Teach Yourselfc

Peter G. Aitken,Bradley Jones

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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   **Teach Yourself C in 21 Days** Peter G. Aitken,Bradley Jones,1992 Users can achieve C success now Each of the day by day lessons includes clear syntax examples and can be completed in two to three hours Shaded syntax boxes offer quick summaries of all C statements Special sections answer commonly asked programming questions reinforce important topics and help users avoid hard to track bugs Sams   Sams Teach Yourself C++ in 24 Hours Jesse Liberty,2001 Explains core concepts of C and how to use it to build object oriented programs add rich functionality debug programs learn exception and errorhandling techniques and make code ANSI compliant   **C Programming in One Hour a Day, Sams Teach Yourself** Bradley L. Jones,Peter Aitken,Dean Miller,2013-10-07 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 **Learn C programming language Simply** Mudit Sathe, Learn C programming language in 24 hours **Learn C Programming** Jeff Szuhay,2020-06-26 Get started with writing simple programs in C while learning the skills that will help you work with practically any programming language Key FeaturesLearn essential C concepts such as variables data structures functions loops arrays and pointersGet to grips with the core programming aspects that form the base of many modern programming languagesExplore the expressiveness and versatility of the C language with the help of sample programsBook Description C is a powerful general purpose programming language that is excellent for beginners to learn This book will introduce you to computer programming and software development using C If you re an experienced developer this book will help you to become familiar with the C programming language This C programming book takes you through basic programming concepts and shows you how to implement them in C Throughout the book you ll create and run programs that make use of one or more C concepts such as program structure with functions data types and conditional statements You ll also see how to use looping and iteration arrays pointers and strings As you make progress you ll cover code documentation testing and validation methods basic input output and how to write complete programs in C By the end of the book you ll have developed basic programming skills in C that you can apply to other programming languages and will develop a solid foundation for you to advance as a programmer What you will learnUnderstand fundamental programming concepts and implement them in CWrite working programs with an emphasis on code indentation and readabilityBreak existing programs intentionally and learn how to debug codeAdopt good coding practices and develop a clean coding styleExplore general programming concepts that are applicable to more advanced projectsDiscover how you can use building blocks to make more complex and interesting programsUse C Standard Library functions and understand why doing this is desirableWho this book is for This book is written for two very diverse audiences If you re an absolute beginner who only has basic familiarity with operating a computer this book will help you learn the most fundamental concepts and practices you need to know to become a successful C programmer If you re an experienced programmer you ll find the full range of C syntax as well as common C idioms You can skim through the explanations and focus primarily on the source code provided Sams Teach Yourself C++ in One Hour a Day Siddhartha Rao,2012 Rev ed of Sams teach yourself C in one hour a day Jesse Liberty Siddhartha Rao Bradley Jones 6th ed c2009 *Sams Teach Yourself Java in 21 Days (Covers Java 11/12)* Rogers Cadenhead,2019-12-09 In just 21 days you can acquire

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