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Programming in ANSI C Stephen G. Kochan 1994 Discusses the fundamental features of the C computer programming language and offers guidance on techniques for writing programs in C. (Beginner). [Programming in C](#) Reema Thareja 2018-09-30 Beginning with the basics of computers, the book provides an in-depth analysis of various constructs of C. The key topics include iterative and decision-control statements, functions, recursion, arrays, strings, pointers, structures and unions, and file management. It deals separately with the fundamental concepts of linked lists - the preferred data structure for dynamic allocation of memory. The book also includes a chapter on different searching and sorting algorithms and analysis of time and space complexity of algorithms.

A Tutorial on Pointers and Arrays in C Ted Jensen 2017-05-19 This document is intended to introduce pointers to beginning programmers in the C programming language. Over several years of reading and contributing to various conferences on C including those on the FidoNet and UseNet, I have noted a large number of newcomers to C appear to have a difficult time in grasping the fundamentals of pointers. I therefore undertook the task of trying to explain them in plain language with lots of examples.

[Programming in ANSI C](#) Ram Kumar 1992

C++ Solutions David Vandevor 1998 Developers acquire a thorough understanding of ANSI/ISO C++ by working through examples. Vandevor solves a broad subset of illustrative and realistic exercises to facilitate this process. He also includes hints to help programmers find their own solutions, and additional exercises to provide deeper insights into modern software design. Highlights In-depth coverage of C++ language concepts, syntax, and features for each chapter Numerous detailed examples that build intuition about performance issues Adherence to the final ANSI/ISO C++ specifications Sample code and programs available on-line 0201309653B04062001

Programming in ANSI C E. Balagurusamy 2017

Learn C the Hard Way Zed A. Shaw 2015-08-10 You Will Learn C! Zed Shaw has crafted the perfect course for the beginning C programmer eager to advance their skills in any language. Follow it and you will learn the many skills early and junior programmers need to succeed—just like the hundreds of thousands of programmers Zed has taught to date! You bring discipline, commitment, persistence, and experience with any programming language; the author supplies everything else. In *Learn C the Hard Way*, you'll learn C by working through 52 brilliantly crafted exercises. Watch Zed Shaw's teaching video and read the exercise. Type his code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn what good, modern C programs look like; how to think more effectively about code; and how to find and fix mistakes far more efficiently. Most importantly, you'll master rigorous defensive programming techniques, so you can use any language to create software that protects itself from malicious activity and defects. Through practical projects you'll apply what you learn to build confidence in your new skills. Shaw teaches the key skills you need to start writing excellent C software, including Setting up a C environment Basic syntax and idioms Compilation, make files, and linkers Operators, variables, and data types Program control Arrays and strings Functions, pointers, and structs Memory allocation I/O and files Libraries Data structures, including linked lists, sort, and search Stacks and queues Debugging, defensive coding, and automated testing Fixing stack overflows, illegal memory access, and more Breaking and hacking your own C code It'll Be Hard at First. But Soon, You'll Just Get It—And That Will Feel Great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful programming languages. You'll be a C programmer.

C Programming Absolute Beginner's Guide Greg Perry 2017-07-13 C++

was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career & Business.

Object-Oriented Programming In Microsoft C + + LAFORE ROBERT 1994

C Programming And Data Structures (for Jntu) Balagurusamy *Programming in ANSI C* E Balagurusamy 2019

Object-Oriented Analysis and Design Sarnath Ramnath 2010-12-06 Object-oriented analysis and design (OOAD) has over the years, become a vast field, encompassing such diverse topics as design process and principles, documentation tools, refactoring, and design and architectural patterns. For most students the learning experience is incomplete without implementation. This new textbook provides a comprehensive introduction to OOAD. The salient points of its coverage are: • A sound footing on object-oriented concepts such as classes, objects, interfaces, inheritance, polymorphism, dynamic linking, etc. • A good introduction to the stage of requirements analysis. • Use of UML to document user requirements and design. • An extensive treatment of the design process. • Coverage of implementation issues. • Appropriate use of design and architectural patterns. • Introduction to the art and craft of refactoring. • Pointers to resources that further the reader's knowledge. All the main case-studies used for this book have been implemented by the authors using Java. The text is liberally peppered with snippets of code, which are short and fairly self-explanatory and easy to read. Familiarity with a Java-like syntax and a broad understanding of the structure of Java would be helpful in using the book to its full potential.

