

Understanding Pointers In C

AS RECOGNIZED, ADVENTURE AS SKILLFULLY AS EXPERIENCE ROUGHLY LESSON, AMUSEMENT, AS WELL AS UNDERSTANDING CAN BE GOTTEN BY JUST CHECKING OUT A BOOK **UNDERSTANDING POINTERS IN C** WITH IT IS NOT DIRECTLY DONE, YOU COULD TOLERATE EVEN MORE NEARLY THIS LIFE, ALMOST THE WORLD.

WE GIVE YOU THIS PROPER AS WITHOUT DIFFICULTY AS EASY PRETENSION TO ACQUIRE THOSE ALL. WE PRESENT UNDERSTANDING POINTERS IN C AND NUMEROUS EBOOK COLLECTIONS FROM FICTIONS TO SCIENTIFIC RESEARCH IN ANY WAY. ACCOMPANIED BY THEM IS THIS UNDERSTANDING POINTERS IN C THAT CAN BE YOUR PARTNER.

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

EXPERT C PROGRAMMING - PETER VAN DER LINDEN 1994

SOFTWARE -- PROGRAMMING LANGUAGES.

JUMPING INTO C++ - ALEX ALLAIN 2013-04

"JUMPING INTO C++ COVERS EVERY STEP OF THE PROGRAMMING PROCESS, INCLUDING : * GETTING THE TOOLS YOU NEED TO PROGRAM AND HOW TO USE THEM * BASIC LANGUAGE FEATURES LIKE VARIABLES, LOOPS AND FUNCTIONS * HOW TO GO FROM AN IDEA TO CODE * A CLEAR, UNDERSTANDABLE EXPLANATION OF POINTERS * STRINGS, FILE IO, ARRAYS, REFERENCES * CLASSES, OBJECT ORIENTED PROGRAMMING, AND ADVANCED CLASS DESIGN * DATA STRUCTURES AND THE STANDARD TEMPLATE LIBRARY (STL). KEY CONCEPTS ARE REINFORCED WITH QUIZZES AND OVER 75 PRACTICE PROBLEMS. YOU'LL ALSO GET OVER 70 SAMPLE SOURCE CODE FILES TO USE OR ADAPT. [...]" (EXTRAIT DU R? SUM? DE QUATRI? ME DE COUVERTURE).

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 FEATURES LEARN ESSENTIAL C CONCEPTS SUCH AS VARIABLES, DATA STRUCTURES, FUNCTIONS, LOOPS, AND POINTERS GET TO GRIPS WITH THE CORE PROGRAMMING ASPECTS THAT FORM THE BASE OF MANY MODERN PROGRAMMING LANGUAGES EXPLORE THE EXPRESSIVENESS AND VERSATILITY OF THE C LANGUAGE WITH THE HELP OF SAMPLE PROGRAMS BOOK 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 LEARN UNDERSTAND FUNDAMENTAL PROGRAMMING CONCEPTS AND IMPLEMENT THEM IN C WRITE WORKING PROGRAMS WITH AN EMPHASIS ON CODE INDENTATION AND READABILITY BREAK EXISTING PROGRAMS INTENTIONALLY AND LEARN HOW TO DEBUG CODE ADOPT GOOD CODING PRACTICES AND DEVELOP A CLEAN CODING STYLE EXPLORE GENERAL PROGRAMMING CONCEPTS THAT ARE APPLICABLE TO MORE ADVANCED PROJECTS DISCOVER HOW YOU CAN USE BUILDING BLOCKS TO MAKE MORE COMPLEX AND INTERESTING PROGRAMS USE C STANDARD LIBRARY FUNCTIONS AND UNDERSTAND WHY DOING THIS IS DESIRABLE WHO 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.

C IN A NUTSHELL - PETER PRINZ 2005-12-16

LEARNING A LANGUAGE--ANY LANGUAGE--INVOLVES A PROCESS WHEREIN YOU LEARN TO RELY LESS AND LESS ON INSTRUCTION AND MORE INCREASINGLY ON THE ASPECTS OF THE LANGUAGE YOU'VE MASTERED. WHETHER YOU'RE LEARNING FRENCH, JAVA, OR C, AT SOME POINT YOU'LL SET ASIDE THE TUTORIAL AND ATTEMPT TO CONVERSE ON YOUR OWN. IT'S

NOT NECESSARY TO KNOW EVERY SUBTLE FACET OF FRENCH IN ORDER TO SPEAK IT WELL, ESPECIALLY IF THERE'S A GOOD DICTIONARY AVAILABLE. LIKewise, C PROGRAMMERS DON'T NEED TO MEMORIZE EVERY DETAIL OF C IN ORDER TO WRITE GOOD PROGRAMS. WHAT THEY NEED INSTEAD IS A RELIABLE, COMPREHENSIVE REFERENCE THAT THEY CAN KEEP NEARBY. C IN A NUTSHELL IS THAT REFERENCE. THIS LONG-AWAITED BOOK IS A COMPLETE REFERENCE TO THE C PROGRAMMING LANGUAGE AND C RUNTIME LIBRARY. ITS PURPOSE IS TO SERVE AS A CONVENIENT, RELIABLE COMPANION IN YOUR DAY-TO-DAY WORK AS A C PROGRAMMER. C IN A NUTSHELL COVERS VIRTUALLY EVERYTHING YOU NEED TO PROGRAM IN C, DESCRIBING ALL THE ELEMENTS OF THE LANGUAGE AND ILLUSTRATING THEIR USE WITH NUMEROUS EXAMPLES. THE BOOK IS DIVIDED INTO THREE DISTINCT PARTS. THE FIRST PART IS A FAST-PACED DESCRIPTION, REMINISCENT OF THE CLASSIC KERNIGHAN & RITCHIE TEXT ON WHICH MANY C PROGRAMMERS CUT THEIR TEETH. IT FOCUSES SPECIFICALLY ON THE C LANGUAGE AND PREPROCESSOR DIRECTIVES, INCLUDING EXTENSIONS INTRODUCED TO THE ANSI STANDARD IN 1999. THESE TOPICS AND OTHERS ARE COVERED: NUMERIC CONSTANTS IMPLICIT AND EXPLICIT TYPE CONVERSIONS EXPRESSIONS AND OPERATORS FUNCTIONS FIXED-LENGTH AND VARIABLE-LENGTH ARRAYS POINTERS DYNAMIC MEMORY MANAGEMENT INPUT AND OUTPUT THE SECOND PART OF THE BOOK IS A COMPREHENSIVE REFERENCE TO THE C RUNTIME LIBRARY; IT INCLUDES AN OVERVIEW OF THE CONTENTS OF THE STANDARD HEADERS AND A DESCRIPTION OF EACH STANDARD LIBRARY FUNCTION. PART III PROVIDES THE NECESSARY KNOWLEDGE OF THE C PROGRAMMER'S BASIC TOOLS: THE COMPILER, THE MAKE UTILITY, AND THE DEBUGGER. THE TOOLS DESCRIBED HERE ARE THOSE IN THE GNU SOFTWARE COLLECTION. C IN A NUTSHELL IS THE PERFECT COMPANION TO K&R, AND DESTINED TO BE THE MOST REACHED-FOR REFERENCE ON YOUR DESK.

PROGRAMMING RUST - JIM BLANDY 2017-11-21

RUST IS A NEW SYSTEMS PROGRAMMING LANGUAGE THAT COMBINES THE PERFORMANCE AND LOW-LEVEL CONTROL OF C AND C++ WITH MEMORY SAFETY AND THREAD SAFETY. RUST'S MODERN, FLEXIBLE TYPES ENSURE YOUR PROGRAM IS FREE OF NULL POINTER DEREFERENCES, DOUBLE FREES, DANGLING POINTERS, AND SIMILAR BUGS, ALL AT COMPILE TIME, WITHOUT RUNTIME OVERHEAD. IN MULTI-THREADED CODE, RUST CATCHES DATA RACES AT COMPILE TIME, MAKING CONCURRENCY MUCH EASIER TO USE. WRITTEN BY TWO EXPERIENCED SYSTEMS PROGRAMMERS, THIS BOOK EXPLAINS HOW RUST MANAGES TO BRIDGE THE GAP BETWEEN PERFORMANCE AND SAFETY, AND HOW YOU CAN TAKE ADVANTAGE OF IT. TOPICS INCLUDE: HOW RUST REPRESENTS VALUES IN MEMORY (WITH DIAGRAMS) COMPLETE EXPLANATIONS OF OWNERSHIP, MOVES, BORROWS, AND LIFETIMES CARGO, RUSTDOC, UNIT TESTS, AND HOW TO PUBLISH YOUR CODE ON CRATES.IO, RUST'S PUBLIC PACKAGE REPOSITORY HIGH-LEVEL FEATURES LIKE GENERIC CODE, CLOSURES, COLLECTIONS, AND ITERATORS THAT MAKE RUST PRODUCTIVE AND FLEXIBLE CONCURRENCY IN RUST: THREADS, MUTEXES, CHANNELS, AND ATOMICS, ALL MUCH SAFER TO USE THAN IN C OR C++ UNSAFE CODE, AND HOW TO PRESERVE THE INTEGRITY OF ORDINARY CODE THAT USES IT EXTENDED EXAMPLES ILLUSTRATING HOW PIECES OF THE LANGUAGE FIT TOGETHER

