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ARNAV SANIYA

C++ "O'Reilly Media, Inc."
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
Advanced Programming in the UNIX Environment Prentice Hall Professional It Introduces The C Programming Language To Both The Computer Novices And To The Advanced Software Engineers In A Well Organized And Systematic Manner. It Does Not Assume Any Preliminary Knowledge Of Computer Programming Of A Reader. It Covers Almost All Topics With Numerous Illustrative Examples And Well Graded Problems. Some Of The Chapters Such As Pointers, Preprocessors, Structures, Unions And The File Operations Are Thoroughly Discussed With Suitable Number Of Examples. The Source Code Of The Editor Package Has Been Included As An Appendix Of The Book. Advanced Topics in C Pearson Education 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
Beginning C++ Programming Sams This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.
Practical C++ Programming
Createspace Independent Publishing

Platform
Advanced Turbo C Programming provides the necessary programming tools for programmers who are interested in learning new skills in developing some useful tools and PC applications using the Turbo C Version 1.5 programming language and environment. This book covers both the advanced programming features of the IBM PC and Turbo C. It is organized into five sections. In Section 1 the proposed ANSI standard features, tips and techniques about C programming style, working with the C preprocessor, and tips for using pointers and managing memory allocation tasks are introduced. Section 2 discusses techniques for constructing useful and reliable data structures from linked lists to binary

trees. The third section provides the complete Turbo C I/O system and takes an in-depth look at the many tools that Turbo C provides for accessing files and other I/O devices. Section 4 explains the techniques for interacting with DOS and the special features of Turbo C such as the Borland Graphic Interface (BGI). The final section, Section 5 presents the tools and techniques for developing Turbo C-like user interfaces, such as pop-up windows, pop-up menus, and pulldown menus. Computer programmers will find the text invaluable.
Advanced C Packt Publishing Ltd 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
Extreme C M & T Books
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 Topics in C "O'Reilly Media, Inc."
Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.
Head First C MIT Press
A recipe-based guide to refining your

C++ programming skills with the help of coding best practices, advanced programming concepts, and the latest features of C++17 and C++20 Key FeaturesLearn how to develop and design your own librariesFind solutions to your app development problems and implement them in a highly reusable manner, following library development best practicesExplore advanced C++ features such as containers, coroutines, and modulesBook Description If you think you've mastered C++ and know everything it takes to write robust applications, you'll be in for a surprise. With this book, you'll gain comprehensive insights into C++, covering exclusive tips and interesting techniques to enhance your app development process. You'll kick off with the basic principles of library design and development, which will help you understand how to write reusable and maintainable code. You'll then discover the importance of exception safety, and how you can avoid unexpected errors or bugs in your code. The book will take you through the modern elements of C++, such as move semantics, type deductions, and coroutines. As you advance, you'll delve into template programming - the standard tool for most library developers looking to achieve high code reusability. You'll explore the STL and learn how to avoid common pitfalls while implementing templates. Later, you'll learn about the problems of multithreaded programming such as data races, deadlocks, and thread starvation. You'll also learn high-

performance programming by using benchmarking tools and libraries. Finally, you'll discover advanced techniques for debugging and testing to ensure code reliability. By the end of this book, you'll have become an expert at C++ programming and will have gained the skills to solve complex development problems with ease. What you will learnSolve common C++ development problems by implementing solutions in a more generic and reusable wayAchieve different levels of exception safety guarantees by introducing precise declarationsWrite library-quality code that meets professional standardsPractice writing reliable, performant code that exposes consistent behavior in programsUnderstand why you need to implement design patterns

and how it's doneWork with complex examples to understand various aspects of good library designWho this book is for This book is for intermediate and expert-level C++ developers who are looking to explore the lesser known functionalities of the language to improve the efficiency of their code and the way they develop applications. Basic knowledge of object-oriented programming concepts and the Standard Template Library (STL) is assumed. *Advanced Programming with Microsoft QuickC* Packt Publishing Ltd 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++
A Complete Guide to Programming in C++ 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
Advanced Turbo C Programming Createspace Independent Publishing Platform
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

ADVANCE C PROGRAMMING McGraw Hill Professional

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 R Apress

Provides instructions for writing C code to create games and mobile applications using the new C11 standard.

