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Basics of Computer, Programming and CSoftware Engineering in CA First Course in Programming with CProgramming: C ++ Programming: Programming Language For Beginners: LEARN IN A DAY!A Key to Program Microcontroller SystemSams Teach Yourself C in 21 DaysPointers in The C Programming LanguageByte Size MediaC Programming Professional. 2014Sams Teach Yourself C Programming in One Hour a DayData Structures and Program Design Using CC Programming Concepts: With Prob & SolObject Oriented Programming with C++C++ Programming GuidelinesTeach Yourself C in 21 DaysMastering C Programming :GPU Parallel Program Development Using CUDAObjective-C ProgrammingSams Teach Yourself C in 21 DaysComputer Programming with C++Programming 16-bit PIC Microcontrollers in CTeach Yourself C Programming in 21 DaysProgramming In Ansi C, 5EMastering C PointersBasic Computation and Programming with CExtreme CC Programming: Test Your SkillsConcept of Computer and C ProgrammingIntermediate C ProgrammingC++Head First C Programming :Notes on C Language 1st EditionByte-Size Flash MXC Programming For DummiesThe Secret Life of ProgramsByte-Sized World of Technology (Fact Attack #2)Cracking The Java Interviews (Java 8), 3rd EditionProfessional Knowledge for IBPS/ SBI Specialist IT Officer Exam 2nd EditionThinking In C Programming :Value-Range Analysis of C Programs

This book explains basics of C language with theory and code examples. The codes can be tested on Windows 7 operating system using Code::Blocks and using gcc in Linux.

"Provides an in-depth explanation of the C and C++ programming languages along with the fundamentals of object oriented programming paradigm"--

Includes a detachable visual reference guide sheet for Xcode 5 in back of book.

Do you have to manage large volumes of data at work or in your hobby? Do you need a capable and dedicated programming language that can cope with your requirements? C++ is the answer you've been looking for. If you are someone who needs a powerful backend language that is perfect for handling large volumes of data, then C++ is a good place for you to start. It already helps power such giants of the modern age as Spotify, YouTube and Amazon. With a portfolio like that it's easy to see why it could be the right fit for you. But how do you when you are a novice? Inside this book, C++: The Ultimate Beginner's Guide to Learn C++ Programming Step by Step, you will find that because of the type-checked code C++ uses, it can outperform most others with its speed and is particularly good when using multiple app development. You will also learn: • Installation and setup made easy • The basic principles that will get you started • The different operations that are available in C++ • Decision making with C++ • How to create functions • And lots more... Perfect for anyone who is working with a programming language and needs something that will fulfill all their needs in a complex environment, this guide is the book that will create a solid platform for you to go further and expand your knowledge even more. Get a copy now and see what C++ will do for you!

Start Learning to Program in the C++ Language - In Just One Day! No matter what work you do with computers, there's no escaping the fact that you need to improve your programming skills. C++ Programming: Programing Language for Beginners - Learn in a Day! explains why C++ is so useful and important in the programming world. Most operating systems, compilers, apps, drivers and a lot of other software are all written in C++. If you're a beginner you should choose this programming language first! Find out how to use variables, size characters, and other prefixes in your C++ code. Learn how to input and output data and write useful programs. Also, find out about the various kinds of operators, conditionals, loops, and arrays! Purchase C++ Programming: Programing Language for Beginners - Learn in a Day! and find out about this essential computing language and stop wasting your money on expensive, time-consuming, and ineffective learning methods.

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 and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. C programming has never been this simple! This C Programming book gives a good start and complete introduction for C Programming for Beginner's. Learn the all basics and 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, 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 (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 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 works. 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) 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. One dimensional Arrays. 16. Unsolved Practical Problems. 17. PART-II-120+ Practical Code Chapter-Wise. 18. Creating & Inserting own functions in Library. 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.

