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ADVANCED C PROGRAMMING BY EXAMPLE

Pws Publishing Company

ADVANCED C

Sams Here's the next step for programmers who want to improve their C programming skills. -- Complete coverage of disk files including sequential access, text, binary, and random access -- Efficient tips and techniques for debugging C programs

ADVANCED TOPICS IN C

CORE CONCEPTS IN DATA STRUCTURES

Apress C is the most widely used programming language of all time. It has been used to create almost every category of software imaginable and the list keeps growing every day. Cutting-edge applications, such as Arduino, embeddable and wearable computing are ready-made for C. Advanced Topics In C teaches concepts that any budding programmer should know. You'll delve into topics such as sorting, searching, merging, recursion, random numbers and simulation, among others. You will increase the range of problems you can solve when you learn how to manipulate versatile and popular data structures such as binary trees and hash tables. This book assumes you have a working knowledge of basic programming concepts such as variables, constants, assignment, selection (if..else) and looping (while, for). It also assumes you are comfortable with writing functions and working with arrays. If you study this book carefully and do the exercises conscientiously, you would become a better and more agile programmer, more prepared to code today's applications (such as the Internet of Things) in C. What you'll learn What are and how to use structures, pointers, and linked lists How to manipulate and use stacks and queues How to use random numbers to program games, and simulations How to work with files, binary trees, and hash tables Sophisticated sorting methods such as heapsort, quicksort, and mergesort How to implement all of the above using C Who this book is for Those with a working knowledge of basic programming concepts, such as variables, constants, assignment, selection (if..else) and looping (while, for). It also assumes you are comfortable with writing functions and working with arrays. Table of Contents1. Sorting, Searching and Merging 2. Structures 3. Pointers 4. Linked Lists 5. Stacks and Queries 6. Recursion 7. Random Numbers, Games and Simulation 8. Working with Files 9. Introduction to Binary Trees 10. Advanced Sorting 11. Hash Tables

ADVANCED C PROGRAMMING

Brady This guide to developing and implementing original C routines covers tools of modularity, input-output functions, the "Ubiquitous Pointer," interfacing between operating system and program, bit manipulation, design, and implementation of the small data ba

THE C PROGRAMMING LANGUAGE

Pearson Educación 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

ADVANCED PROGRAMMING IN THE UNIX ENVIRONMENT

Addison-Wesley For more than twenty years, serious C programmers have relied on one book for practical, in-depth knowledge of the programming interfaces that drive the UNIX and Linux kernels: W. Richard Stevens' Advanced Programming in the UNIX® Environment . Now, once again, Rich's colleague Steve Rago has thoroughly updated this classic work. The new third edition supports today's leading platforms, reflects new technical advances and best practices, and aligns with Version 4 of the Single UNIX Specification. Steve carefully retains the spirit and approach that have made this book so valuable. Building on Rich's pioneering work, he begins with files, directories, and processes, carefully laying the groundwork for more advanced techniques, such as signal handling and terminal I/O. He also thoroughly covers threads and multithreaded programming, and socket-based IPC. This edition covers more than seventy new interfaces, including POSIX asynchronous I/O, spin locks, barriers, and POSIX semaphores. Most obsolete interfaces have been removed, except for a few that are ubiquitous. Nearly all examples have been tested on four modern platforms: Solaris 10, Mac OS X version 10.6.8 (Darwin 10.8.0), FreeBSD 8.0, and Ubuntu version 12.04 (based on Linux 3.2). As in previous editions, you'll learn through examples, including more than ten thousand lines of downloadable, ISO C source code. More than four hundred system calls and functions are demonstrated with concise, complete programs that clearly illustrate their usage, arguments, and return values. To tie together what you've learned, the book presents several chapter-length case studies, each reflecting contemporary environments. Advanced Programming in the UNIX® Environment has helped generations of programmers write code with exceptional power, performance, and reliability. Now updated for today's systems, this third edition will be even more valuable.

C- AN ADVANCED INTRODUCTION: ANSI C EDITION

Universities Press This book on ANSI is for reader with a good knowledge of at least one procedural programming language such as Pascal, FORTRAN or Ada. Advanced aspects of C, for example, type declarations, data abstraction, exceptions and the C preprocessor are emphasized. Several examples drawn from a wide spectrum of application areas such as interactive programming....

