. Instead, he ended up writing the absolute best and most careful discussion of CGI I've seen to date. Most importantly, if you're a new-to-CGI programmer and you read this book, I think it'll steer you clear of the nastier pitfalls better than any other book I've seen. That includes things that work but that open security holes, as well as things that just don't work. And, incidentally, the book doesn't cost much, so I can recommend that even an advanced CGI programmer (even one not coding in Perl!

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