Get an A grade in C As with any major language, mastery of C can take you to some very interesting new places. Almost 50 years after it first appeared, it's still the world's most popular programming language and is used as the basis of global industry's core systems, its operating systems, high-performance graphics applications, and microcontrollers. This means that fluent C users are in big demand at the sharp end in cutting-edge industries—such as gaming, app development, telecommunications, engineering, and even animation—to try out innovative ideas into a smoothly functioning reality. To help you get to where you want to go with C, this 2nd edition of C Programming For Dummies covers everything you need to begin writing programs, guiding you logically through the development cycle: from initial testing to deployment and live iteration. By the end you'll be au fait with the do's and don'ts of good clean writing and easily able to produce the basic—and not-so-basic—building blocks of an elegant and efficient source code. Write and compile source code Link code to executable program Debug and optimize your code Avoid common mistakes Whatever your destination: tech industry, start-up, or just developing for pleasure at home, this easy-to-follow, informative, and entertaining guide to the C programming language is the fastest way to get there!

Short and Simple Description and deeply explained the Fundamental concepts.

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 author starts with the premise that C is an excellent language for software engineering projects. The book concentrates on programming style, particularly readability, maintainability, and portability. Documents the proposed ANSI Standard, which is expected to be released in 1987. This book is designed as a text for both beginner and intermediate-level programmers.

GPU Parallel Program Development using CUDA teaches GPU programming by showing the differences among different families of GPUs. This approach prepares the reader for the next generation and future generations of GPUs. The book emphasizes concepts that will be relevant for a long time, rather than concepts that are platform-specific. At the same time, the book also provides platform-dependent explanations that are as valuable as generalized GPU concepts. The book consists of three separate parts: it starts by explaining parallel CPU multi-threading in Part I. A few simple programs are used to demonstrate the concept of dividing a large task into multiple parallel sub-tasks and mapping them to CPU threads. Multiple ways of parallelizing the same task are analyzed and their pros/cons are studied in both core and memory operation. Part II of the book introduces GPU massive parallelism. The same programs are parallelized on multiple Nvidia GPU platforms and the same performance analysis is repeated. Because the core and memory structures of CPUs and GPUs are different, the results differ in interesting ways. The end goal is to make programmers aware of all the good ideas, as well as the bad ideas, so readers can apply the good ideas and avoid the bad ideas in their own programs. Part III of the book provides pointers for readers to expand their horizons. It provides a brief introduction to popular CUDA libraries (such as cuBLAS, cuFFT, NPP, and Thrust), the OpenCL programming language, an overview of GPU programming using other programming languages and API libraries (such as Python, OpenCV,

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OpenGL, and Apple's Swift and Metal.) and the deep learning library cuDNN.

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This book covers the basics of C, including variables, constants, conditional statements, loops, pointers, data structures, input/output, and functions--all presented in a logical and easy-to-follow sequence that helps readers really understand the principles involved in developing C programs.

Disha's bestseller Professional Knowledge for IBPS/SBI Specialist IT Officer Exam is the thoroughly revised and updated 2nd edition of the book. In the new edition the past solved papers of 2012-16 from IBPS and SBI exams have been integrated in the starting of the book so aspirants get an insight into the examination pattern and the types of questions asked in the past years exams. The book contains 11 chapters and each chapter provides theory as per the syllabi of the recruitment examination. The chapters in the book provides exercises and aspirants practice the concepts discussed in the chapters. Each chapter in the book contains ample number of questions designed on the lines of questions asked in previous years' Specialist IT Officer Exams. The book covers 2000+ useful questions for Professional Knowledge. The new edition also contains 3 Practice Sets Professional Knowledge (IT) designed exactly as per the latest pattern to boost the confidence of the students. As the book contains enough study material as well as questions, it for sure will act as the ideal and quick resource for IBPS/SBI and other nationalised Bank Specialist Officers' Recruitment Examination.

"Expert assembly programmers: Learn how to write embedded control applications in C; Expert 8-bit programmers: Learn how to boost your applications with a powerful 16-bit architecture; Explore the world of embedded control experimenting with analog and digital peripheral graphic, displays, video and sound"--Cover.

This book contains some special features to aid you on your path to learn about fundamental concepts of computer and later programming with C in easy way. Each chapter provides concrete examples and explanation of concepts. You will get knowledge of new concepts like computers, storage area network, Bluetooth, etc. Numerous sample programs illustrate C's features and concepts so that you can apply them in your computer lab with ease. Each chapter ends with section containing common questions relating to the chapter with reference to year questions asked in university exams. It contains objective questions and exercises that tests your knowledge of the concepts and helps you prepare for aptitude test conducted by various software companies at the time of recruitment. --

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 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 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 engineering, aviation, 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 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.