ADVANCED R

CRC Press An Essential Reference for Intermediate and Advanced R Programmers Advanced R presents useful tools and techniques for attacking many types of R programming problems, helping you avoid mistakes and dead ends. With more than ten years of experience programming in R, the author illustrates the elegance, beauty, and flexibility at the heart of R. The book develops the necessary skills to produce quality code that can be used in a variety of circumstances. You will learn: The fundamentals of R, including standard data types and functions Functional programming as a useful framework for solving wide classes of problems The positives and negatives of metaprogramming How to write fast, memory-efficient code This book not only helps current R users become R programmers but also shows existing programmers what's special about R. Intermediate R programmers can dive deeper into R and learn new strategies for solving diverse problems while programmers from other languages can learn the details of R and understand why R works the way it does.

ADVANCED C++ PROGRAMMING STYLES AND IDIOMS

Addison-Wesley Professional Software -- Programming Languages.

ADVANCED GRAPHICS PROGRAMMING IN C AND C++

Advanced Graphics Programming In C & C++ Is Packed With Example And Sample Program. And Because It Contains All Of The Source Code, You Can Easily Modify The Function To Suit Your Specific Needs. The Listings Are Also Available On Disk In Ms/Pc-Dos Format And Require An Ibm Pc Or Compatible With A Vga Card, A Vga Monitor, And Borland C++

EXPERT C PROGRAMMING

DEEP C SECRETS

Prentice Hall Professional Software -- Programming Languages.

ADVANCED PIC MICROCONTROLLER PROJECTS IN C

FROM USB TO RTOS WITH THE PIC 18F SERIES

Newnes This book is ideal for the engineer, technician, hobbyist and student who have knowledge of the basic principles of PIC microcontrollers and want to develop more advanced applications using the 18F series. The architecture of the PIC 18FXXX series as well as typical oscillator, reset, memory, and input-output circuits is completely detailed. After giving an introduction to programming in C, the book describes the project development cycle in full, giving details of the process of editing, compilation, error handling, programming and the use of specific development tools. The bulk of the book gives full details of tried and tested hands-on projects, such as the 12C BUS, USB BUS, CAN BUS, SPI BUS and real-time operating systems. A clear introduction to the PIC 18FXXX microcontroller's architecture 20 projects, including developing wireless and sensor network applications, using I2C BUS, USB BUS, CAN BUS and the SPI BUS, which give the block and circuit diagram, program description in PDL, program listing and program description Numerous examples of using developmental tools: simulators, in-circuit debuggers (especially ICD2) and emulators

ADVANCED GRAPHICS IN C

PROGRAMMING AND TECHNIQUES

McGraw-Hill Osborne Media This guide shows users how to add graphics in C with state-of-the-art techniques and a complete sample graphics program with a rotatable and scalable character set

C PROGRAMMING IN ONE HOUR A DAY, SAMS TEACH YOURSELF

SAMS TEAC YOUR C ONE HOUR D_7

Sams Publishing 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

PROFICIENT C

THE MICROSOFT GUIDE TO INTERMEDIATE AND ADVANCED C PROGRAMMING

The Microsoft guide to advanced C programming, giving detailed information and examples that employ MS-DOS features, and paying special attention to aspects of C related to the proposed ANSI Standard.

ADVANCED PROGRAMMING WITH SAMPLE CODINGS

4 BOOKS IN 1- ARDUINO, C++, POWERSHELL AND PYTHON PROGRAMMING WITH SAMPLE DESIGNS AND CODINGS

Independently Published Technology makes the world go round and programmers are behind what keeps that going. Whether you're a seasoned or newly-minted programmer, it never hurst to improve those skills and sharpen those coding knives. In Advanced Programming with Coding Samples , you will get to explore and deep dive into more advance programming topics and courses, but still presented in an easy-to-understand format. You will also find and learn a variety of sample designs and codings that will help you apply what you have learned on a real setting. In this book, you will find advanced courses and samples in the following programming languages: Arduino C++ Powershell Phyton With a variety of topics and samples in each programming language such as: Required Components for a color Mixing lamp (Arduino) Inheritance in C++ Try / Catch in Powershell Creating Games using Pygame And much, much more, you will be well on your way to mastering coding in no time! So get your copy now, and learn advance programming the easy way!

ADVANCED C PROGRAMMING FOR DISPLAYS

CHARACTER DISPLAYS, WINDOWS, AND KEYBOARDS FOR THE UNIX AND MS-DOS OPERATING SYSTEMS

Pearson P T R

UPDATE 12-6, MILITARY OCCUPATIONAL CLASSIFICATION AND STRUCTURE, ISSUE NO. 6, JUNE 26, 1995

COMPUTE!'S ADVANCED TURBO C PROGRAMMING

Compute This text examines Borland's latest package, Turbo C, and is an advanced programming guide for the experienced programmer with knowledge of C or an y other language. In the course of reading the book, the user will actually write a TSR (Terminate and Stay Resident) utility.