UNDERSTANDING POINTERS IN C & C++: FULLY WORKING EXAMPLES AND APPLICATIONS OF POINTERS (ENGLISH EDITION) - YASHAVANT KANETKAR 2019-12-20

KNOW THE FULLY WORKING EXAMPLES AND APPLICATIONS OF POINTERS KEY FEATURES STRENGTHENS THE FOUNDATIONS, AS A DETAILED EXPLANATION OF CONCEPTS ARE GIVEN FOCUSES ON HOW TO THINK LOGICALLY TO SOLVE A PROBLEM ALGORITHMS USED IN THE BOOK ARE WELL EXPLAINED AND ILLUSTRATED STEP BY STEP HELP STUDENTS IN UNDERSTANDING HOW POINTERS DESCRIPTION POINTERS ARE BREAD AND BUTTER OF A C PROGRAMMER WITHOUT KNOWLEDGE OF POINTERS IS LIKE A FISH WHICH DOESN'T KNOW HOW TO SWIM. HE NEEDS COMMAND OVER POINTERS TO BE ABLE TO EXPLOIT THEIR IMMENSE POTENTIAL. POINTERS ARE ALL ABOUT POWER AND PUNCH AND THIS BOOK COVERS EVERYTHING THAT HAS ANYTHING TO DO ANYTHING WITH POINTERS IN A SIMPLE, EASY TO UNDERSTAND WAY. WHAT WILL YOU LEARN POINTER TERMINOLOGY POINTERS AND ARRAYS POINTERS AND STRUCTURES POINTERS AND DYNAMIC MEMORY ALLOCATION POINTERS TO FUNCTIONS POINTERS AND VARIABLE ARGUMENT LISTS POINTERS AND COMMAND-LINE ARGUMENTS POINTERS AND LINKED LISTS POINTERS AND STACKS & QUEUES POINTERS AND TREES & GRAPHS PRACTICAL USE OF POINTERS POINTERS IN C++ WHO THIS BOOK IS FOR STUDENTS, PROGRAMMERS, RESEARCHERS, AND SOFTWARE DEVELOPERS WHO WISH TO LEARN THE BASICS OF DATA STRUCTURES. TABLE OF CONTENTS 1. INTRODUCTION TO POINTERS 2. POINTERS AND ARRAYS 3. POINTERS AND STRINGS 4. POINTERS AND STRUCTURES 5. POINTERS AND DATA STRUCTURES 6. POINTERS MISCELLANY 7. APPLICATIONS OF POINTERS 8. POINTERS IN C++ 9. APPENDIX A 10. INDEX 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 HONOURED 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. IN RECOGNITION OF HIS IMMENSE CONTRIBUTION TO IT EDUCATION IN INDIA, HE HAS BEEN AWARDED THE "BEST .NET TECHNICAL CONTRIBUTOR" AND "MOST VALUABLE PROFESSIONAL" 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

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 FIDO NET AND USE NET, 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.

FUNDAMENTAL C: GETTING CLOSER TO THE MACHINE - HARRY FAIRHEAD 2019-03-13

C IS A GOOD LANGUAGE TO LEARN. IT WAS DESIGNED TO DO A VERY DIFFERENT JOB FROM MOST MODERN LANGUAGES AND THE KEY TO UNDERSTANDING IT IS NOT TO JUST UNDERSTAND THE CODE, BUT HOW THIS RELATES TO THE HARDWARE. FUNDAMENTAL C TAKES AN APPROACH THAT IS CLOSE TO THE HARDWARE, INTRODUCING ADDRESSES, POINTERS, AND HOW THINGS ARE REPRESENTED USING BINARY. AN IMPORTANT IDEA IS THAT EVERYTHING IS A BIT PATTERN AND WHAT IT MEANS CAN CHANGE. AS A C DEVELOPER YOU NEED TO THINK ABOUT THE WAY DATA IS REPRESENTED, AND HARRY FAIRHEAD ENCOURAGES THIS. HE EMPHASIZES THE IDEA OF MODIFYING HOW A BIT PATTERN IS TREATED USING TYPE PUNNING AND UNIONS. THIS POWER BRINGS WITH IT THE SCOURGE OF THE C WORLD - UNDEFINED BEHAVIOR - WHICH IS IGNORED IN MANY BOOKS ON C. HERE, NOT ONLY IS IT ACKNOWLEDGED, IT IS EXPLAINED TOGETHER WITH WAYS TO AVOID IT. A PARTICULAR FEATURE OF THE BOOK IS THE WAY C CODE IS ILLUSTRATED BY THE ASSEMBLY LANGUAGE IT GENERATES. THIS HELPS YOU UNDERSTAND WHY C IS THE WAY IT IS. FOR BEGINNERS, THE BOOK COVERS INSTALLING AN IDE AND GCC BEFORE WRITING A HELLO WORLD PROGRAM AND THEN PRESENTS THE FUNDAMENTAL BUILDING BLOCKS OF ANY PROGRAM - VARIABLES, ASSIGNMENT AND EXPRESSIONS, FLOW OF CONTROL USING CONDITIONALS AND LOOPS. ONCE THE ESSENTIALS ARE IN PLACE, DATA TYPES ARE EXPLORED BEFORE LOOKING AT ARITHMETIC AND REPRESENTATION. HARRY THEN GOES DEEPER INTO EVALUATING EXPRESSIONS BEFORE LOOKING AT FUNCTIONS AND THEIR SCOPE AND LIFETIME. ARRAYS, STRINGS, POINTERS AND STRUCTS ARE COVERED IN SEPARATE CHAPTERS, AS IS BIT MANIPULATION, A TOPIC THAT IS KEY TO USING C, AND THE IDEA OF A FILE AS THE UNIVERSAL APPROACH TO I/O. FINALLY, HE LOOKS AT THE FOUR STAGES OF COMPILATION OF A C PROGRAM, THE USE OF STATIC AND DYNAMIC LIBRARIES AND MAKE. THIS IS C AS IT WAS ALWAYS INTENDED TO BE WRITTEN - CLOSE TO THE METAL. HARRY FAIRHEAD HAS A HARDWARE BACKGROUND AND, HAVING WORKED WITH MICROPROCESSORS AND ELECTRONICS IN GENERAL, FOR MANY YEARS, HE IS AN ENTHUSIASTIC PROponent OF THE IoT. HIS RECENT TITLES INCLUDE RASPBERRY Pi IoT IN C AND MICRO: BIT IoT IN C. HIS NEXT, APPLYING C FOR THE IoT WITH LINUX AT INTERMEDIATE/ADVANCED LEVEL IS INTENDED AS A COMPANION TO THIS BOOK FOR THOSE WORKING IN A LINUX/POSIX ENVIRONMENT, IN PARTICULAR THE RASPBERRY Pi.

THE ART OF R PROGRAMMING - NORMAN MATLOFF 2011-10-11

R IS THE WORLD'S MOST POPULAR LANGUAGE FOR DEVELOPING STATISTICAL SOFTWARE: ARCHAEOLOGISTS USE IT TO TRACK THE SPREAD OF ANCIENT CIVILIZATIONS, DRUG COMPANIES USE IT TO DISCOVER WHICH MEDICATIONS ARE SAFE AND EFFECTIVE, AND ACTUARIES USE IT TO ASSESS FINANCIAL RISKS AND KEEP ECONOMIES RUNNING SMOOTHLY.

