

Teach Yourself C Teach Yourself

**Bradley Jones, Peter G. Aitken, Dean
Miller**



Teach Yourself C Teach Yourself:

Sams Teach Yourself C in 21 Days Bradley L. Jones, Bradley Jones, Peter G. Aitken, 2003 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 Bradley Jones, Peter G. Aitken, Dean Miller, 2013 Sams Teach Yourself C Programming in One Hour a Day Seventh Edition is the newest version of the worldwide best seller Sams Teach Yourself C in 21 Days Fully revised for the new C11 standard and libraries it now emphasizes platform independent C programming using free open source C compilers This edition strengthens its focus on C programming fundamentals and adds new material on popular C based object oriented programming languages such as Objective C Filled with carefully explained code clear syntax examples and well crafted exercises this is the broadest and deepest introductory C tutorial available It s ideal for anyone who s serious about truly mastering C including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps Friendly and accessible it delivers step by step hands on experience that starts with simple tasks and gradually builds to professional quality techniques Each lesson is designed to be completed in hour or less introducing and clearly explaining essential concepts providing practical examples and encouraging you to build simple programs on your own Coverage includes Understanding C program components and structure Mastering essential C syntax and program control Using core language features including numeric arrays pointers characters strings structures and variable scope Interacting with the screen printer and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information Variables and Constants 4 The Pieces of a C Program Statements Expressions and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures Unions and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen Printer and Keyboard PART III ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV APPENDIXES A ASCII Chart B C C Reserved Words C Common C Functions D Answers

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

Sams Teach Yourself C in 24 Hours Tony Zhang, 2000 Sams Teach Yourself C in 24 Hours Second Edition shows you how to program in C in an easy to understand format C is a powerful and flexible language

used for a wide range of projects You begin with learning the basics to write a first program and then move on to arrays pointers disk input output and functions This book will allow you to understanding data types loops and strings to make your programs work for you You ll also work with arrays structures and unions to expand your programming skills use pointers to access and retrieve data elements develop programs that process mathematical equations functions and variables and explore memory management techniques

Sams Teach Yourself Visual C++ .NET in 24 Hours Richard J. Simon,Mark Schmidt,2002 The typical user of this book will be past users of Visual C looking to get up to speed quickly on developing applications for the NET framework in Visual C

Teach Yourself C Herbert Schildt,1990 C expert Herb Schildt uses numerous exercises and skill checks to make sure your programming abilities grow lesson by lesson By the final chapter you will possess a solid command of C programming principles preparing you to work with OS 2 UNIX and other programs written in C

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

Sams Teach Yourself Visual C++ .Net in 21 Days Davis Howard Chapman,2002 This book emphasizes using VC tools and wizards to generate code Code examples are augmented with C language sidebars Readers who need a refresher on the language or want to go further under the hood will have a context while those who don t can easily skip that coverage The revision includes more information throughout on Microsoft Foundation Classes MFC

Sams Teach Yourself Java in 21 Days (Covering Java 12), Barnes & Noble Exclusive Edition Rogers Cadenhead,2019-12-20 In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets With this complete tutorial you ll quickly master the basics and then move on to more advanced features and concepts Completely updated for Java 11 and 12 this book teaches you about the Java language and how to use it to create applications for any computing environment By the time you have finished the book you ll have well rounded knowledge of Java and the Java class libraries No previous programming experience required By following the 21 carefully organized lessons in this book anyone can learn the basics of Java programming Learn at your own pace You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies or you can focus on specific lessons to learn the techniques that interest you most Test your knowledge Each chapter ends with a Workshop section filled with questions answers and exercises for further study There are even certification practice questions Completely revised updated and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans an excellent programming platform Easy to understand practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Use Java for game programming Create a Slackbot with