C PROGRAMMING FOR BEGINNERS

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CreateSpace Essential C Programming Language Skills - Made Easy- C Programming Absolute Beginner's Guide! This C Programming book gives a good start and complete introduction for C Programming for Beginner's. Learn the all basics and advanced features of C programming in no time from Bestselling Programming Author Harry. H. Chaudhary. This Book, starts with the basics; I promise this book will make you 100% expert level champion of C Programming. This book contains 1000+ Live C Program's code examples, and 500+ Lab Exercise & 200+ Brain Wash Topic-wise Code book and 20+ Live software Development Project's. All what you need ! Isn't it ? Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You'll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. (See Below List) Who knew how simple C programming could be? This is today's best beginner's guide to writing C programs-and to learning skills you can use with practically any language. Its simple, practical instructions will help you start creating useful, reliable C code. This book covers common core syllabus for All students & Professionals & Hackers. This Book is very serious C Programming stuff: A complete introduction to C Language. You'll learn everything from the fundamentals to advanced topics. If you've read this book, you know what to expect a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other C book you've ever read. Learning a new language is no easy. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study.The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? (A) 1000+ Live C Program's code examples, (B) 500+ Lab Exercises, (C) 200+ Brain Wash Topic-wise Code (D) 20+ Live software Development Project's. (E) Learn Complete C- without fear, . || Inside Chapters. || 1. Preface - Page-6, || Introduction to C. 2. Elements of C Programming Language. 3. Control statements (conditions). 4. Control statements (Looping). 5. One dimensional Array. 6. Multi-Dimensional Array. 7. String (Character Array). 8. Your Brain on Functions. 9. Your Brain on Pointers. 10. Structure, Union, Enum, Bit Fields, Typedef. 11. Console Input and Output. 12. File Handling In C. 13. Miscellaneous Topics. 14. Storage Class. 15. Algorithms. 16. Unsolved Practical Problems. 17. PART-II-120+ Practical Code Chapter-Wise. 18. Creating & Inserting own functions in Liberary. 19. Graphics Programming In C. 20. Operating System Development -Intro. 21. C Programming Guidelines. 22. Common C Programming Errors. 23. Live Software Development Using C.

C PROGRAMMING FOR BEGINNERS AND ADVANCED - PROGRAMMING IN C

C PROGRAMMING A MODERN APPROACH - C PROGRAMMING BOOK FOR BEGINNERS TO ADVANCED

C is one of the most popular programming languages. It runs on most software platforms and computer architecture. This revised edition of our best-selling text Programming in C not only maintains the exclusivity of previous editions but also enhances it with the addition of new programs and illustrations. Challenging concepts are supported with numerous solved and unsolved programs. The new chapter on computer graphics ensures that this book comprehensively covers the syllabi of most universities. The book also uses the Turbo C compiler, which is the most widely used C compiler. With its increased coverage and inclusion of new learning tools, this edition is an invaluable asset for students who aim to improve their programming skills.The book starts with an introduction to C programming and then delves into an in-depth analysis of various constructs of C. The key topics include iterative and decision-control statements, functions, arrays, strings, pointers, structures and unions, file management, and pre-processor directives. It deals separately with the fundamental concepts of various data structures such as linked lists, stacks, queues, trees, and graphs. The book provides numerous case studies linked to the concepts explained in the text.With its highly detailed pedagogy entailing examples, figures, algorithms, programming tips, and exercises, the book will serve as an ideal resource for students to master and fine-tune the art of writing efficient C programs.Beginning with the Basic concepts of programming, the book gives an exhaustive coverage of arrays, strings, functions, pointers, and data structures. Separate chapters on linked lists and stacks, queues, and trees, with their implementation in C, have been provided to simplify the learning of complex concepts.Some advanced features of C such as memory models, command-line arguments, and bitwise operators have also been included. Case studies demonstrating the use of C in solving mathematical as well as real-life problems have also been presented. This edition also highlights C99 features wherever relevant in the text.Students will find this book an excellent companion for self-study owing to its easy-to-understand approach with plenty of programs complete with source codes, sample outputs, and test cases.