THE ART OF R PROGRAMMING TAKES YOU ON A GUIDED TOUR OF SOFTWARE DEVELOPMENT WITH R, FROM BASIC TYPES AND DATA STRUCTURES TO ADVANCED TOPICS LIKE CLOSURES, RECURSION, AND ANONYMOUS FUNCTIONS. NO STATISTICAL KNOWLEDGE IS REQUIRED, AND YOUR PROGRAMMING SKILLS CAN RANGE FROM HOBBYIST TO PRO. ALONG THE WAY, YOU'LL LEARN ABOUT FUNCTIONAL AND OBJECT-ORIENTED PROGRAMMING, RUNNING MATHEMATICAL SIMULATIONS, AND REARRANGING COMPLEX DATA INTO SIMPLER, MORE USEFUL FORMATS. YOU'LL ALSO LEARN TO: -CREATE ARTFUL GRAPHS TO VISUALIZE COMPLEX DATA SETS AND FUNCTIONS -WRITE MORE EFFICIENT CODE USING PARALLEL R AND VECTORIZATION -INTERFACE R WITH C/C++ AND PYTHON FOR INCREASED SPEED OR FUNCTIONALITY -FIND NEW R PACKAGES FOR TEXT ANALYSIS, IMAGE MANIPULATION, AND MORE -SQUASH ANNOYING BUGS WITH ADVANCED DEBUGGING TECHNIQUES WHETHER YOU'RE DESIGNING AIRCRAFT, FORECASTING THE WEATHER, OR YOU JUST NEED TO TAME YOUR DATA, THE ART OF R PROGRAMMING IS YOUR GUIDE TO HARNESSING THE POWER OF STATISTICAL COMPUTING.
UNDERSTANDING POINTERS IN C - KANETKAR YASHAVANT P 1995

POINTERS IN C PROGRAMMING - THOMAS MAILUND 2021-04-23

GAIN A BETTER UNDERSTANDING OF POINTERS, FROM THE BASICS OF HOW POINTERS FUNCTION AT THE MACHINE LEVEL, TO USING THEM FOR A VARIETY OF COMMON AND ADVANCED SCENARIOS. THIS SHORT CONTEMPORARY GUIDE BOOK ON POINTERS IN C PROGRAMMING PROVIDES A RESOURCE FOR PROFESSIONALS AND ADVANCED STUDENTS NEEDING IN-DEPTH HANDS-ON COVERAGE OF POINTER BASICS AND ADVANCED FEATURES. IT INCLUDES THE LATEST VERSIONS OF THE C LANGUAGE, C20, C17, AND C14. YOU'LL SEE HOW POINTERS ARE USED TO PROVIDE VITAL C FEATURES, SUCH AS STRINGS, ARRAYS, HIGHER-ORDER FUNCTIONS AND POLYMORPHIC DATA STRUCTURES. ALONG THE WAY, YOU'LL COVER HOW POINTERS CAN OPTIMIZE A PROGRAM TO RUN FASTER OR USE LESS MEMORY THAN IT WOULD OTHERWISE. THERE ARE PLENTY OF CODE EXAMPLES IN THE BOOK TO EMULATE AND ADAPT TO MEET YOUR SPECIFIC NEEDS. WHAT YOU WILL LEARN WORK EFFECTIVELY WITH POINTERS IN YOUR C PROGRAMMING LEARN HOW TO EFFECTIVELY MANAGE DYNAMIC MEMORY PROGRAM WITH STRINGS AND ARRAYS CREATE RECURSIVE DATA STRUCTURES IMPLEMENT FUNCTION POINTERS WHO THIS BOOK IS FOR INTERMEDIATE TO ADVANCED LEVEL PROFESSIONAL PROGRAMMERS, SOFTWARE DEVELOPERS, AND ADVANCED STUDENTS OR RESEARCHERS. PRIOR EXPERIENCE WITH C PROGRAMMING IS EXPECTED.

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.

TABLE OF CONTENTS: INTRODUCTION CHAPTER 0 : BEFORE WE BEGIN CHAPTER 1 : GETTING STARTED CHAPTER 2 : C INSTRUCTIONS CHAPTER 3 : DECISION CONTROL INSTRUCTION CHAPTER 4 : MORE COMPLEX DECISION MAKING CHAPTER 5 : LOOP CONTROL INSTRUCTION CHAPTER 6 : MORE COMPLEX REPETITIONS CHAPTER 7 : CASE CONTROL INSTRUCTION CHAPTER 8 : FUNCTIONS CHAPTER 9 : POINTERS CHAPTER 10 : RECURSION CHAPTER 11 : DATA TYPES REVISITED CHAPTER 12 : THE C PREPROCESSOR CHAPTER 13 : ARRAYS CHAPTER 14 : MULTIDIMENSIONAL ARRAYS CHAPTER 15 : STRINGS CHAPTER 16 : HANDLING MULTIPLE STRINGS CHAPTER 17 : STRUCTURES CHAPTER 18 : CONSOLE INPUT/ OUTPUT CHAPTER 19 : FILE INPUT/OUTPUT CHAPTER 20 : MORE ISSUES IN INPUT/OUTPUT CHAPTER 21 : OPERATIONS ON BITS CHAPTER 22 : MISCELLANEOUS FEATURES CHAPTER 23 : C UNDER LINUX

C PROGRAMMING COOKBOOK - B. M. HARWANI 2019-03-29

A COMPREHENSIVE GUIDE WITH CURATED RECIPES TO HELP YOU GAIN A DEEPER UNDERSTANDING OF MODERN C. KEY FEATURES LEARN HOW TO MAKE YOUR APPLICATIONS SWIFT AND ROBUST BY LEVERAGING POWERFUL FEATURES OF C UNDERSTAND THE WORKINGS OF ARRAYS, STRINGS, FUNCTIONS, AND MORE DOWN TO HOW THEY OPERATE IN MEMORY MASTER PROCESS SYNCHRONIZATION DURING MULTI-TASKING AND SERVER-CLIENT PROCESS COMMUNICATION

BOOK DESCRIPTION C IS A HIGH-LEVEL LANGUAGE THAT'S POPULAR AMONG DEVELOPERS. IT ENABLES YOU TO WRITE DRIVERS FOR DIFFERENT DEVICES, ACCESS MACHINE-LEVEL HARDWARE, APPLY DYNAMIC MEMORY ALLOCATION, AND MUCH MORE. WITH SELF-CONTAINED TUTORIALS, KNOWN AS RECIPES, THIS BOOK WILL GUIDE YOU IN DEALING WITH C AND ITS IDIOSYNCRASIES AND HELP YOU BENEFIT FROM ITS LATEST FEATURES. BEGINNING WITH COMMON TASKS, EACH RECIPE ADDRESSES A SPECIFIC PROBLEM FOLLOWED BY EXPLAINING THE SOLUTION TO GET YOU ACQUAINTED WITH WHAT GOES ON UNDER THE HOOD. YOU WILL EXPLORE CORE CONCEPTS OF THE PROGRAMMING LANGUAGE, INCLUDING HOW TO WORK WITH STRINGS, POINTERS, AND SINGLE AND MULTI-DIMENSIONAL ARRAYS. YOU WILL ALSO LEARN HOW TO BREAK A LARGE APPLICATION INTO SMALL MODULES BY CREATING FUNCTIONS, HANDLING FILES, AND USING A DATABASE. FINALLY, THE BOOK WILL TAKE YOU THROUGH ADVANCED CONCEPTS SUCH AS CONCURRENCY AND INTERPROCESS COMMUNICATION. BY THE END OF THIS BOOK, YOU'LL HAVE A CLEAR UNDERSTANDING AND DEEPER KNOWLEDGE OF C PROGRAMMING, WHICH WILL HELP YOU BECOME A BETTER DEVELOPER. WHAT YOU WILL LEARN

MANIPULATE SINGLE AND MULTI-DIMENSIONAL ARRAYS PERFORM COMPLEX OPERATIONS ON STRINGS UNDERSTAND HOW TO USE POINTERS AND

MEMORY OPTIMALLY DISCOVER HOW TO USE ARRAYS, FUNCTIONS, AND STRINGS TO MAKE LARGE APPLICATIONS IMPLEMENT MULTITASKING USING THREADS AND PROCESS SYNCHRONIZATION ESTABLISH COMMUNICATION BETWEEN TWO OR MORE PROCESSES USING DIFFERENT TECHNIQUES STORE SIMPLE TEXT IN FILES AND STORE DATA IN A DATABASE WHO THIS BOOK IS FOR IF YOU'RE A PROGRAMMER WITH BASIC EXPERIENCE IN C AND WANT TO LEVERAGE ITS FEATURES THROUGH MODERN PROGRAMMING PRACTICES, THEN THIS BOOK IS FOR YOU.