Expert C Programming Addison Wesley

If you have been looking for a new and easy way to learn C++ look no further. This book will teach you the basics about C++ and how to get started as well as more advanced issues. This tutorial is suitable for users with no experience or basic knowledge of general programming. This book is not only for individuals wanting to learn the basics of C++. If you are a programmer or looking to get into programming, you are probably wondering what C++11 and C++ 14 have to offer. You're probably wondering about their major differences and ultimately what it can do to help you code more effectively. Here is a preview of what you'll learn: How to structure a C++ program; How to create basic I/O programs; Programs to use when programming on C++ in different operating systems; How to work with arrays and use functions; How C++ works with Object Oriented Programming; Multithreading support; Generic programming support; Uniform initialization; Performance and Standard Library.

Programming in C/C#/C++ Jones & Bartlett Learning

Get started with writing simple programs in C while learning the skills that will help you work with practically any programming language Key FeaturesLearn essential C concepts such as variables, data structures, functions,

loops, and pointersGet to grips with the core programming aspects that form the base of many modern programming languagesExplore the expressiveness and versatility of the C language with the help of sample programsBook Description C is a powerful general-purpose programming language that is excellent for beginners to learn. This book will introduce you to computer programming and software development using C. If you're an experienced developer, this book will help you to become familiar with the C programming language. This C programming book takes you through basic programming concepts and shows you how to implement them in C. Throughout the book, you'll create and run programs that make use of one or more C concepts, such as program structure with functions, data types, and conditional statements. You'll also see how to use looping and iteration, arrays, pointers, and strings. As you make progress, you'll cover code documentation, testing and validation methods, basic input/output, and how to write complete programs in C. By the end of the book, you'll have developed basic programming skills in C, that you can apply to other programming languages and will develop a solid foundation for you to advance as a programmer. What you will learnUnderstand fundamental programming concepts and implement them in CWrite working programs with an emphasis on code indentation and readabilityBreak existing programs

intentionally and learn how to debug codeAdopt good coding practices and develop a clean coding styleExplore general programming concepts that are applicable to more advanced projectsDiscover how you can use building blocks to make more complex and interesting programsUse C Standard Library functions and understand why doing this is desirableWho this book is for This book is written for two very diverse audiences. If you're an absolute beginner who only has basic familiarity with operating a computer, this book will help you learn the most fundamental concepts and practices you need to know to become a successful C programmer. If you're an experienced programmer, you'll find the full range of C syntax as well as common C idioms.

You can skim through the explanations and focus primarily on the source code provided.
Advanced Topics in Types and Programming Languages Addison Wesley Publishing Company Software -- Programming Languages.
More to C - Advanced Programming with C in Linux and on Raspberry Pi "O'Reilly Media, Inc."
The new third edition of Advanced Programming in the UNIX(R) Environment supports today's leading platforms, reflects new technical advances and best practices, and aligns with Version 4 of the Single UNIX Specification. This valuable tool begins with files, directories, and processes, carefully laying the groundwork for more advanced techniques, such as signal

handling and terminal I/O then 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. Students are given 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 they've learned, the book presents several chapter-length case studies, each reflecting contemporary environments.

The C Programming Language
Academic Press

A source for advanced PC graphics topics currently being used in a wide variety of fields. Stresses a hands-on approach, providing numerous program examples written in C and applicable to any C compiler with correct, ready-to-use and well-described code. Covers ray tracing, used to create realistic 3-D graphics. Includes information on graphical file formats and manipulating digital images. Also focuses on printing screens and images.

Advanced Graphics in C Packt Publishing Ltd
Advanced Fractal Programming in C is a comprehensive, hands-on guide to producing captivating fractals. Picking up where Fractal Programming in C left off, it explores recent developments in the field, presenting new tools and

techniques for creating complex fractals. You'll look at the Mandelbrot and Julia sets in much more detail, examining several methods of assigning color to the pixels that make up a display, investigating the differences between the two sets, and learning techniques for creating three dimensional Mandelbrot sets. Also covered are transcendental functions; interesting polynomials, including the Tchebychev, Legendre, and Hermite; colorful plasma displays; and much, much more. In addition to thorough, detailed explanations Advanced Fractal Programming in C includes the complete source code, allowing you to understand the theory behind the curves as well as how to create and modify them.