ADVANCED C

TIPS AND TECHNIQUES

Sams Describes advanced use of C, including run-time environment, debugging techniques, fast array transfers, multidimensional arrays, and dynamic memory allocation

JUMPING INTO C PROGRAMMING :

(INCLUDING 2000+ PROGRAMMING EXAMPLES)

Createspace LLC USA Essential C Programming Skills-Made Easy–Without Fear! Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You’ll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. C programming has neverbeen this simple! This C Programming book gives a good start and complete introduction for C Programming for Beginner’s. Learn the all basics and advanced features of C

programming in no time from Bestselling Programming Author Harry. H. Chaudhary. This Book, starts with the basics; I promise this book will make you 100% expert level champion of C Programming. This book contains 1000+ Live C Program’s code examples, and 500+ Lab Exercise & 200+ Brain Wash Topic-wise Code book and 20+ Live software Development Project’s. All what you need ! Isn’t it ? Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You’ll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. (See Below List)C programming has never been this simple! Who knew how simple C programming could be? This is today’s best beginner’s guide to writing C programs–and to learning skills you can use with practically any language. Its simple, practical instructions will help you start creating useful, reliable C code. This book covers common core syllabus for BCA, MCA, B.TECH, BS (CS), MS (CS), BSC-IT (CS), MSC-IT (CS), and Computer Science Professionals as well as for Hackers. This Book is very serious C Programming stuff: A complete introduction to C Language. You'll learn everything from the fundamentals to advanced topics. If you've read this book, you know what to expect a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other C book you've ever read. Learning a new language is no easy. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? (A) 1000+ Live C Program’s code examples, (B) 500+ Lab Exercises, (C) 200+ Brain Wash Topic-wise Code (D) 20+ Live software Development Project’s. (E) Learn Complete C- without fear, . || Inside Chapters. || 1. Preface – Page-6, || Introduction to C. 2. Elements of C Programming Language. 3. Control statements (conditions). 4. Control statements (Looping). 5. One dimensional Array. 6. Multi-Dimensional Array. 7. String (Character Array). 8. Your Brain on Functions. 9. Your Brain on Pointers. 10. Structure, Union, Enum, Bit Fields, Typedef. 11. Console Input and Output. 12. File Handling In C. 13. Miscellaneous Topics. 14. Storage Class. 15. Algorithms. 16. Unsolved Practical Problems. 17. PART-II-120+ Practical Code Chapter-Wise. 18. Creating & Inserting own functions in Liberary. 19. Graphics Programming In C. 20. Operating System Development –Intro. 21. C Programming Guidelines. 22. Common C Programming Errors. 23. Live Software Development Using C.

ADVANCED PROGRAMMING IN CLIPPER WITH C

Addison Wesley Publishing Company Describes the features of the Clipper programming language, shows how to write programs in C to use in conjunction with Clipper, and discusses macros and file functions

BEGINNING PROGRAMMING WITH C

STEP BY STEP GUIDE (INCLUDING 2000+ PROGRAMMING EXAMPLES)

CreateSpace Essential C Programming Language Skills - Made Easy- C Programming Absolute Beginner's Guide! This C Programming book gives a good start and complete introduction for C Programming for Beginner's. Learn the all basics and advanced features of C programming in no time from Bestselling Programming Author Harry. H. Chaudhary. This Book, starts with the basics; I promise this book will make you 100% expert level champion of C Programming. This book contains 1000+ Live C Program's code examples, and 500+ Lab Exercise & 200+ Brain Wash Topic-wise Code book and 20+ Live software Development Project's. All what you need ! Isn't it ? Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You'll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. (See Below List) Who knew how simple C programming could be? This is today's best beginner's guide to writing C programs-and to learning skills you can use with practically any language. Its simple, practical instructions will help you start creating useful, reliable C code. This book covers common core syllabus for All students & Professionals & Hackers. This Book is very serious C Programming stuff: A complete introduction to C Language. You'll learn everything from the fundamentals to advanced topics. If you've read this book, you know what to expect a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other C book you've ever read. Learning a new language is no easy. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study.The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? (A) 1000+ Live C Program's code examples, (B) 500+ Lab Exercises, (C) 200+ Brain Wash Topic-wise Code (D) 20+ Live software Development Project's. (E) Learn Complete C- without fear, . || Inside Chapters. || 1. Preface - Page-6, || Introduction to C. 2. Elements of C Programming Language. 3. Control statements (conditions). 4. Control statements (Looping). 5. One dimensional Array. 6. Multi-Dimensional Array. 7. String (Character Array). 8. Your Brain on Functions. 9. Your Brain on Pointers. 10. Structure, Union, Enum, Bit Fields, Typedef. 11. Console Input and Output. 12. File Handling In C. 13. Miscellaneous Topics. 14. Storage Class. 15. Algorithms. 16. Unsolved Practical Problems. 17. PART-II-120+ Practical Code Chapter-Wise. 18. Creating & Inserting own functions in Liberary. 19. Graphics Programming In C. 20. Operating System Development -Intro. 21. C Programming Guidelines. 22. Common C Programming Errors. 23. Live Software Development Using C.