ASK A MANAGER - ALISON GREEN 2018-05-01

FROM THE CREATOR OF THE POPULAR WEBSITE ASK A MANAGER AND NEW YORK'S WORK-ADVICE COLUMNIST COMES A WITTY, PRACTICAL GUIDE TO 200 DIFFICULT PROFESSIONAL CONVERSATIONS—FEATURING ALL-NEW ADVICE! THERE'S A REASON ALISON GREEN HAS BEEN CALLED "THE DEAR ABBY OF THE WORK WORLD." TEN YEARS AS A WORKPLACE-ADVICE COLUMNIST HAVE TAUGHT HER THAT PEOPLE AVOID AWKWARD CONVERSATIONS IN THE OFFICE BECAUSE THEY SIMPLY DON'T KNOW WHAT TO SAY. THANKFULLY, GREEN DOES—AND IN THIS INCREDIBLY HELPFUL BOOK, SHE TACKLES THE TOUGH DISCUSSIONS YOU MAY NEED TO HAVE DURING YOUR CAREER. YOU'LL LEARN WHAT TO SAY WHEN • COWORKERS PUSH THEIR WORK ON YOU—THEN TAKE CREDIT FOR IT • YOU ACCIDENTALLY TRASH-TALK SOMEONE IN AN EMAIL THEN HIT "REPLY ALL" • YOU'RE BEING MICROMANAGED—OR NOT BEING MANAGED AT ALL • YOU CATCH A COLLEAGUE IN A LIE • YOUR BOSS SEEMS UNHAPPY WITH YOUR WORK • YOUR CUBEMATE'S LOUD SPEAKERPHONE IS MAKING YOU HOMICIDAL • YOU GOT DRUNK AT THE HOLIDAY PARTY PRAISE FOR ASK A MANAGER "A MUST-READ FOR ANYONE WHO WORKS . . . [ALISON GREEN'S] ADVICE BOILS DOWN TO THE IDEA THAT YOU SHOULD BE PROFESSIONAL (EVEN WHEN OTHERS ARE NOT) AND THAT COMMUNICATING IN A STRAIGHTFORWARD MANNER WITH CANDOR AND KINDNESS WILL GET YOU FAR, NO MATTER WHERE YOU WORK."—BOOKLIST (STARRED REVIEW) "THE AUTHOR'S FRIENDLY, WARM, NO-NONSENSE WRITING IS A PLEASURE TO READ, AND HER ADVICE CAN BE WIDELY APPLIED TO RELATIONSHIPS IN ALL AREAS OF READERS' LIVES. IDEAL FOR ANYONE NEW TO THE JOB MARKET OR NEW TO MANAGEMENT, OR ANYONE HOPING TO IMPROVE THEIR WORK EXPERIENCE."—LIBRARY JOURNAL (STARRED REVIEW) "I AM A HUGE FAN OF ALISON GREEN'S ASK A MANAGER COLUMN. THIS BOOK IS EVEN BETTER. IT TEACHES US HOW TO DEAL WITH MANY OF THE MOST VEXING BIG AND LITTLE PROBLEMS IN OUR WORKPLACES—AND TO DO SO WITH GRACE, CONFIDENCE, AND A SENSE OF HUMOR."—ROBERT SUTTON, STANFORD PROFESSOR AND AUTHOR OF THE NO ASSHOLE RULE AND THE ASSHOLE SURVIVAL GUIDE "ASK A MANAGER IS THE ULTIMATE PLAYBOOK FOR NAVIGATING THE TRADITIONAL WORKFORCE IN A DIPLOMATIC BUT FIRM WAY."—ERIN LOWRY, AUTHOR OF BROKE MILLENNIAL: STOP SCRAPING BY AND GET YOUR FINANCIAL LIFE TOGETHER

C PROGRAMMING LANGUAGE - BRIAN W. KERNIGHAN 1988-03-22

THIS EBOOK IS THE FIRST AUTHORIZED DIGITAL VERSION OF KERNIGHAN AND RITCHIE'S 1988 CLASSIC, THE C PROGRAMMING LANGUAGE (2ND ED.). ONE OF THE BEST-SELLING PROGRAMMING BOOKS PUBLISHED IN THE LAST FIFTY YEARS, "K&R" HAS BEEN CALLED

EVERYTHING FROM THE "BIBLE" TO "A LANDMARK IN COMPUTER SCIENCE" AND IT HAS INFLUENCED GENERATIONS OF PROGRAMMERS. AVAILABLE NOW FOR ALL LEADING EBOOK PLATFORMS, THIS CONCISE AND BEAUTIFULLY WRITTEN TEXT IS A "MUST-HAVE" REFERENCE FOR EVERY SERIOUS PROGRAMMER'S DIGITAL LIBRARY. AS MODESTLY DESCRIBED BY THE AUTHORS IN THE PREFACE TO THE FIRST EDITION, THIS "IS NOT AN INTRODUCTORY PROGRAMMING MANUAL; IT ASSUMES SOME FAMILIARITY WITH BASIC PROGRAMMING CONCEPTS LIKE VARIABLES, ASSIGNMENT STATEMENTS, LOOPS, AND FUNCTIONS. NONETHELESS, A NOVICE PROGRAMMER SHOULD BE ABLE TO READ ALONG AND PICK UP THE LANGUAGE, ALTHOUGH ACCESS TO A MORE KNOWLEDGEABLE COLLEAGUE WILL HELP."

21ST CENTURY C - BEN KLEMENS 2012-10-15

THROW OUT YOUR OLD IDEAS ABOUT C AND GET TO KNOW A PROGRAMMING LANGUAGE THAT'S SUBSTANTIALLY OUTGROWN ITS ORIGINS. WITH THIS REVISED EDITION OF 21ST CENTURY C, YOU'LL DISCOVER UP-TO-DATE TECHNIQUES MISSING FROM OTHER C TUTORIALS, WHETHER YOU'RE NEW TO THE LANGUAGE OR JUST GETTING REACQUAINTED. C ISN'T JUST THE FOUNDATION OF MODERN PROGRAMMING LANGUAGES; IT IS A MODERN LANGUAGE, IDEAL FOR WRITING EFFICIENT, STATE-OF-THE-ART APPLICATIONS. GET PAST IDIOMS THAT MADE SENSE ON MAINFRAMES AND LEARN THE TOOLS YOU NEED TO WORK WITH THIS EVOLVED AND AGGRESSIVELY SIMPLE LANGUAGE. NO MATTER WHAT PROGRAMMING LANGUAGE YOU CURRENTLY FAVOR, YOU'LL QUICKLY SEE THAT 21ST CENTURY C ROCKS. SET UP A C PROGRAMMING ENVIRONMENT WITH SHELL FACILITIES, MAKEFILES, TEXT EDITORS, DEBUGGERS, AND MEMORY CHECKERS USE AUTOTOOLS, C'S DE FACTO CROSS-PLATFORM PACKAGE MANAGER LEARN ABOUT THE PROBLEMATIC C CONCEPTS TOO USEFUL TO DISCARD SOLVE C'S STRING-BUILDING PROBLEMS WITH C-STANDARD FUNCTIONS USE MODERN SYNTACTIC FEATURES FOR FUNCTIONS THAT TAKE STRUCTURED INPUTS BUILD HIGH-LEVEL, OBJECT-BASED LIBRARIES AND PROGRAMS PERFORM ADVANCED MATH, TALK TO INTERNET SERVERS, AND RUN DATABASES WITH EXISTING C LIBRARIES THIS EDITION ALSO INCLUDES NEW MATERIAL ON CONCURRENT THREADS, VIRTUAL TABLES, C99 NUMERIC TYPES, AND OTHER FEATURES.