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.

Teach Your Students How to Program Well Intermediate C Programming provides a stepping-stone for intermediate-level students to go from writing short programs to writing real programs well. It shows students how to identify and eliminate bugs, write clean code, solve problems, and use standard Linux-based tools, such as ddd and valgrind. The text covers numerous concepts and tools that will help your students write better programs. It enhances their programming skills by explaining programming concepts and comparing common mistakes with correct programs. It also discusses how to use debuggers and the strategies for debugging as well as studies the connection between programming and discrete mathematics.

"Discusses the fundamentals of computation and programming in C language"--

Did you know more people have cell phones than toothbrushes? That Google answers about a billion questions a day? Or that Alexander Graham Bell wanted the standard telephone greeting to be "Ahoy"? Discover these incredible facts and more in the next Fact Attack book about inventions and technology. Fact Attack is an exploration of the most amazing and awe-inspiring facts about technology and inventions throughout history. Heavily designed with different approaches on each page, the style is dynamic, fresh, and in your face. Whether you want a page to learn a digestible fact or read it from beginning to end, this is a book a reader will return to time and again.

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 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 CD-ROM 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 CD-ROM 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.

Have you ever poured all your creativity into a Flash movie, but found your friends grumbling at the download size? Have you tried to use just one tiny picture in your movie, and seen the file size go through the roof? Is it possible to do anything remotely effective in a size smaller than you could possibly imagine! This collection shows you just exactly what can be done with tiny Flash files, using some of the hottest Flash designers around. These authors pull designs out of the top drawer and show you exactly how you can go about creating great animations in the smallest amount of download pain. We will look at: creating incredible generative designs -- so small you can use them for wallpaper producing 3D animations that roll in at under 5k in size creating sound toys in the smallest possible file space de-mystifying the use of ActionScript photographs while keeping your Flash movies small strategic use of back-end technology to keep your delivery times down to nanoseconds! changing the boundaries to look at new ways of delivering entire sites! From the Publisher Who is this book for You've worked with ActionScript and are wondering why people are getting techy at the download time. You're willing to start learning some ActionScript tricks to fight the file flab, and you're not afraid to become addicted to optimization! About the Author Genevieve Garand Conceived 3weeksinApril.com, a Flash design and experimental web site that explores new ways of navigation and features an engaging narrative. David Hirmes is a Flash developer living in Brooklyn, New York. Kip Parker Works through his own company HI-Rise Limited and in collaboration with Anthony Burrill as Frienddler. Frienddler was established in 1998. Keith Peters Found Flash to be the ideal medium for creating graphics with code. Robert Reich lives in Hamburg, Germany. Flash became his favourite normal HTML and serverside driven website creation. He is working as freelancer for several

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firms. Roy Tanck Currently employed in Hilversum, as part of a team that creates innovative e-learning solutions. Within this environment, Flash is a great tool.

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, 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 sequence, and is geared towards programmers learning the C language.

C is a popular programming language which is commonly used by scientists and engineers to write programs for any specific application. C is also a widely accepted programming language in the software industries. This beginner's guide to computer programming is for programmers to effectively write programs for solving numerical problems. All that is required of a beginner programmer is not experience in computing but interest in computing. The programs illustrated in the book have been accumulated, experimented and tested by the author during his teaching of the subject to a few thousand students in over a decade. In addition, numerous problems are adapted from university question papers. Short questions and answers and objective questions are an added feature. All these would build confidence of the student and those appearing for interview/viva voce in a practical lab. The special topic of the book is C graphics and animation which helps students develop simple programs to generate geometrical and graphical objects.

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.

