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In 1983, the American National Standards Institute (ANSI) established a committee whose goal was to produce ‘ ‘ an unambiguous and machine-independent definition of the language C ’ ’ , while still retaining its spirit. The result is the ANSI standard for C. The standard formalizes constructions that were hinted but not described in the first edition, particularly structure assignment and ...

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(c) One of the striking features of object-oriented programming is the division of programs into objects that represent real-world entities. (d) Wrapping up of data of different types into a single unit is known as encapsulation. (e) One problem with OOP is that once a class is created it can never be changed. (f) Inheritance means the ability to reuse the data values of one object by (g ...

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This fourth edition of Gary Bronson's classic text implements the C99 standard in all discussion and example programs. An early emphasis on software engineering and top-down modular program development makes the material readily accessible to novice programmers. Early introduction and careful development of pointers demonstrate the power of good programming. The new edition features a new Common Compiler Errors feature in each chapter, and all material has been updated for currency and readability.

The Second Edition of Gary Bronson's popular text implements the ANSI C Standard in all discussions and example programs. An early emphasis on software engineering and top-down modular program development makes it readily accessible to students taking a first programming course. Early introduction and careful development of pointers show students the power of good programming.

Written by the most well known face of India's IT literacy movement, this book is designed for the first course in C taken by undergraduate students in Computers and Information Technology. The revised edition maintains the lucid flow and continuity which has been the strength of the book.

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WHAT WILL YOU LEARN Algorithms, control instructions, strings, bitwise operators, flowcharts, functions Structures, enumerations, data types, pointers, unions, dynamic memory allocation Storage classes, arrays, File IO, linked list

WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of ANSI C Programming.

Table of Contents

1. Before We Begin
2. Introduction To Programming
3. Algorithms For Problem Solving
4. Introduction To C Language
5. The Decision Control Structure
6. The Loop Control Structure
7. The Case Control Structure
8. Functions & Pointers
9. Data Types Revisited
10. The C Preprocessor
11. Arrays
12. Puppeting On Strings
13. Structures
14. Self Referential Structures and Linked Lists
15. Console Input/Output
16. File Input/Output
17. More Issues In Input/Output
18. Operations On Bits
19. Miscellaneous Features

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

THE #1 BESTSELLING BOOK ON OBJECTIVE-C 2.0

Programming in Objective-C 2.0 provides the new programmer a complete, step-by-step introduction to Objective-C, the primary language used to develop applications for the iPhone, iPad, and Mac OS X platforms. The book does not assume previous experience with either C or object-oriented programming languages, and it includes many detailed, practical examples of how to put Objective-C to use in your everyday iPhone/iPad or Mac OS X programming tasks. A powerful yet simple object-oriented programming language that 's based on the C programming language, Objective-C is widely available not only on OS X and the iPhone/iPad platform but across many operating systems that support the gcc compiler, including Linux, Unix, and Windows systems. The second edition of this book thoroughly covers the latest version of the language, Objective-C 2.0. And it shows not only how to take advantage of the Foundation framework 's rich built-in library of classes but also how to use the iPhone SDK to develop programs designed for the iPhone/iPad platform.

Table of Contents

1 Introduction Part I: The Objective-C 2.0 Language 2
Programming in Objective-C 3 Classes, Objects, and Methods 4
Data Types and Expressions 5 Program Looping 6 Making
Decisions 7 More on Classes 8 Inheritance 9 Polymorphism,
Dynamic Typing, and Dynamic Binding 10 More on Variables and
Data Types 11 Categories and Protocols 12 The Preprocessor 13
Underlying C Language Features Part II: The Foundation
Framework 14 Introduction to the Foundation Framework 15
Numbers, Strings, and Collections 16 Working with Files 17
Memory Management 18 Copying Objects 19 Archiving Part III:
Cocoa and the iPhone SDK 20 Introduction to Cocoa 21 Writing
iPhone Applications Part IV: Appendixes A Glossary B Objective-C
2.0 Language Summary C Address Book Source Code D Resources

MatLab, Third Edition is the only book that gives a full introduction to programming in MATLAB combined with an explanation of the software 's powerful functions, enabling engineers to fully exploit its extensive capabilities in solving engineering problems. The book provides a systematic, step-by-step approach, building on concepts throughout the text, facilitating easier learning. Sections on common pitfalls and programming guidelines direct students towards best practice. The book is organized into 14 chapters, starting with programming concepts such as variables, assignments, input/output, and selection statements; moves onto loops; and then solves problems using both the ' programming concept ' and the ' power of MATLAB ' side-by-side. In-depth coverage is given to input/output, a topic that is fundamental to many engineering applications. Vectorized Code has been made into its own chapter, in order to emphasize the importance of using MATLAB efficiently. There are also expanded examples on low-level file input functions, Graphical User Interfaces, and use of MATLAB Version R2012b; modified and new end-of-chapter exercises; improved labeling of plots; and improved standards for variable names and documentation. This book will be a valuable resource for engineers learning to program and model in MATLAB, as well as for undergraduates in engineering and science taking a course that uses (or recommends) MATLAB. Presents programming concepts and MATLAB built-in functions side-by-side Systematic, step-by-step approach, building on concepts throughout the book, facilitating easier learning Sections on common pitfalls and programming guidelines direct students towards best practice

Object-Oriented Programming in C++ begins with the basic principles of the C++ programming language and systematically introduces increasingly advanced topics while illustrating the OOP

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methodology. While the structure of this book is similar to that of the previous edition, each chapter reflects the latest ANSI C++ standard and the examples have been thoroughly revised to reflect current practices and standards. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

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