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Learn C the Hard Way: Practical Exercises on the Computational Subjects You Keep Avoiding (Like C) C Programming in One Hour a Day, Sams Teach Yourself, 7/e C Primer Plus, 6/e Programming in C, 4/e Author(s) Greg Perry, Dean Miller Zed A. Shaw Bradley L. Jones, Peter Aitken, Dean Miller Stephen Prata Stephen G. Kochan Page Count 352 384 720 1080

C Programming in One Hour a Day, Sams Teach Yourself 7th...

Sams Teach Yourself C++ in 21 Days, Fourth Edition provides a straight-forward tutorial approach to programming in C++. It assumes no prior knowledge of programming and offers both solid instruction and the authors insights into best programming and learning practices. The book also provides a foundation for understanding object-oriented ...

Sams Teach Yourself C++ in 21 Days, Amazon.co.uk: Liberty...

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This up-to-date guide to C++ programming is all you need to teach yourself the basics in 24 hours. Jesse Liberty's Sams 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++ ...

Sams Teach Yourself C++ in 24 Hours, Complete Starter Kit...

C++ Jesse Liberty Bradley Jones FIFTH EDITION Teach Yourself in21Days 800 East 96th Street, Indianapolis, Indiana, 46240 USA 00 0672327112_fm.qxd 11/19/04 12:52 PM Page i

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Sams Teach Yourself C Programming in One Hour a Day (Sams...

from C. Examples and exercises reinforce each point, and help ensure rapid uptake and good retention of information. This is my second Sam's Teach Yourself book. The first was learning from Sams Teach Yourself Java 6 in 21 Days (5th Edition). Both have been excellent guides in learning new programming languages.

Sams Teach Yourself C++ in One Hour a Day (Sams Teach...

Learn C++ in Just One Hour a Day Completely updated for the C++11 standard, Sams Teach Yourself C++ in One Hour a Day presents the language from a practical point of view, helping you learn how to use C++11 to create faster, simpler, and more efficient C++ applications.. Master the fundamentals of C++ and object-oriented programming ; Understand how C++11 features help you write compact and ...

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Sams Teach Yourself C in 24 Hours (Imprint: Sams) (Publisher: Macmillan Computer Publishing) Author: Tony Zhang ISBN: 0672310686. Introduction Contents About this Book Acknowledgments. Part I - The Basics of C. Hour 1 - Getting Started Hour 2 - Writing Your First C Program Hour 3 - The Essentials of C Programs Hour 4 - Data Types and Names in C

Sams Teach Yourself C in 24 Hours - Free

Sams Teach Yourself C++ in One Hour a Day. In just one hour a day, you'll have all the skills you need to begin programming in C++. With this complete tutorial, you'll quickly master the basics and then move on to more advanced features and concepts: Master the fundamentals of C++ and object-oriented programming

Sams Teach Yourself C++ in One Hour a Day, 6th Edition...

Sams Teach Yourself C in 21 Days (6th Edition) A very good book for absolute beginners and those who have very modest experience with programming. I have been using it for about a month. The book uses plain easy to understand English language. It has notes and tips which alert the user to points that need attention.

Amazon.com: Sams Teach Yourself C in 21 Days (6th Edition...

C++ in One Hour a Day, Sams Teach Yourself, 8th Edition Book Description: In just one hour a day, you'll have all the skills you need to begin programming in C++. With this complete tutorial, you'll quickly master the basics, and then move on to more advanced features and concepts. Completely updated for the C++14 standard, with a preview ...

C++ in One Hour a Day, Sams Teach Yourself, 8th Edition...

Sams Teach Yourself C++ in 24 Hours is a hands-on guide to the C++ programming language. Readers are provided with short, practical examples that illustrate key concepts, syntax, and techniques. ... - Selection from Sams Teach Yourself C++ in 24 Hours, Sixth Edition [Book]

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C++ in One Hour a Day, Sams Teach Yourself, 8th Edition

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Teach Yourself C in 24 Hours gives beginning programmers everything they need to know to start writing their own programs in C, the most popular programming language and the core language taught in schools. It also provides a battery of skills to help readers reach the next level in programming. And with the bonus compiler included on the CD-ROM, Teach Yourself C in 24 Hours is a self ...

This complete learning edition includes a CD with all code examples and an ANSI-compliant C compiler. The C programming language is the grandfather of most modern structured programming languages such as Java, C++, and Pascal.

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

Provides instructions organized into twenty-two one hour lessons for programming in C, and includes real-world examples, quizzes and exercises to test knowledge, and tips on implementing C in any environment.

With its ever-expanding installed base, C continues to be one of the most popular programming languages on the market. The "Teach Yourself . . ." series continues to be one of the most popular ways to learn a programming language, and with the success of the previous editions of this book, this fourth edition is clearly headed for the bestseller list.

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, quizzes, exercises, and workshops to motivate and reinforce learning

Full-color figures and code appear as they do in Xcode 5. 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 even the newest Macs and iOS devices! Using this book's straightforward, step-by-step approach, you'll get comfortable with Objective-C's unique capabilities and Apple's Xcode 5 development environment...make the most of Objective-C objects and messaging...work effectively with design patterns, collections, blocks, Foundation Classes, threading, Git,...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. Notes present information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. • Use Xcode 5 to write modern Objective-C software more quickly and efficiently • Master Objective-C's object-oriented features and techniques • Manage projects more efficiently with the Git source code repository • Write more dynamic code with Objective-C's powerful messaging architecture • Declare classes, instance variables, properties, methods, and actions • Work with mutable and immutable data types • Organize data with collections, including arrays, dictionaries, and sets • Painlessly manage memory with Automatic Reference Counting (ARC) • Expand and extend classes with protocols, delegates, categories, and extensions • Get started with Apple's powerful classes and frameworks • Create and work with code blocks • Manage queues and threading with Grand Central Dispatch

Using a series of concise lessons, a structured tutorial explains the fundamentals of C++ and how to use it to write code, covering such topics as lambda expressions, arrays and strings, functions, polymorphism, and STL.

Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

Sample programs and exercises introduce the programmer to the programming language's arrays, pointers, data types, loops, strings, and structures, while demonstrating memory management techniques

Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++—one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you've created, to what's coming in C++0x, the next version of C++. Each lesson builds on what you've already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself to make sure you're ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform—Windows, Mac or Linux Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book's official website at http://plusplus.cadenhead.org. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book's examples Register your book at informit.com/register for convenient access to updates and corrections as they become available.

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