ADVANCED CORBA® PROGRAMMING WITH C++

Pearson Education Here is the CORBA book that every C++ software engineer has been waiting for. Advanced CORBA® Programming with C++ provides designers and developers with the tools required to understand CORBA technology at the architectural, design, and source code levels. This book offers hands-on explanations for building efficient applications, as well as lucid examples that provide practical advice on avoiding costly mistakes. With this book as a guide, programmers will find the support they need to successfully undertake industrial-strength CORBA development projects. The content is systematically arranged and presented so the book may be used as both a tutorial and a reference. The rich example programs in this definitive text show CORBA developers how to write clearer code that is more maintainable, portable, and efficient. The authors' detailed coverage of the IDL-to-C++ mapping moves beyond the mechanics of the APIs to discuss topics such as potential pitfalls and efficiency. An in-depth presentation of the new Portable Object Adapter (POA) explains how to take advantage of its numerous features to create scalable and high-performance servers. In addition, detailed discussion of advanced topics, such as garbage collection and multithreading, provides developers with the knowledge they need to write commercial applications. Other highlights In-depth coverage of IDL, including common idioms and design trade-offs Complete and detailed explanations of the Life Cycle, Naming, Trading, and Event Services Discussion of IIOP and implementation repositories Insight into the dynamic aspects of CORBA, such as dynamic typing and the new DynAny interfaces Advice on selecting appropriate application architectures and designs Detailed, portable, and vendor-independent source code

INTRODUCTION TO COMPUTERS AND C PROGRAMMING

New Age International Designed Strictly As Per The Syllabus Of U.P. Technical University, This Book Provides A Systematic Introduction To Computer Hardware And Software. After Explaining The Historical Development Of Computer Technology Through Different Generations, The Book Describes The Basic Hardware Components. Peripheral Devices Are Explained Next Followed By A Detailed Introduction To Operating Systems Including Dos, Unix And Windows. Various Features Of The Internet Are Then Described Including Internet Mail Tools Like Pine And Elm And Editors Like Edit And Vi. The Basic And Advanced Features Of C Programming Are Then Explained With Suitable Examples. Examples And Problems Are Included In Various Chapters.The Book Concludes With An Introduction To Recent Developments Like Object Oriented Programming, Java, Ub Script, Wireless Application Protocol (Wap), Hyper Text Markup Language (Html) And Xml. A Question Bank At The End Of The Book Would Be Extremely Useful In Enabling The Student To Test His Understanding Of Computer Technology.

CUDA BY EXAMPLE

AN INTRODUCTION TO GENERAL-PURPOSE GPU PROGRAMMING, PORTABLE DOCUMENTS

Addison-Wesley Professional CUDA is a computing architecture designed to facilitate the development of parallel programs. In conjunction with a comprehensive software platform, the CUDA Architecture enables programmers to draw on the immense power of graphics processing units (GPUs) when building high-performance applications. GPUs, of course, have long been available for demanding graphics and game applications. CUDA now brings this valuable resource to programmers working on applications in other domains, including science, engineering, and finance. No knowledge of graphics programming is required—just the ability to program in a modestly extended version of C. CUDA by Example, written by two senior members of the CUDA software platform team, shows programmers how to employ this new technology. The authors introduce each area of CUDA development through working examples. After a concise introduction to the CUDA platform and architecture, as well as a quick-start guide to CUDA C, the book details the techniques and trade-offs associated with each key CUDA feature. You’ll discover when to use each CUDA C extension and how to write CUDA software that delivers truly outstanding performance. Major topics covered include Parallel programming Thread cooperation Constant memory and events Texture memory Graphics interoperability Atomics Streams CUDA C on multiple GPUs Advanced atomics Additional CUDA resources All the CUDA software tools you’ll need are freely available for download from NVIDIA. http://developer.nvidia.com/object/cuda-by-example.html

C BY EXAMPLE

By Example A tutorial for beginning programmers demonstrates the programming language's fundamental concepts in a series of short easy-to-understand exercises accompanied by real-world examples

C AND THE 8051

PageFree Publishing, Inc. This totally reworked book combines two previous books with material on networking. It is a complete guide to programming and interfacing the 8051 microcontroller-family devices for embedded applications.