Object-Oriented Programming Using C++ Joyce Farrell 2008-06-24

Using object-oriented terminology from the start, *Object-Oriented Programming Using C++*, Fourth Edition, will provide readers with a solid foundation in C++ programming. Like its predecessors, the fourth edition uses clear, straightforward examples to teach both the syntax of the C++ language and sound programming principles. It begins with an overview of object-oriented programming and C++, and then builds upon this knowledge to teach increasingly complex concepts, such as inheritance, templates, handling exceptions, and advanced input and output. Aimed at providing readers with the most current programming knowledge, this edition has been updated to reflect the latest software, Visual C++ 2008. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

C- In Depth Srivastava 2004-11-01

Let Us Python Kanetkar Yashavant 2019-09-20 Learn Python Quickly, A Programmer-Friendly Guide Key features Strengthens the foundations, as detailed explanation of programming language concepts are given. Lists down all important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows systematic approach that will help you to prepare for an interview in short duration of time. Description Most Programmer's learning Python are usually comfortable with some or the other

programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. What will you learn Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators, Command-line Parsing Who this book is for Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of contents1. Introduction to Python2. Python Basics3. Strings4. Control Flow Instructions5. Console Input/Output6. Lists7. Tuples8. Sets9. Dictionaries10. Functions11. Modules12. Classes and Objects13. Intricacies of Classes and Objects14. Inheritance15. Exception Handling16. File Input/Output17. Miscellany

About the author Yashavant Kanetkar Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, moulded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students / professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yashavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His Linkedin profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255) Aditya Kanetkar holds a Master's Degree in Computer Science from Georgia Tech, Atlanta. Prior to that, he completed his Bachelor's Degree in Computer Science and Engineering from IIT Guwahati. Aditya started his professional career as a Software Engineer at Oracle America Inc. at Redwood City, California. Currently he works with Microsoft Corp., USA. Aditya is a very keen programmer since his intern fays at Redfin, Amazon Inc. and Arista Networks. His current passion is anything remotely connected to Python, Machine Learning and C# related technologies. His Linkedin Profile: [linkedin.com/in/aditya-kanetkar-a4292397](https://www.linkedin.com/in/aditya-kanetkar-a4292397)

ANSI C Programming Kanetkar Yashavant 2019-11-04 Learn real-world C programming as per the latest ANSI standard Key features Learn real-world C programming as per the latest ANSI standard All programs work on DOS, Windows as well as Linux Detailed explanation of difficult concepts like "e;Pointers"e; and "e;Bitwise operators"e; End of chapter exercises drawn from different universities Written by best-selling author of Let Us C Description In this heterogeneous world a program that is compiler dependent is simply unacceptable. ANSI C Programming teaches you C language in such a manner that you are able to write truly portable programs. This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complicated topics towards the end. Each chapter has been designed to create a deep and lasting impression on the reader's mind. "e;If taught through examples, any concept becomes easy to grasp"e;. This book follows this dictum faithfully, Yashavant has crafted well thought out programming examples for every aspects of C programming. What will you learn Algorithms, control instructions, strings, bitwise operators, flowcharts, functions Structures, enumerations, data types, pointers, unions, dynamic memory allocation Storage classes, arrays, File IO, linked list Who this book is for Students, Programmers, researchers, and software developers who wish to learn the basics of ANSI C Programming. Table of contents1. Before We Begin2. Introduction To Programming3. Algorithms For Problem Solving4. Introduction To C Language5. The Decision Control Structure6.

The Loop Control Structure7. The Case Control Structure8. Functions & Pointers9. Data Types Revisited10. The C Preprocessor10. Arrays11. Puppating On Strings12. Structures13. Self Referential Structures and Linked Lists14. Console Input/Output15. File Input/Output16. More Issues In Input/Output17. Operations On Bits18. Miscellaneous Features Appendix A - Precedence Table Appendix B - Chasing the Bugs Appendix C - ASCII Chart Index About the author Yashavant Kanetkar's programming books have almost become a legend. Through his original works in the form of books and Quest Video courseware CDs on C, C++, Data Structures, VC++, .NET, Embedded Systems, etc. Yashavant Kanetkar has created, moulded and groomed lacs of IT careers in the last decade and half. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft. His current passion includes Device Driver and Embedded System Programming. Yashavant has recently been honored with a "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur.