EFFECTIVE MODERN C++ - SCOTT MEYERS 2014-11-11

COMING TO GRIPS WITH C++11 AND C++14 IS MORE THAN A MATTER OF FAMILIARIZING YOURSELF WITH THE FEATURES THEY INTRODUCE (E.G., AUTO TYPE DECLARATIONS, MOVE SEMANTICS, LAMBDA EXPRESSIONS, AND CONCURRENCY SUPPORT). THE CHALLENGE IS LEARNING TO USE THOSE FEATURES EFFECTIVELY—SO THAT YOUR SOFTWARE IS CORRECT, EFFICIENT, MAINTAINABLE, AND PORTABLE. THAT'S WHERE THIS PRACTICAL BOOK COMES IN. IT DESCRIBES HOW TO WRITE TRULY GREAT SOFTWARE USING C++11 AND C++14—I.E. USING MODERN C++. TOPICS INCLUDE: THE PROS AND CONS OF BRACED INITIALIZATION, NOEXCEPT SPECIFICATIONS, PERFECT FORWARDING, AND SMART POINTER MAKE FUNCTIONS THE RELATIONSHIPS AMONG STD::MOVE, STD::FORWARD, RVALUE REFERENCES, AND UNIVERSAL REFERENCES TECHNIQUES FOR WRITING CLEAR, CORRECT, EFFECTIVE LAMBDA EXPRESSIONS HOW STD::ATOMIC DIFFERS FROM VOLATILE, HOW EACH SHOULD BE USED, AND HOW THEY

RELATE TO C++'S CONCURRENCY API HOW BEST PRACTICES IN "OLD" C++ PROGRAMMING (I.E., C++98) REQUIRE REVISION FOR SOFTWARE DEVELOPMENT IN MODERN C++ EFFECTIVE MODERN C++ FOLLOWS THE PROVEN GUIDELINE-BASED, EXAMPLE-DRIVEN FORMAT OF SCOTT MEYERS' EARLIER BOOKS, BUT COVERS ENTIRELY NEW MATERIAL. "AFTER I LEARNED THE C++ BASICS, I THEN LEARNED HOW TO USE C++ IN PRODUCTION CODE FROM MEYER'S SERIES OF EFFECTIVE C++ BOOKS. EFFECTIVE MODERN C++ IS THE MOST IMPORTANT HOW-TO BOOK FOR ADVICE ON KEY GUIDELINES, STYLES, AND IDIOMS TO USE MODERN C++ EFFECTIVELY AND WELL. DON'T OWN IT YET? BUY THIS ONE. NOW". -- HERB SUTTER, CHAIR OF ISO C++ STANDARDS COMMITTEE AND C++ SOFTWARE ARCHITECT AT MICROSOFT

A COMPLETE GUIDE TO PROGRAMMING IN C++ - ULLA KIRCH-PRINZ 2002

THIS GUIDE WAS WRITTEN FOR READERS INTERESTED IN LEARNING THE C++ PROGRAMMING LANGUAGE FROM SCRATCH, AND FOR BOTH NOVICE AND ADVANCED C++ PROGRAMMERS WISHING TO ENHANCE THEIR KNOWLEDGE OF C++. THE TEXT IS ORGANIZED TO GUIDE THE READER FROM ELEMENTARY LANGUAGE CONCEPTS TO PROFESSIONAL SOFTWARE DEVELOPMENT, WITH IN DEPTH COVERAGE OF ALL THE C++ LANGUAGE ELEMENTS EN ROUTE. UNDERSTANDING POINTERS IN C - YASHAVANT P. KANETKAR 2001

UNDERSTANDING POINTERS IN C & C++ - YASHAVANT KANETKAR 2018-09-03

POINTERS ARE BREAD AND BUTTER OF A C PROGRAMMER WITHOUT KNOWLEDGE OF POINTERS IS LIKE A FISH WHICH DOESN'T KNOW HOW TO SWIM. HE NEEDS COMMAND OVER POINTERS TO BE ABLE TO EXPLOIT THEIR IMMENSE POTENTIAL. POINTERS ARE ALL ABOUT POWER AND PUNCH AND THIS BOOK COVERS EVERYTHING THAT HAS ANYTHING TO DO ANYTHING WITH POINTERS IN A SIMPLE, EASY TO UNDERSTAND WAY. TABLE OF CONTENTS: 1: INTRODUCTION TO POINTERS 2: POINTERS AND ARRAYS 3: POINTERS AND STRINGS 4: POINTERS AND STRUCTURES 5: POINTERS AND DATA STRUCTURES 6: POINTERS MISCELLANY 7: APPLICATIONS OF POINTERS 8. POINTERS IN C++ APPENDIX A INDEX

POINTERS IN THE C PROGRAMMING LANGUAGE - NINNAT AUPALA

ONE OF THE MOST DIFFICULT AND IMPORTANT THING IN C IS POINTERS. HOWEVER, THE CONCEPT OF POINTERS OFTEN IS NOT EXPLAINED IN DETAIL IN MOST C TEXTBOOKS. THIS BOOK IS DESIGNED TO PROVIDE AN UNDERSTANDING ABOUT POINTERS IN DEPTH. TRY THIS BOOK, IF YOU HAVE A TROUBLE WITH POINTERS

POINTERS IN C - HRISHIKESH DEWAN 2014-01-21

POINTERS IN C PROVIDES A RESOURCE FOR PROFESSIONALS AND ADVANCED STUDENTS NEEDING IN-DEPTH BUT HANDS-ON COVERAGE OF POINTER BASICS AND ADVANCED FEATURES. THE GOAL IS TO HELP PROGRAMMERS IN WIELDING THE FULL POTENTIAL OF POINTERS. IN SPITE OF ITS VAST USAGE, UNDERSTANDING AND PROPER USAGE OF POINTERS REMAINS A SIGNIFICANT PROBLEM. THIS BOOK'S AIM IS TO FIRST INTRODUCE THE BASIC BUILDING BLOCKS SUCH AS ELABORATE DETAILS ABOUT MEMORY, THE COMPILATION PROCESS (PARSING/PREPROCESSING/ASSEMBLER/OBJECT CODE GENERATION), THE RUNTIME MEMORY ORGANIZATION OF AN EXECUTABLE AND VIRTUAL MEMORY. THESE BASIC BUILDING BLOCKS

WILL HELP BOTH BEGINNERS AND ADVANCED READERS TO GRASP THE NOTION OF POINTERS VERY EASILY AND CLEARLY. THE BOOK IS ENRICHED WITH SEVERAL ILLUSTRATIONS, PICTORIAL EXAMPLES, AND CODE FROM DIFFERENT CONTEXTS (DEVICE DRIVER CODE SNIPPETS, ALGORITHM, AND DATA STRUCTURES CODE WHERE POINTERS ARE USED). POINTERS IN C CONTAINS SEVERAL QUICK TIPS WHICH WILL BE USEFUL FOR PROGRAMMERS FOR NOT JUST LEARNING THE POINTER CONCEPT BUT ALSO WHILE USING OTHER FEATURES OF THE C LANGUAGE. CHAPTERS IN THE BOOK ARE INTUITIVE, AND THERE IS A STRICT LOGICAL FLOW AMONG THEM AND EACH CHAPTER FORMS A BASIS FOR THE NEXT CHAPTER. THIS BOOK CONTAINS EVERY SMALL ASPECT OF POINTER FEATURES IN THE C LANGUAGE IN THEIR ENTIRETY.

PROFESSIONAL ASSEMBLY LANGUAGE - RICHARD BLUM 2005-02-11

UNLIKE HIGH-LEVEL LANGUAGES SUCH AS JAVA AND C++, ASSEMBLY LANGUAGE IS MUCH CLOSER TO THE MACHINE CODE THAT ACTUALLY RUNS COMPUTERS; IT'S USED TO CREATE PROGRAMS OR MODULES THAT ARE VERY FAST AND EFFICIENT, AS WELL AS IN HACKING EXPLOITS AND REVERSE ENGINEERING COVERING ASSEMBLY LANGUAGE IN THE PENTIUM MICROPROCESSOR ENVIRONMENT, THIS CODE-INTENSIVE GUIDE SHOWS PROGRAMMERS HOW TO CREATE STAND-ALONE ASSEMBLY LANGUAGE PROGRAMS AS WELL AS HOW TO INCORPORATE ASSEMBLY LANGUAGE LIBRARIES OR ROUTINES INTO EXISTING HIGH-LEVEL APPLICATIONS DEMONSTRATES HOW TO MANIPULATE DATA, INCORPORATE ADVANCED FUNCTIONS AND LIBRARIES, AND MAXIMIZE APPLICATION PERFORMANCE EXAMPLES USE C AS A HIGH-LEVEL LANGUAGE, LINUX AS THE DEVELOPMENT ENVIRONMENT, AND GNU TOOLS FOR ASSEMBLING, COMPILING, LINKING, AND DEBUGGING

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.