Java Exclusive Bonus Chapter Sams Teach Yourself Java in 21 Days (Covers Java 11/12) Rogers Cadenhead,2019-12-09 In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer web servers and mobile devices With this complete tutorial you ll quickly master the basics and then move on to more advanced features and concepts Completely updated for Java 11 and 12 this book teaches you about the Java language and how to use it to create applications for any computing environment By the time you have finished the book you ll have well rounded knowledge of Java and the Java class libraries No previous programming experience required By following the 21 carefully organized lessons in this book anyone can learn the basics of Java programming Learn at your own pace You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies or you can focus on specific lessons to learn the techniques that interest you most Test your knowledge Each chapter ends with a Workshop section filled with questions answers and exercises for further study There are even certification practice questions Completely revised updated and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans an excellent programming platform Easy to understand practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java Sams Teach Yourself C in 21 Days Peter G. Aitken,Bradley Jones,2000 Sams Teach Yourself C in 21 Days Fifth Edition presents C programming techniques in a logical and easy to follow sequence that helps you understand the principles involved in developing C programs Learn the basics of writing a program then move on to arrays pointers disk input output functions and more This book covers the basics of C including variables constants conditional statements loops pointers data structures input output and functions Sams Teach Yourself C in 21 Days Fifth Edition presents C in the most logical and easy to learn sequence and is geared towards programmers learning the C language **Unity Game Development in 24 Hours, Sams Teach Yourself** Mike Geig,2021-10-08 In just 24 lessons of one hour or less Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 2021 game engine at the heart of Inside Kerbal Space Program Subnautica and many other sizzling hot games This book s straightforward step by step approach teaches you everything from the absolute basics through sophisticated game physics animation and mobile device deployment techniques 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 Unity game development tasks Four sample game projects illustrate the topics Practical hands on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and Tips point out shortcuts and solutions Learn how to Get up and running fast with the Unity 2021 game engine and editor Work efficiently with Unity s graphical asset pipeline Make the most of lights and cameras Sculpt stunning worlds with Unity s terrain and environmental tools Script tasks

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[Absolute Beginner's Guide to Programming](#) Greg M. Perry,2002 This book teaches you everything you need to know to understand computer programming at a fundamental level You will learn what the major programming languages are how they work and what to do

Teach Yourself C++ in 24 Hours Jesse Liberty,1997 Readers can learn the basics of C in an easy task oriented format The book is not focused on any one particular compiler so it may be used with any of the C compilers on the market including Microsoft Borland and Watcom The CD contains a C compiler all sample source code from the text and third party programming tools

Teach Yourself C++ in 21 Days Jesse Liberty,1994 An ideal way for C programmers to move to the world of Object Oriented programming and C The proven techniques of the Teach Yourself series make this book the essential guide to learning C no matter what compiler is being used The only way to learn to program is to write code With this guide you ll be writing programs in just a matter of days

[Sams Teach Yourself C++ in 21 Days](#) Jesse Liberty,2001 This fourth edition of an international bestseller includes updated material for the Standard Template Library and adds a new bonus chapter on Microsoft s new C language

Teach Yourself Perl in 21 Days David Till,1995 This tutorial assumes no prior programming knowledge or experience It starts with basic concepts and then builds upon them Each chapter contains a Q A section summary quiz and a series of exercises which allow the reader to practice using the language features which were just learned

Teach Yourself IntraBuilder in 21 Days Paul Mahar,Ken Henderson,1997 IntraBuilder is Borland s newest product targeting the burgeoning Web database application development market IntraBuilder also includes Netscape Navigator Gold and Netscape FastTrack Server free The CD includes source code and example programs from the book

Sams Teach Yourself C++ in 21 Days Jesse Liberty,Bradley L. Jones,2004-12-14 Join the leagues of thousands of programmers and learn C from some of the best The fifth edition of the best seller Sams Teach Yourself C in 21 Days written by Jesse Liberty a well known C and C programming manual author and Bradley L Jones manager for a number of high profiler developer websites has been updated to the new ANSI ISO C Standard This is an excellent hands on guide for the beginning programmer Packed with examples of syntax and detailed analysis of code fundamentals such as managing I O loops arrays and creating C applications are all covered in the 21 easy to follow lessons You will also be given access to a website that will provide you will all the source code examples developed in the book as a practice tool C is the preferred language for millions of developers make Sams Teach Yourself the preferred way to learn it

[Teach Yourself Visual C++ 2 in 21 Days](#) Namir Clement Shamma,1994 The proven bestselling elements of the Teach Yourself series teams up with the skilled knowledge of Namir

Shamas to bring readers the most efficient way to learn Visual C Features AppWizard ClassWizard OLE 2 0 ODBC
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