Yashavant's current affiliations include being a Director of KICIT and KSET. His Linkedin profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255) **COM+ Programming** Pradeep Kumar Tapadiya 2001 Explores COM+ as a solution for software-reusability through the analysis of software engineering problems, case studies, and programming examples.

Ivor Horton's Beginning ANSI C++ Ivor Horton 2008-01-01 * The previous title has proven sales success over 6 years; new edition is completely revised and updated, author is widely acknowledged as among the best authors on programming today! * Includes progressive text and examples, with each topic building on what has been learned previously * No specific prior programming experience necessary - Material is suited to both self-taught learners and structured courses * Written in an easy, effective tutorial style with all language features demonstrated through working examples * Explains what language elements are for and how they work * Demystifies the language by explaining all specialized terminology and jargon * Covers class templates in depth and includes an introduction to the Standard Template Library

Programming with JAVA - A Primer E. Balaguruswamy 2014-06-04 Programming with JAVA, 3e, incorporates all the updates and enhancements added to JAVA 2 and J2SE 5.0 releases. The book presents the language concepts in extremely simple and easy-to-understand style with illustrations and examples wherever necessary. Salient Features Fully explains the entire Java language. Discusses Java's unique features such as packages a interfaces. Shows how to create and implement applets. Illustrates the use of advanced concepts like multithread and graphics. Covers exception handling in depth. Debugging exercises and two full-fledged projects. Includes model questions from the Sun Certified JAVA Programmer Exam.

A Book on C Al Kelley 1990 The authors provide clear examples and thorough explanations of every feature in the C language. They teach C vis-a-vis the UNIX operating system. A reference and tutorial to the C programming language. Annotation copyrighted by Book News, Inc., Portland, OR

Professional C++ Nicholas A. Solter 2005-01-21 Geared to experienced C++ developers who may not be familiar with the more advanced features of the language, and therefore are not using it to its full capabilities Teaches programmers how to think in C++-that is, how to design effective solutions that maximize the power of the language The authors drill down into this notoriously complex language, explaining poorly understood elements of the C++ feature set as well as common pitfalls to avoid Contains several in-depth case studies with working code that's been tested on Windows, Linux, and Solaris platforms

PROBLEM SOLVING WITH C SOMASHEKARA, M. T. 2018-01-01 This self-readable and student-friendly text provides a strong programming foundation to solve problems with C language through its well-supported structured programming methodology, rich set of operators and data types. It is designed to help students build efficient and compact programs. The book, now in its second edition, is an extended version of Dr. M.T. Somashekara's previous book titled as Programming in C. In addition to two newly introduced chapters on 'Graphics using C' and 'Searching and Sorting', all other chapters of the previous edition have been thoroughly revised and updated. The usage of pseudocodes as a problem-solving tool has been explored throughout the book before providing C programming solutions for the problems, wherever necessary. This book comes with an increased number of examples,

programs, review questions, programming exercises and interview questions in each chapter. Appendices, glossary, MCQs with answers and solutions to interview questions are given at the end of the book. The book is eminently suitable for students of Computer Science, Computer Applications, and Information Technology at both undergraduate and postgraduate levels. Assuming no previous knowledge of programming techniques, this book is appropriate for all those students who wish to master the C language as a problem-solving tool for application in their respective disciplines. It even caters to the needs of beginners in computer programming. **KEY FEATURES** • Introduction to problem-solving tools like algorithms, flow charts and pseudocodes • Systematic approach to teaching C with simple explanation of each concept • Expanded coverage of arrays, structures, pointers and files • Complete explanation of working of each program with emphasis on the core segment of the program, supported by a large number of solved programs and programming exercises in each chapter **NEW TO THE SECOND EDITION** • Points-wise summary at the end of each chapter • MCQs with Answers • Interview Questions with Solutions • Pseudocodes for all the problems solved using programs • Two new chapters on 'Graphics using C' and 'Searching and Sorting' • Additional review questions and programming exercises