UNDERSTANDING AND USING C POINTERS - RICHARD M REESE 2013-05

IMPROVE YOUR PROGRAMMING THROUGH A SOLID UNDERSTANDING OF C POINTERS AND MEMORY MANAGEMENT. WITH THIS PRACTICAL BOOK, YOU'LL LEARN HOW POINTERS PROVIDE THE MECHANISM TO DYNAMICALLY MANIPULATE MEMORY, ENHANCE SUPPORT FOR DATA STRUCTURES, AND ENABLE ACCESS TO HARDWARE. AUTHOR RICHARD REESE SHOWS YOU HOW TO USE POINTERS WITH ARRAYS, STRINGS, STRUCTURES, AND FUNCTIONS, USING MEMORY MODELS THROUGHOUT THE BOOK. DIFFICULT TO MASTER, POINTERS PROVIDE C WITH MUCH FLEXIBILITY AND POWER—YET FEW RESOURCES ARE DEDICATED TO THIS DATA TYPE. THIS COMPREHENSIVE BOOK HAS THE INFORMATION YOU NEED, WHETHER YOU'RE A BEGINNER OR AN EXPERIENCED C OR C++ PROGRAMMER OR DEVELOPER. GET AN INTRODUCTION TO POINTERS, INCLUDING THE DECLARATION OF DIFFERENT POINTER TYPES LEARN ABOUT DYNAMIC MEMORY ALLOCATION, DE-ALLOCATION, AND ALTERNATIVE MEMORY MANAGEMENT TECHNIQUES USE TECHNIQUES FOR PASSING OR RETURNING DATA TO AND FROM FUNCTIONS UNDERSTAND THE FUNDAMENTAL ASPECTS OF ARRAYS AS THEY RELATE TO POINTERS EXPLORE THE BASICS OF STRINGS AND HOW POINTERS ARE USED TO SUPPORT THEM EXAMINE WHY POINTERS CAN BE THE SOURCE OF SECURITY PROBLEMS, SUCH AS BUFFER OVERFLOW LEARN SEVERAL POINTER TECHNIQUES, SUCH AS THE USE OF OPAQUE POINTERS, BOUNDED POINTERS AND, THE RESTRICT KEYWORD

UNDERSTANDING POINTERS IN C - 1997

BEGINNING C++ PROGRAMMING - RICHARD GRIMES 2017-04-24

MODERN C++ AT YOUR FINGERTIPS! ABOUT THIS BOOK THIS BOOK GETS YOU STARTED WITH THE EXCITING WORLD OF C++ PROGRAMMING IT WILL ENABLE YOU TO WRITE C++ CODE THAT USES THE STANDARD LIBRARY, HAS A LEVEL OF OBJECT ORIENTATION, AND USES MEMORY IN A SAFE AND EFFECTIVE WAY IT FORMS THE BASIS OF PROGRAMMING AND COVERS CONCEPTS SUCH AS DATA STRUCTURES AND THE CORE PROGRAMMING LANGUAGE WHO THIS BOOK IS FOR A COMPUTER, AN INTERNET CONNECTION, AND THE DESIRE TO LEARN HOW TO CODE IN C++ IS ALL YOU NEED TO GET STARTED WITH THIS BOOK. WHAT YOU WILL LEARN GET FAMILIAR WITH THE STRUCTURE OF C++ PROJECTS IDENTIFY THE MAIN STRUCTURES IN THE LANGUAGE: FUNCTIONS AND CLASSES FEEL CONFIDENT ABOUT BEING ABLE TO IDENTIFY THE EXECUTION FLOW THROUGH THE CODE BE AWARE OF THE FACILITIES OF THE STANDARD LIBRARY GAIN INSIGHTS INTO THE BASIC CONCEPTS OF OBJECT ORIENTATION KNOW HOW TO

DEBUG YOUR PROGRAMS GET ACQUAINTED WITH THE STANDARD C++ LIBRARY IN DETAIL C++ HAS COME A LONG WAY AND IS NOW ADOPTED IN SEVERAL CONTEXTS. ITS KEY STRENGTHS ARE ITS SOFTWARE INFRASTRUCTURE AND RESOURCE-CONSTRAINED APPLICATIONS, INCLUDING DESKTOP APPLICATIONS, SERVERS, AND PERFORMANCE-CRITICAL APPLICATIONS, NOT TO FORGET ITS IMPORTANCE IN GAME PROGRAMMING. DESPITE ITS STRENGTHS IN THESE AREAS, BEGINNERS USUALLY TEND TO SHY AWAY FROM LEARNING THE LANGUAGE BECAUSE OF ITS STEEP LEARNING CURVE. THE MAIN MISSION OF THIS BOOK IS TO MAKE YOU FAMILIAR AND COMFORTABLE WITH C++. YOU WILL FINISH THE BOOK NOT ONLY BEING ABLE TO WRITE YOUR OWN CODE, BUT MORE IMPORTANTLY, YOU WILL BE ABLE TO READ OTHER PROJECTS. IT IS ONLY BY BEING ABLE TO READ OTHERS' CODE THAT YOU WILL PROGRESS FROM A BEGINNER TO AN ADVANCED PROGRAMMER. THIS BOOK IS THE FIRST STEP IN THAT PROGRESSION. THE FIRST TASK IS TO FAMILIARIZE YOU WITH THE STRUCTURE OF C++ PROJECTS SO YOU WILL KNOW HOW TO START READING A PROJECT. NEXT, YOU WILL BE ABLE TO IDENTIFY THE MAIN STRUCTURES IN THE LANGUAGE, FUNCTIONS, AND CLASSES, AND FEEL CONFIDENT BEING ABLE TO IDENTIFY THE EXECUTION FLOW THROUGH THE CODE. YOU WILL THEN BECOME AWARE OF THE FACILITIES OF THE STANDARD LIBRARY AND BE ABLE TO DETERMINE WHETHER YOU NEED TO WRITE A ROUTINE YOURSELF, OR USE AN EXISTING ROUTINE IN THE STANDARD LIBRARY. THROUGHOUT THE BOOK, THERE IS A BIG EMPHASIS ON MEMORY AND POINTERS. YOU WILL UNDERSTAND MEMORY USAGE, ALLOCATION, AND ACCESS, AND BE ABLE TO WRITE CODE THAT DOES NOT LEAK MEMORY. FINALLY, YOU WILL LEARN ABOUT C++ CLASSES AND GET AN INTRODUCTION TO OBJECT ORIENTATION AND POLYMORPHISM. STYLE AND APPROACH THIS STRAIGHTFORWARD TUTORIAL WILL HELP YOU BUILD STRONG SKILLS IN C++ PROGRAMMING, BE IT FOR ENTERPRISE SOFTWARE OR FOR LOW-LATENCY APPLICATIONS SUCH AS GAMES OR EMBEDDED PROGRAMMING. FILLED WITH EXAMPLES, THIS BOOK WILL TAKE YOU GRADUALLY UP THE STEEP LEARNING CURVE OF C++.

EXTREME C - Kamran Amini 2019-10-31

PUSH THE LIMITS OF WHAT C - AND YOU - CAN DO, WITH THIS HIGH-INTENSITY GUIDE TO THE MOST ADVANCED CAPABILITIES OF C KEY FEATURES MAKE THE MOST OF C'S LOW-LEVEL CONTROL, FLEXIBILITY, AND HIGH PERFORMANCE A COMPREHENSIVE GUIDE TO C'S MOST POWERFUL AND CHALLENGING FEATURES A THOUGHT-PROVOKING GUIDE PACKED WITH HANDS-ON EXERCISES AND EXAMPLES BOOK DESCRIPTION THERE'S A LOT MORE TO C THAN KNOWING THE LANGUAGE SYNTAX. THE INDUSTRY LOOKS FOR DEVELOPERS WITH A RIGOROUS, SCIENTIFIC UNDERSTANDING OF THE PRINCIPLES AND PRACTICES. EXTREME C WILL TEACH YOU TO USE C'S ADVANCED LOW-LEVEL POWER TO WRITE EFFECTIVE, EFFICIENT SYSTEMS. THIS INTENSIVE, PRACTICAL GUIDE WILL HELP YOU BECOME AN EXPERT C PROGRAMMER. BUILDING ON YOUR EXISTING C KNOWLEDGE, YOU WILL MASTER PREPROCESSOR DIRECTIVES, MACROS, CONDITIONAL COMPILATION, POINTERS, AND MUCH MORE. YOU WILL GAIN NEW INSIGHT INTO ALGORITHM DESIGN, FUNCTIONS, AND STRUCTURES. YOU WILL DISCOVER HOW C HELPS YOU SQUEEZE MAXIMUM PERFORMANCE OUT OF CRITICAL, RESOURCE-CONSTRAINED APPLICATIONS. C STILL PLAYS A CRITICAL ROLE IN 21ST-CENTURY PROGRAMMING, REMAINING THE CORE