PRACTICAL C PROGRAMMING

2000+ CODE EXAMPLES WITH 23+ CHAPTER?S.

CreateSpace Essential C Programming Language Skills - Made Easy- C Programming Absolute Beginner's Guide! This C Programming book gives a good start and complete introduction for C Programming for Beginner's. Learn the all basics and advanced features of C programming in no time from Bestselling Programming Author Harry. H. Chaudhary. This Book, starts with the basics; I promise this book will make you 100% expert level champion of C Programming. This book contains 1000+ Live C Program's code examples, and 500+ Lab Exercise & 200+ Brain Wash Topic-wise Code book and 20+ Live software Development Project's. All what you need ! Isn't it ? Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You'll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. (See Below List) Who knew how simple C programming could be? This is today's best beginner's guide to writing C programs-and to learning skills you can use with practically any language. Its simple, practical instructions will

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C++

ADVANCED FEATURES AND PROGRAMMING TECHNIQUES

Createspace Independent Publishing Platform Take Your Skills to the Next Level with 70+ Examples Get the Kindle version FREE when purchasing the Paperback! This third instalment in the Step-By-Step C++ Series is geared towards seasoned developers and novices alike. This guide explores slightly more advanced C++ techniques, while being presented in our popular, easy to understand format. The topics in this book will prove invaluable to anyone currently using C++, no matter you skill level. With numerous examples and step by step descriptions, you will be able to master this wonderful language in no time. What This Book Offers 78 Practical Examples With each concept, we provide one or more example to illustrate the topic in a way that makes it easy to understand. We break examples down into their basic workings, and provide the output for you to compare to your own results. Detailed Descriptions Each topic is broken down into small manageable sections where each concept is explained in detail. We look at the different variations and types available, what the various return values mean and even how to avoid common errors. Reference Manual This book serves as a teaching guide and also a reference manual to accompany you through this wonderful world of programming. We aim to keep the core of the examples similar, so the only variable is the topic under discussion. This makes for easier learning and effortless referencing. Key Topics Inheritance Overloading Polymorphism Abstract Classes Encapsulation Interfaces Exception Handling Namespaces Templates Threads Containers Algorithms Regular Expressions Get Your Copy Today!

C

FROM THEORY TO PRACTICE

CRC Press Designed for a compulsory fundamental course, C: From Theory to Practice uses a hands-on approach to teach the C programming language, using numerous examples and a clear, concise presentation. Easy to use and classroom tested, this textbook includes more than 500 exercises and examples of progressive difficulty to help students in understanding all the aspects and peculiarities of C. The exercises test students on various levels of programming and the examples enhance their concrete understanding of programming know-how. Divided into three parts, this book: Introduces the basic concepts of C, like getting input from a user, C’s operators, selection statements, and loops. Emphasizes major features of C such as arrays, pointers, functions and strings. Covers advanced topics such as like searching and sorting arrays’ algorithms, structures and unions, memory management, the preprocessor and files. The book tests the skills of beginners and advanced developers by providing an easy-to-read compilation of the C theory enriched with tips and advice as well as difficulty-scaled solved programming exercises. It decodes the secrets of the C language, providing inside information and programming knowledge through practical examples and meaningful advice. The examples are designed to be short, concrete, and substantial, quickly giving students the know-how they need.