Computational Finance Using C and C# George Levy 2008-06-13 Computational Finance Using C and C# raises computational finance to the next level using the languages of both standard C and C#. The inclusion of both these languages enables readers to match their use of the book to their firm's internal software and code requirements. The book also provides derivatives pricing information for equity derivatives (vanilla options, quantos, generic equity basket options); interest rate derivatives (FRAs, swaps, quantos); foreign exchange derivatives (FX forwards, FX options); and credit derivatives (credit default swaps, defaultable bonds, total return swaps). This book is organized into 8 chapters, beginning with an overview of financial derivatives followed by an introduction to stochastic processes. The discussion then shifts to generation of random variates; European options; single asset American options; multi-asset options; other financial derivatives; and C# portfolio pricing application. The text is supported by a multi-tier website which enables purchasers of the book to download free software, which includes executable files, configuration files, and results files. With these files the user can run the C# portfolio pricing application and change the portfolio composition and the attributes of the deals. This book will be of interest to financial engineers and analysts as well as numerical analysts in banking, insurance, and corporate finance. Illustrates the use of C# design patterns, including dictionaries, abstract classes, and .NET InteropServices.

Introduction to Programming with C++ Y. Daniel Liang 2014 **NOTE:** You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133377474 /ISBN-13: 9780133377477 . That package includes ISBN-10: 0133252817 /ISBN-13: 9780133252811 and ISBN-10: 013337968X /ISBN-13: 9780133379686 . MyProgrammingLab should only be purchased when required by an instructor . For undergraduate students in Computer Science and Computer Programming courses or beginning programmers A solid foundation in the basics of C++ programming will allow readers to create efficient, elegant code ready for any production environment Learning basic logic and fundamental programming techniques is essential for new programmers to succeed. A distinctive fundamentals-first approach and clear, concise writing style characterize *Introduction to Programming with C++*, 3/e. Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Abstract concepts are carefully and concretely explained using simple, short, and stimulating examples. Explanations are presented in brief segments, with many figures and tables. **NEW!** This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

Introduction to Information Technology I. T. L. Education Solutions Limited 2005-09

Let Us C Yashavant P. Kanetkar 2004-11-01

Art and Science of Java Eric Roberts 2013-07-17 In *The Art and Science of Java*, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of *The Art and Science of C*. By following the

recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

LET US C SOLUTIONS -15TH EDITION Yashavant kanetkar

2018-06-01 Description: Best way to learn any programming language is to create good programs in it. C is not exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program. That's where you would find this book useful. It contains solutions to all the exercises present in Let Us C 15th Edition. If you learn the language elements from Let Us C, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C programmer. I am sure you would appreciate this learning path like the millions of students and professionals have in the past decade.

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The C Programming Language Brian W. Kernighan 1988 Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Fundamentals of Computer Organization and Architecture Mostafa Abd-El-Barr 2005-02-22 This is the first book in the two-volume set offering comprehensive coverage of the field of computer organization and architecture. This book provides complete coverage of the subjects pertaining to introductory courses in computer organization and architecture, including: * Instruction set architecture and design * Assembly language programming * Computer arithmetic * Processing unit design * Memory system design * Input-output design and organization * Pipelining design techniques * Reduced Instruction Set Computers (RISCs) The authors, who share over 15 years of undergraduate and graduate level instruction in computer architecture, provide real world applications, examples of machines, case studies and practical experiences in each chapter.

Schaum's Outline of Theory and Problems of Programming with C Byron S. Gottfried 1996 The broad, yet in-depth coverage of C programming language, within the context of today's C programming style, makes this book as useful for practicing professionals as it is for beginning programmers. This study guide solves many sample problems using other programming languages so readers can compare several popular languages. It also includes clear explanations of most of the features in the current ANSI standard. The emphasis throughout is on designing clear, legible, modular and efficient programs.

Expert C++ Vardan Grigoryan 2020-04-10 Design and architect real-world scalable C++ applications by exploring advanced techniques in low-level programming, object-oriented programming (OOP), the Standard Template Library (STL), metaprogramming, and concurrency **Key Features** Design professional-grade, maintainable apps by learning advanced concepts such as functional programming, templates, and networking Apply design patterns and best practices to solve real-world problems Improve the performance of your projects by designing concurrent data structures and algorithms **Book Description** C++ has evolved over the years and the latest release - C++20 - is now available. Since C++11, C++ has been constantly enhancing the language feature set. With the new version, you'll explore an array of features such as concepts, modules, ranges, and coroutines. This book will be your guide to learning the intricacies of the language, techniques, C++ tools, and