LANGUAGE FOR PRECISION ENGINEERING, AVIATIONS, SPACE RESEARCH, AND MORE. THIS BOOK SHOWS HOW C WORKS WITH UNIX, HOW TO IMPLEMENT OO PRINCIPLES IN C, AND FULLY COVERS MULTI-PROCESSING. IN EXTREME C, AMINI ENCOURAGES YOU TO THINK, QUESTION, APPLY, AND EXPERIMENT FOR YOURSELF. THE BOOK IS ESSENTIAL FOR ANYBODY WHO WANTS TO TAKE THEIR C TO THE NEXT LEVEL. WHAT YOU WILL LEARN BUILD ADVANCED C KNOWLEDGE ON STRONG FOUNDATIONS, ROOTED IN FIRST PRINCIPLES UNDERSTAND MEMORY STRUCTURES AND COMPILATION PIPELINE AND HOW THEY WORK, AND HOW TO MAKE MOST OUT OF THEM APPLY OBJECT-ORIENTED DESIGN PRINCIPLES TO YOUR PROCEDURAL C CODE WRITE LOW-LEVEL CODE THAT'S CLOSE TO THE HARDWARE AND SQUEEZES MAXIMUM PERFORMANCE OUT OF A COMPUTER SYSTEM MASTER CONCURRENCY, MULTITHREADING, MULTI-PROCESSING, AND INTEGRATION WITH OTHER LANGUAGES UNIT TESTING AND DEBUGGING, BUILD SYSTEMS, AND INTER-PROCESS COMMUNICATION FOR C PROGRAMMING WHO THIS BOOK IS FOR EXTREME C IS FOR C PROGRAMMERS WHO WANT TO DIG DEEP INTO THE LANGUAGE AND ITS CAPABILITIES. IT WILL HELP YOU MAKE THE MOST OF THE LOW-LEVEL CONTROL C GIVES YOU.

UNDERSTANDING POINTERS IN C & C++, FIFTH EDITION - YASHAVANT KANETKAR 2019
INCLUDING SOLVED PROBLEMS AND EXERCISES IN EACH CHAPTER, THIS BOOK COVERS EVERYTHING THAT HAS ANYTHING TO DO WITH POINTERS IN A SIMPLE AND EASY-TO-UNDERSTAND WAY. --

UNDERSTANDING AND USING C POINTERS - RICHARD REESE 2013
"IMPROVE YOUR PROGRAMMING THROUGH A SOLID UNDERSTANDING OF C POINTERS AND MEMORY MANAGEMENT. WITH THIS PRACTICAL BOOK, YOU'LL LEARN HOW POINTERS PROVIDE THE MECHANISM TO DYNAMICALLY MANIPULATE MEMORY, ENHANCE SUPPORT FOR DATA STRUCTURES, AND ENABLE ACCESS TO HARDWARE. AUTHOR RICHARD REESE SHOWS YOU HOW TO USE POINTERS WITH ARRAYS, STRINGS, STRUCTURES, AND FUNCTIONS, USING MEMORY MODELS THROUGHOUT THE BOOK. DIFFICULT TO MASTER, POINTERS PROVIDE C WITH MUCH FLEXIBILITY AND POWER--YET FEW RESOURCES ARE DEDICATED TO THIS DATA TYPE. THIS COMPREHENSIVE BOOK HAS THE INFORMATION YOU NEED, WHETHER YOU'RE A BEGINNER OR AN EXPERIENCED C OR C++ PROGRAMMER OR DEVELOPER. GET AN INTRODUCTION TO POINTERS, INCLUDING THE DECLARATION OF DIFFERENT POINTER TYPES; LEARN ABOUT DYNAMIC MEMORY ALLOCATION, DE-ALLOCATION, AND ALTERNATIVE MEMORY MANAGEMENT TECHNIQUES; USE TECHNIQUES FOR PASSING OR RETURNING DATA TO AND FROM FUNCTIONS; UNDERSTAND THE FUNDAMENTAL ASPECTS OF ARRAYS AS THEY RELATE TO POINTERS; EXPLORE THE BASICS OF STRINGS AND HOW POINTERS ARE USED TO SUPPORT THEM; EXAMINE WHY POINTERS CAN BE THE SOURCE OF SECURITY PROBLEMS, SUCH AS BUFFER OVERFLOW; AND LEARN SEVERAL POINTER TECHNIQUES, SUCH AS THE USE OF OPAQUE POINTERS, BOUNDED POINTERS, AND THE RESTRICT KEYWORD."--BACK COVER.

MASTERING ALGORITHMS WITH C - KYLE LOUDON 1999
A COMPREHENSIVE GUIDE TO UNDERSTANDING THE LANGUAGE OF C OFFERS SOLUTIONS FOR EVERYDAY PROGRAMMING TASKS AND PROVIDES ALL THE NECESSARY INFORMATION TO

UNDERSTAND AND USE COMMON PROGRAMMING TECHNIQUES. ORIGINAL. (INTERMEDIATE).

POINTERS ON C - KENNETH A. REEK 1998

DESIGNED FOR PROFESSIONALS AND ADVANCED STUDENTS, *POINTERS ON C* PROVIDES A COMPREHENSIVE RESOURCE FOR THOSE NEEDING IN-DEPTH COVERAGE OF THE C PROGRAMMING LANGUAGE. AN EXTENSIVE EXPLANATION OF POINTER BASICS AND A THOROUGH EXPLORATION OF THEIR ADVANCED FEATURES ALLOWS PROGRAMMERS TO INCORPORATE THE POWER OF POINTERS INTO THEIR C PROGRAMS. COMPLETE COVERAGE, DETAILED EXPLANATIONS OF C PROGRAMMING IDIOMS, AND THOROUGH DISCUSSION OF ADVANCED TOPICS MAKES *POINTERS ON C* A VALUABLE TUTORIAL AND REFERENCE FOR STUDENTS AND PROFESSIONALS ALIKE.

THE RUST PROGRAMMING LANGUAGE (COVERS RUST 2018) - STEVE KLABNIK

2019-09-03

THE OFFICIAL BOOK ON THE RUST PROGRAMMING LANGUAGE, WRITTEN BY THE RUST DEVELOPMENT TEAM AT THE MOZILLA FOUNDATION, FULLY UPDATED FOR RUST 2018. THE RUST PROGRAMMING LANGUAGE IS THE OFFICIAL BOOK ON RUST: AN OPEN SOURCE SYSTEMS PROGRAMMING LANGUAGE THAT HELPS YOU WRITE FASTER, MORE RELIABLE SOFTWARE. RUST OFFERS CONTROL OVER LOW-LEVEL DETAILS (SUCH AS MEMORY USAGE) IN COMBINATION WITH HIGH-LEVEL ERGONOMICS, ELIMINATING THE HASSLE TRADITIONALLY ASSOCIATED WITH LOW-LEVEL LANGUAGES. THE AUTHORS OF *THE RUST PROGRAMMING LANGUAGE*, MEMBERS OF THE RUST CORE TEAM, SHARE THEIR KNOWLEDGE AND EXPERIENCE TO SHOW YOU HOW TO TAKE FULL ADVANTAGE OF RUST'S FEATURES--FROM INSTALLATION TO CREATING ROBUST AND SCALABLE PROGRAMS. YOU'LL BEGIN WITH BASICS LIKE CREATING FUNCTIONS, CHOOSING DATA TYPES, AND BINDING VARIABLES AND THEN MOVE ON TO MORE ADVANCED CONCEPTS, SUCH AS: • OWNERSHIP AND BORROWING, LIFETIMES, AND TRAITS • USING RUST'S MEMORY SAFETY GUARANTEES TO BUILD FAST, SAFE PROGRAMS • TESTING, ERROR HANDLING, AND EFFECTIVE REFACTORING • GENERICS, SMART POINTERS, MULTITHREADING, TRAIT OBJECTS, AND ADVANCED PATTERN MATCHING • USING CARGO, RUST'S BUILT-IN PACKAGE MANAGER, TO BUILD, TEST, AND DOCUMENT YOUR CODE AND MANAGE DEPENDENCIES • HOW BEST TO USE RUST'S ADVANCED COMPILER WITH COMPILER-LED PROGRAMMING TECHNIQUES YOU'LL FIND PLENTY OF CODE EXAMPLES THROUGHOUT THE BOOK, AS WELL AS THREE CHAPTERS DEDICATED TO BUILDING COMPLETE PROJECTS TO TEST YOUR LEARNING: A NUMBER GUESSING GAME, A RUST IMPLEMENTATION OF A COMMAND LINE TOOL, AND A MULTITHREADED SERVER. NEW TO THIS EDITION: AN EXTENDED SECTION ON RUST MACROS, AN EXPANDED CHAPTER ON MODULES, AND APPENDIXES ON RUST DEVELOPMENT TOOLS AND EDITIONS.