JAVA PROGRAMMING SIMPLIFIED

FROM NOVICE TO PROFESSIONAL - START AT THE BEGINNING AND LEARN THE WORLD OF JAVA

BPB Publications Java With a lot of Programming examples KEY FEATURES - Covers the key concepts of Java Programming - Programming examples are provided to understand the concepts well - Designed to cover the syllabus of BCA, BSc-IT and Mater level Courses in Computer Applications - Step by Step instructions are provided to get more clarity on the topic - Covers Core Java along with some advanced topics of Java Programming DESCRIPTION This book has been designed in such a manner so as to make anyone understand the Java language, with a lot of practical examples implemented on the Eclipse platform. This book comprehensively covers all the concepts of Java, starting with the installation of Java and the usage of IDE for Java development and efficiently covers all required topics of Java language with some advanced concepts like JDBC and event handling in Java. WHAT WILL YOU LEARN - Java Fundamentals with installation and configuration - Core Java with relevant programming examples - Important features of Java-like applets and multithreading - Event handling with graphical user interface components - Java Database Connectivity with some practical examples WHO THIS BOOK IS FOR This book is useful for beginner programmers having no knowledge of any programming language. However, programmers who have done some basic programming in C and C++, can easily reach some advanced concepts and move ahead with the advanced Java. TABLE OF CONTENTS 1. Introduction & Installation 2. Basics of Java Programming 3. Object-Oriented Programming in Java 4. Packages and Interfaces 5. Understanding Strings, Arrays and Wrapper classes 6. Exception Handling in Java 7. Multithreading in Java 8. Applets in Java 9. Input-Output in Java 10. Event Handling in Java 11. Java Database Connectivity

SCIENTIFIC AND ENGINEERING C++

AN INTRODUCTION WITH ADVANCED TECHNIQUES AND EXAMPLES

Addison-Wesley Professional Scientific and Engineering C++ brings the power of C++ to science and engineering programming. Highlights: builds on knowledge of both FORTRAN and C, the languages most familiar to scientists and engineers; systematically treats object-oriented programming, templates, and the C++ type system; relates the C++ programming process to expressing commonality in the design and implementation of programs; describes how to use existing FORTRAN and C subroutine libraries to implement C++ classes; introduces advanced techniques coordinating templates, inheritance, virtual function interfaces, and exceptions in substantive examples; provides examples, including an extensive family of array classes, smart pointers, class wrappers for LAPACK, classes for abstract algebra and dimensional analysis, function objects, exploiting existing C and FORTRAN libraries, automatic differentiation, and data analysis via nonlinear least squares using the singular value decomposition; and references key sources of new programming ideas and C++ programming techniques. Scientific and Engineering C++ will help engineers and scientists fluent in FORTRAN or C; professional programmers using C or C++ who are looking for a new, systematic discussion of C++ for object-oriented programming; and advanced programmers who are interested in sophisticated C++ programming techniques.

C#

3 IN 1- BEGINNER'S GUIDE+ SIMPLE AND EFFECTIVE TIPS AND TRICKS+ ADVANCED GUIDE TO LEARN C# PROGRAMMING EFFECTIVELY

Have you always wanted to learn computer programming but were worried it is too hard? Or maybe you know other programming languages, but want to learn C# quickly. Then this is the book for you.The development of applications with C # has been modified in recent times and this book aims to strengthen the essential knowledge that will allow you to generate professional-level applications. Each chapter is devoted to a specific technique and illustrated by practical examples ready to implement.You don't need to spend time and money on 600 pages of boring books, expensive online courses, or complex C# courses that only add to the confusion.What this book offer is: -It breaks down complex concepts into simple steps, so even a novice programmer can easily master C#.-We have carefully selected examples to illustrate all the concepts. Also, the results of all the examples are available immediately, so you don't have to wait until you're logged in to test them.-These topics have been carefully chosen to allow you to enjoy C# without being overwhelmed with information. These topics include object-oriented programming concepts, how to handle errors, how to handle files, etc.-With this book, you can learn C# in a day and start programming right away.How is this book different from the others?The best way to learn C# is to give it a try. This book contains a final project that requires you to apply all the concepts you have learned. Are you ready to enter the exciting world of C# coding? Then click the Buy Now button to get started!Are you exploring the world of programming? Are you fascinated by programming languages like C++, C, and Java? Did you come across C# by chance and want to see if it's any good? Do you find the majority of the books explaining C# lacking in clarity and easy-to-understand terminologies? Did you learn basic and intermediate C# programming and now want to learn concepts that are even more advanced? If your answer to any of these questions is "Yes" then this book is the perfect companion for your educational needs and will satisfy your programming curiosity. Here are some key features of this book: -A reader-friendly approach from the very start. This book does not expect you to be well-versed in every fundamental concept of C# programming. -C# is arguably a very difficult programming language because of the tools needed to create applications. This book starts with an introductory chapter that helps prepare you before we venture through this book's advanced chapters. This introductory chapter will help you review the important fundamental concepts that you'll need for the advanced chapters.-Emphasis on the key theories that are the most impactful when working on projects, especially with the .NET Framework.If you're looking for an advanced guide to help you learn C# programming quickly and effectively, then this is the book for you. Click the Buy Now button to get started today!

