

Teach Yourself C In 21 Days

Peter G. Aitken, Bradley Jones

Teach Yourself C In 21 Days:

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<u>Learning C</u> Peter G. Aitken,1991 What an easy way to learn C programming language A free disk provides a full functional version of Zortech's C compiler and helps users create stand alone computer programs Step by step lessons chapter summaries review questions and real world exercises make this the perfect introduction to productive C programming results

Teach Yourself C in 21 Days Peter G. Aitken, Bradley Jones, 1994 A 21 chapter tutorial that introduces the reader to C using a variety of unique teaching elements The Bestseller Edition provides additional coverage and adds an appendix that provides information on the advantages disadvantages and different behaviors of the most popular C compilers

Sams Teach Yourself C++ in 21 Days Jesse Liberty, Bradley L. Jones, 2004-12-14 Join the leagues of thousands of programmers and learn C from some of the best The fifth edition of the best seller Sams Teach Yourself C in 21

Days written by Jesse Liberty a well known C and C programming manual author and Bradley L Jones manager for a number of high profiler developer websites has been updated to the new ANSI ISO C Standard This is an excellent hands on guide for the beginning programmer Packed with examples of syntax and detailed analysis of code fundamentals such as managing I O loops arrays and creating C applications are all covered in the 21 easy to follow lessons You will also be given access to a website that will provide you will all the source code examples developed in the book as a practice tool C is the preferred language for millions of developers make Sams Teach Yourself the preferred way to learn it Sams Teach Yourself C in 21 Days Peter Aitken, Bradley L. Jones, 2000 **Teach Yourself C Programming in 21 Days** Peter G. Aitken, Bradley Jones, 1995 This book covers the basics of C including variables constants conditional statements loops pointers data structures input outure and functions all presented in a logical and easy to follow sequence that helps readers really understand the principles involved in developing programs Teach Yourself Advanced C in 21 Days Bradley Jones, Gregory L. Guntle, 1994 The perfect tutorial for C programmers wanting to take their skills to the next level Designed to be the follow up tutorial to the successful Teach Yourself C in 21 Days Uses lots of visual elements such as shaded syntax boxes notes boxes and line by line descriptions of the program examples Introduces carefully planned series of lessons guizzes exercises and workshops to motivate and reinforce learning Sams Teach Yourself C++ in 21 Days Jesse Liberty, 2001-06 This up to date guide to C programming is all you need to teach yourself the basics in 24 hours Jesse Liberty sSams Teach Yourself C in 24 Hours is a hand on guide complete with examples of syntax and detailed analysis of code By the end of the book you will have learned the fundamentals of C including managing I O loops and arrays object oriented programming and creating C applications A CD is included that provides you with all the source code needed to develop the samples in the book as well as the Cygnus Insight Debugger and the Dev C IDE Join over 250 000 readers who have learned C programming from Jesse Liberty Sams Teach Yourself Visual Studio .NET 2003 in 21 Days Jason Beres, 2003 Sams Teach Yourself Visual Studio NET in 21 Days will help developers that are new to application development and experienced developers understand how to use the NET Framework and Visual Studio NET to rapidly develop any type of computer application The Visual Studio NET development environment is the most comprehensive developer tool ever created putting that together with the NET Frameworks Class Libraries the developer has everything he or she needs to get up to speed on Microsoft's latest revolution in application development This book will guide the developer through using the VS NET IDE the Visual Basic NET and C language and the supporting tools available from Microsoft to create Windows and Web based applications. The market is full of books that pretty much say the same thing which is already available in the help files the author of this book has written and deployed over a dozen successful applications using Visual Studio NET and the NET Framework All of his expertise and experience is used to give you the most comprehensive title on using Visual Studio NET Sams Teach Yourself Visual C++ .Net in 21 Days Davis Howard Chapman, 2002 This book emphasizes using VC tools

and wizards to generate code Code examples are augmented with C language sidebars Readers who need a refresher on the language or want to go further under the hood will have a context while those who don't can easily skip that coverage The revision includes more information throughout on Microsoft Foundation Classes MFC

Sams Teach Yourself the C#

Language in 21 Days Bradley Jones, 2004 In 21 days readers learn how to use the key features of the C programming language not only the commands but how to create entire programs using them after a few introductory chapters

Absolute Beginner's Guide to Programming Greg M. Perry, 2002 This book teaches you everything you need to know to understand computer programming at a fundamental level You will learn what the major programming languaiges are how Sams Teach Yourself C Programming in One Hour a Day Bradley Jones, Peter G. Aitken, Dean they work and what to do Miller, 2013 Sams Teach Yourself C Programming in One Hour a Day Seventh Edition is the newest version of the worldwide best seller Sams Teach Yourself C in 21 Days Fully revised for the new C11 standard and libraries it now emphasizes platform independent C programming using free open source C compilers This edition strengthens its focus on C programming fundamentals and adds new material on popular C based object oriented programming languages such as Objective C Filled with carefully explained code clear syntax examples and well crafted exercises this is the broadest and deepest introductory C tutorial available It s ideal for anyone who s serious about truly mastering C including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps Friendly and accessible it delivers step by step hands on experience that starts with simple tasks and gradually builds to professional quality techniques Each lesson is designed to be completed in hour or less introducing and clearly explaining essential concepts providing practical examples and encouraging you to build simple programs on your own Coverage includes Understanding C program components and structure Mastering essential C syntax and program control Using core language features including numeric arrays pointers characters strings structures and variable scope Interacting with the screen printer and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information Variables and Constants 4 The Pieces of a C Program Statements Expressions and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures Unions and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen Printer and Keyboard PART III ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV APPENDIXES A ASCII Chart B C C Reserved Words C Common C Functions D Answers Sams Teach Yourself Objective-C in 24 Hours Jesse Feiler, 2012-03-30 In just 24 sessions of one hour or less you can

master the Objective C language and start using it to write powerful native applications for both Macs and iOS devices Using this book s straightforward step by step approach you ll get comfortable with Objective C s unique capabilities make the most of its powerful implementation of objects and messaging work effectively with design patterns collections blocks threading and a whole lot more Every lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by Step Instructions carefully walk you through the most common Objective C development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge By the Way notes present information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Printed in full color figures and code appear as they do in Xcode Use Xcode to write Objective C software more quickly and efficiently Master Objective C s object oriented features and techniques Efficiently organize program files and projects Make the most of Objective C s powerful messaging capabilities Declare classes instance variables properties methods and actions Leverage building block patterns to write more powerful code Work with mutable and immutable data types Organize data with collections including dictionaries and sets Manage memory the modern way with Automatic Reference Counting ARC Expand and extend classes with protocols delegates categories and extensions Apply recent language enhancements such as Associative References and Fast Enumeration Create and work with portable anonymous code blocks Manage queues and threading with Grand Central Dispatch Sams Teach Yourself Java in 21 Days (Covers Java 11/12) Rogers Cadenhead, 2019-12-09 In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer web servers and mobile devices With this complete tutorial you ll guickly master the basics and then move on to more advanced features and concepts Completely updated for Java 11 and 12 this book teaches you about the Java language and how to use it to create applications for any computing environment By the time you have finished the book you ll have well rounded knowledge of Java and the Java class libraries No previous programming experience required By following the 21 carefully organized lessons in this book anyone can learn the basics of Java programming Learn at your own pace You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies or you can focus on specific lessons to learn the techniques that interest you most Test your knowledge Each chapter ends with a Workshop section filled with questions answers and exercises for further study There are even certification practice questions Completely revised updated and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans an excellent programming platform Easy to understand practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java

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