UNDERSTANDING POINTERS - BY - YASHAVANT KANETKAR 2003-03-01

A C PROGRAMMER WITHOUT KNOWLEDGE OF POINTERS IS LIKE A FISH WHICH DOESN'T KNOW HOW TO SWIM. HE NEEDS COMMAND OVER POINTERS TO BE ABLE TO EXPLOIT THEIR IMMENSE POTENTIAL. POINTERS ARE ALL ABOUT POWER AND PUNCH AND THIS BOOK COVERS EVERYTHING THAT HAS ANYTHING TO DO WITH POINTERS IN A SIMPLE, WAY TO UNDERSTAND WAY. THE TOPICS COVERED INCLUDE: POINTERS AND ARRAYS POINTERS AND STRUCTURES POINTERS AND DYNAMIC MEMORY ALLOCATION POINTERS TO FUNCTIONS POINTERS AND

VARIABLE ARGUMENT LISTS PRACTICAL USE OF POINTERS POINTERS AND DOUBLY LINKED LISTS POINTERS AND CIRCULAR LISTS POINTERS AND BINARY TREES POINTERS AND THREADED BINARY TREES

PROGRAMMING IN ANSI C - RAY DAWSON 2001

MASTERING C POINTERS - ROBERT J. TRAISTER 2014-06-28

IF YOU DON'T FULLY UNDERSTAND C POINTERS AND HOW THEY ARE USED, YOU'RE NOT GETTING THE MOST OUT OF C PROGRAMMING. THIS BOOK FEATURES COMPLETE COVERAGE ON USING AND CONTROLLING C LANGUAGE POINTERS TO MAKE C APPLICATIONS MORE POWERFUL AND EXPRESSIVE. THIS NEW EDITION IS COMPLETELY UPDATED AND REVISED TO REFLECT THE CHANGES THAT HAVE BEEN BROUGHT ABOUT WITH THE FULL ADOPTION OF ANSI C. ALL DISCUSSIONS AND PROGRAM EXAMPLES HAVE BEEN UPDATED, AND READING MATERIALS NECESSARY FOR ANY MODERN ANSI C PROGRAMMER HAVE ALSO BEEN ADDED. INCLUDES ONE 3 1/2" DISK CONTAINING ALL OF THE WORKING PROGRAMS AND MODULES FOUND IN THE BOOK. SYSTEM REQUIREMENTS: 286 OR HIGHER IBM PC OR COMPATIBLE. * INCLUDES THREE ENTIRELY NEW CHAPTERS AND MANY NEW OR REVISED PROGRAMS COVERING THE LATEST TECHNIQUES AND ADVANCES IN C * PROVIDES A 3.5" DISK CONTAINING ALL OF THE WORKING PROGRAMS AND MODULES FOUND WITHIN THE TEXT * EXPLAINS POINTERS IN A FRIENDLY, EASY-TO-FOLLOW STYLE TO ALLOW FOR QUICK IMPLEMENTATION OF NEW TECHNIQUES * SERVES AS A USEFUL TOOL TO BOTH BEGINNING AND INTERMEDIATE PROGRAMMERS FOR MASTERING POINTERS * INCLUDES NUMEROUS EXAMPLES TO PROVIDE CONTINUED REINFORCEMENT OF TECHNIQUES

C++ POINTERS AND DYNAMIC MEMORY MANAGEMENT - MICHAEL C. DACONTA 1995-05-29

USING TECHNIQUES DEVELOPED IN THE CLASSROOM AT AMERICA ONLINE'S PROGRAMMER'S UNIVERSITY, MICHAEL DACONTA DEFTLY PILOTS PROGRAMMERS THROUGH THE INTRICACIES OF THE TWO MOST DIFFICULT ASPECTS OF C++ PROGRAMMING: POINTERS AND DYNAMIC MEMORY MANAGEMENT. WRITTEN BY A PROGRAMMER FOR PROGRAMMERS, THIS NO-NONSENSE, NUTS-AND-BOLTS GUIDE SHOWS YOU HOW TO FULLY EXPLOIT ADVANCED C++ PROGRAMMING FEATURES, SUCH AS CREATING CLASS-SPECIFIC ALLOCATORS, UNDERSTANDING REFERENCES VERSUS POINTERS, MANIPULATING MULTIDIMENSIONAL ARRAYS WITH POINTERS, AND HOW POINTERS AND DYNAMIC MEMORY ARE THE CORE OF OBJECT-ORIENTED CONSTRUCTS LIKE INHERITANCE, NAME-MANGLING, AND VIRTUAL FUNCTIONS. COVERS ALL ASPECTS OF POINTERS INCLUDING: POINTER POINTERS, FUNCTION POINTERS, AND EVEN CLASS MEMBER POINTERS OVER 350 SOURCE CODE FUNCTIONS—CODE ON EVERY TOPIC OOP CONSTRUCTS DISSECTED AND IMPLEMENTED IN C INTERVIEWS WITH LEADING C++ EXPERTS VALUABLE MONEY-SAVING COUPONS ON DEVELOPER PRODUCTS FREE SOURCE CODE DISK DISK INCLUDES: REUSABLE CODE LIBRARIES—OVER 350 SOURCE CODE FUNCTIONS YOU CAN USE TO PROTECT AND ENHANCE YOUR APPLICATIONS MEMORY DEBUGGER READ C++ POINTERS AND DYNAMIC MEMORY MANAGEMENT AND LEARN HOW TO COMBINE THE ELEGANCE OF OBJECT-

ORIENTED PROGRAMMING WITH THE POWER OF POINTERS AND DYNAMIC MEMORY!

EFFECTIVE C - ROBERT C. SEACORD 2020-08-11

A DETAILED INTRODUCTION TO THE C PROGRAMMING LANGUAGE FOR EXPERIENCED PROGRAMMERS. THE WORLD RUNS ON CODE WRITTEN IN THE C PROGRAMMING LANGUAGE, YET MOST SCHOOLS BEGIN THE CURRICULUM WITH PYTHON OR JAVA. EFFECTIVE C BRIDGES THIS GAP AND BRINGS C INTO THE MODERN ERA--COVERING THE MODERN C17 STANDARD AS WELL AS POTENTIAL C2X FEATURES. WITH THE AID OF THIS INSTANT CLASSIC, YOU'LL SOON BE WRITING PROFESSIONAL, PORTABLE, AND SECURE C PROGRAMS TO POWER ROBUST SYSTEMS AND SOLVE REAL-WORLD PROBLEMS. ROBERT C. SEACORD INTRODUCES C AND THE C STANDARD LIBRARY WHILE ADDRESSING BEST PRACTICES, COMMON ERRORS, AND OPEN DEBATES IN THE C COMMUNITY. DEVELOPED TOGETHER WITH OTHER C STANDARDS COMMITTEE EXPERTS, EFFECTIVE C WILL TEACH YOU HOW TO DEBUG, TEST, AND ANALYZE C

PROGRAMS. YOU'LL BENEFIT FROM SEACORD'S CONCISE EXPLANATIONS OF C LANGUAGE CONSTRUCTS AND BEHAVIORS, AND FROM HIS 40 YEARS OF CODING EXPERIENCE. YOU'LL LEARN: HOW TO IDENTIFY AND HANDLE UNDEFINED BEHAVIOR IN A C PROGRAM THE RANGE AND REPRESENTATIONS OF INTEGERS AND FLOATING-POINT VALUES HOW DYNAMIC MEMORY ALLOCATION WORKS AND HOW TO USE NONSTANDARD FUNCTIONS HOW TO USE CHARACTER ENCODINGS AND TYPES HOW TO PERFORM I/O WITH TERMINALS AND FILESYSTEMS USING C STANDARD STREAMS AND POSIX FILE DESCRIPTORS HOW TO UNDERSTAND THE C COMPILER'S TRANSLATION PHASES AND THE ROLE OF THE PREPROCESSOR HOW TO TEST, DEBUG, AND ANALYZE C PROGRAMS EFFECTIVE C WILL TEACH YOU HOW TO WRITE PROFESSIONAL, SECURE, AND PORTABLE C CODE THAT WILL STAND THE TEST OF TIME AND HELP STRENGTHEN THE FOUNDATION OF THE COMPUTING WORLD.

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