ADVANCED DATA STRUCTURES IN C++

After a complete review of basic class construction with which you should be familiar, Advanced Data Structures in C++ covers more advanced features of classes. Among these are forward references, class enumerated data types, friend functions, constant data members, static data members, static member functions, reference variables that are data members, methods of inlining functions and how to make a production library. Next, Advanced Data Structures in C++ covers in depth all of the various operator overloaded functions; there are a rather large number of them. Then, the principles of inheritance are fully covered. Virtual functions are presented along with the need for them. Examples clearly illustrate their usage. Abstract base classes and pure virtual functions are presented with a significant example of their usage. Advanced Data Structures in C++ discusses C++ error handling in depth along with dynamic casting and run time type identification. How "out of memory" errors are caught is discussed in depth, since Microsoft's VC 7 (and subsequent compilers) new function now no longer returns 0 when short of memory. The design of a hierarchy of exception classes is presented showing how an application can fully utilize the C++ error handling mechanism. Also, how to replace the new and delete functions, replacing the terminate and unexpected error handlers is shown. Next, Advanced Data Structures in C++ presents a full review of the four basic container classes, including the growable array, double linked list, stack and queue. C++ programming templates are covered in depth followed by an example of converting the double linked list into a template class. How client programs are written using these template classes is presented next. A thorough discussion of binary files and hashing techniques comes next. Direct file processing techniques cover the relative record number method, the remainder method and ISAM (Indexed Sequential Access Method). How to write

master file update programs is discussed in depth. The impact of structure alignment is visibly shown. Then, Advanced Data Structures in C++ shows the need for hashing techniques. Hence, various methods of hashing are presented. Trees are discussed in depth next, including notation and needed functions and tree operations, such as inserting a new node and deleting a node. Advanced Data Structures in C++ shows a complete example of a binary search tree using an ISAM data base. Advanced Data Structures in C++'s chapter on sorting algorithms presents five different methods in detail. It also implements a benchmark program you can use for comparison purposes. B-trees and their variations are covered next. A complete implementation of an AVL tree is presented. Advanced Data Structures in C++ discusses graphs, priority queues and heaps in detail. Network operations are also shown. The sample program illustrates graphs in depth including showing the shortest path. The examples show how to produce useful formatted results, not just theoretical displays. Next, sets and maps are discussed. Set implementations include the set as an array and the set as a bit vector. The map structure is used to show the very beginning steps of data compression routines. The STL (Standard Template Library) is introduced. How they are created and used is discussed. Examples show how to use the basic container classes. The last chapter of Advanced Data Structures in C++ presents the theory of complex program analysis and included the big-O notation. However, I have kept the level of math low for those who are weak on higher mathematical procedures. The concepts should be easily understood and can be utilized by anyone to estimate the performance of a routing. An appendix shows in depth how to use the new Microsoft VC (.NET) compiler to build and debug C++ programs. Each chapter of Advanced Data Structures in C++ has a set of Review Questions and Programming Problems to solve.

TEACH YOURSELF ADVANCED C IN 21 DAYS

Prentice Hall 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

ADVANCED TURBO C? PROGRAMMER'S GUIDE

John Wiley & Sons Incorporated Offers intermediate and advanced Turbo C users a range of programming tips, "tricks," and techniques and teaches readers to create data structures, perform numeric calculations and much more

C++

ADVANCED GUIDE TO LEARN C++ PROGRAMMING EFFECTIVELY

Do you know the basics of C++, and want to know more about how you can develop applications in C++? Have you wondered what makes C++ a high-level computer language? If you have, you have come to the right place. C++ is a complex programming language, and it is not easy to learn the language. Having said that, if you want to become an expert in coding in C++, you must learn concepts and techniques. You need to master these techniques if you want to work as a professional coder. This book not only covers the basics of C++ but also sheds light on the technical details.This book contains the critical knowledge you'll need to know when it comes to C++. You can use the book as your guide to become an expert at C++. The previous book was an introduction to C++, and you learned the basics of the programming language. Use this book as your guide if you need to become an advanced C++ programmer. You can also use this book to help you revise and refresh the concepts of the language. In this book, you will learn about: -Introduction to data structures in C++-Introduction to Object-Oriented Programming (OOP)-Common techniques and processes used in OOP with examples-Methods to improve the efficiency of your code -Common mistakes to avoid while writing code, and moreThis book covers essential topics every coder must know about C++, and also sheds light on the design of the code while removing unnecessary information. It has clear instructions and examples to help you improve. So, what are you waiting for? Grab a copy of this book to get started today!