the new features introduced in C++20, while also helping you apply these when building modern and resilient software. You'll start by exploring the latest features of C++, and then move on to advanced techniques such as multithreading, concurrency, debugging, monitoring, and high-performance programming. The book will delve into object-oriented programming principles and the C++ Standard Template Library, and even show you how to create custom templates. After this, you'll learn about different approaches such as test-driven development (TDD), behavior-driven development (BDD), and domain-driven design (DDD), before taking a look at the coding best practices and design patterns essential for building professional-grade applications. Toward the end of the book, you will gain useful insights into the recent C++ advancements in AI and machine learning. By the end of this C++ programming book, you'll have gained expertise in real-world application development, including the process of designing complex software. What you will learn

- Understand memory management and low-level programming in C++ to write secure and stable applications
- Discover the latest C++20 features such as modules, concepts, ranges, and coroutines
- Understand debugging and testing techniques and reduce issues in your programs
- Design and implement GUI applications using Qt5
- Use multithreading and concurrency to make your programs run faster
- Develop high-end games by using the object-oriented capabilities of C++
- Explore AI and machine learning concepts with C++

Who this book is for This C++ book is for experienced C++ developers who are looking to take their knowledge to the next level and perfect their skills in building professional-grade applications.

UNDERSTANDING POINTERS IN C 1997

Obj Oriented Prog With C++, 5e Balagurusamy 2011

Learning SQL Alan Beaulieu 2009-04-11 Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly. Whether you need to write database applications, perform administrative tasks, or generate reports, Learning SQL, Second Edition, will help you easily master all the SQL fundamentals. Each chapter presents a self-contained lesson on a key SQL concept or technique, with numerous illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will:

- Move quickly through SQL basics and learn several advanced features
- Use SQL data statements to generate, manipulate, and retrieve data
- Create database objects, such as tables, indexes, and constraints, using SQL schema statements
- Learn how data sets interact with queries, and understand the importance of subqueries
- Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements

Knowledge of SQL is a must for interacting with data. With Learning SQL, you'll quickly learn how to put the power and flexibility of this language to work.

Programming with C. Byron s Gottfried 2010

Head First C David Griffiths 2012-04-03 Ever wished you could learn C from a book? Head First C provides a complete learning experience for C and structured imperative programming. With a unique method that goes beyond syntax and how-to manuals, this guide not only teaches you the language, it helps you understand how to be a great programmer. You'll learn key areas such as language basics, pointers and pointer arithmetic, and dynamic memory management. Advanced topics include multithreading and network programming—topics typically covered on a college-level course. This book also features labs: in-depth projects intended to stretch your abilities, test your new skills, and build confidence. Head First C mimics the style of college-level C courses, making it ideal as an accessible textbook for students. We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First C uses a visually rich format

designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Practical C++ Programming Steve Oualline 2003 Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.

Let Us C: Authentic Guide to C PROGRAMMING Language 17th Edition (English Edition) Yashavant Kanetkar 2020-09-04 Learn the hand-crafted notes on C programming Key Features Strengthens the foundations, as a detailed explanation of programming language concepts are given Lucid explanation of the concept Well thought-out, fully working programming examples End-of-chapter exercises that would help you practice the skills learned in the chapter Hand-crafted "KanNotes" at the end of the each chapter that would help the reader remember and revise the concepts covered in the chapter Focuses on how to think logically to solve a problem Description The new edition of this classic book has been thoroughly revamped, but remains faithful to the principles that have established it as a favourite amongst students, teachers and software professionals round the world. "Simplicity"- that has been the hallmark of this book in not only its previous sixteen English editions, but also in the Hindi, Gujrati, Japanese, Korean, Chinese and US editions. This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle advanced topics towards the end of the book. What will you learn C Instructions Decision Control Instruction, Loop Control Instruction, Case Control Instruction Functions, Pointers, Recursion Data Types, The C Preprocessor Arrays, Strings Structures, Console Input/Output, File Input/Output Who this book is for Students, Programmers, researchers, and software developers who wish to learn the basics of C++ programming language.

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About the Authors Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "Distinguished Alumnus Award" by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. His LinkedIn profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

Object-oriented Programming with C++ David Parsons 1994 Provides a straightforward and practical approach to object-oriented concepts, analysis, design and programming for students on Higher National and degree courses.