Data structures provide a means to manage large amounts of information such as large databases, using SEO, and creating Internet/Web indexing services. The book is designed to present fundamentals of data structures for beginners using the C programming language. Analogies using real world applications are integrated throughout the text to explain the technical concepts presented. Features: • Covers data structure fundamentals using C • Numerous tips and practical applications enhance understanding of concepts

Computer programming is not abstract and programs run on a machine. Knowing how computers work and how programs run on them is essential to becoming a better programmer. Foundations of Computer Programming fills in the gaps in computer education by giving you a look under the hood of programming, at the machine. Readers learn how software behaves, how programs manipulate data in memory, how computers process languages, and how web browsers work. They'll also learn how to write efficient programs, computer security, and other real-world considerations to have in mind when writing code.

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.

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Effective Social Media Marketing Techniques that take minutes to apply. Get ready to take advantage of the 3 biggest Online Social Media Platforms. Position your online efforts into a higher level of success by applying the latest and most effective Social Media Marketing Techniques that take minutes to apply. Byte Size Media A straight talking book about effectively setting up social media for increased business. This step by step Social Media Training book is going to take you by the hand and show you how to safely skyrocket your online business in the shortest possible time. Quickly build an army of fans and followers that are 100% targeted to your business. Effectively contact new and existing clients in order to scale your business to a higher level of success. Generate a large income potential by constantly working with Facebook, Twitter and LinkedIn. With no fluff or padding, only plain straight facts that will help you get the most out of these 3 Social Media giants. 101 Internet Tips & Tricks Packed with those little gems of information that will make your digital life just 101. Did you know that - If you subscribe to Google Alerts they'll send you new content that relates to your business, straight to your inbox. The most successful Facebook posts contain 250 characters or less The best time to tweet is noon, 4pm and 11pm Plus many more (actually) In 10 minutes you'll know 10 new tips and tricks. You'll be amazed at the things you didnt know!

This eBook discusses about basics of Computer and programming in simple terms and then introduces C learning tutorial on Mobile Phone

Mcs51 Architectural Overview | Memory Organization | Instruction Set And Addressing Modes | Structure Of Assembly Language | I/O Ports Programming | Simple Programs | Timers | Serial Communication | Interrupt Structure | Data Acquisition System | Software

240+ Real Java Interview Questions on Core Java, Threads and Concurrency, Algorithms, Data Structures, Design Patterns, Spring, Hibernate, Puzzles & Sample Interview Questions for Investment Banks, HealthCare IT, Startups, Product and Service based companies. This is the ideal if you are preparing for Java Job Interview in Indian Market.Topics Covered in eBook Core Java (Collections, Concurrency & multi-threading, Lambda, Stream & Generics) Hibernate & Spring Problems Object Oriented Design Problems. Data structure and Algorithm problems. This book tries to fill in the knowledge gaps for Java developers appearing for interviews in investment banking domain (RBS, BlackRock, UBS, Morgan Stanley, CitiGroup, Credit Suisse, Barclays Capital, Goldman, J.P. Morgan, Bank of America & Nomura, HSBC), product companies (Oracle, Adobe, Markit), or service sector companies (Wipro, Infosys, HCL, Sapient, TCS). This book contains collection of Java related questions which are considered important for the interview preparation. A fair try has been given to address the Question, otherwise refer

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has been provided for in depth study.

Buffer overflow occurs when input is written into memory buffer that is not large enough to hold the input. Buffer overflows may allow a malicious person to gain control over a computer system in that a crafted input can trick the defective program into executing code that is encoded in the input itself. They are recognised as one of the most widespread forms of security vulnerability, and many workarounds, including new processor features, have been proposed to contain the threat. This book describes analysis that aims to prove the absence of buffer overflows in C programs. The analysis is conservative in the sense that it locates every possible overflow. Furthermore, it is fully automatic in that it requires no user annotations in the input program. The key idea of the analysis is to infer a symbolic state for each program point that describes the possible variable valuations that can arise at that point. The program is correct if the inferred values for array indices and pointer offsets lie within the bounds of the accessed buffer. The state consists of a finite set of linear inequalities whose feasible points induce a convex polyhedron that represents an approximation to possible variable valuations. The book formally describes how program operations are mapped to operations on polyhedra and details the analysis to those portions of structures and arrays that are relevant for verification. With respect to operations on string buffers, we demonstrate how to analyse C strings whose length is determined by a null character within the string.

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