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Schaum's Outline of Theory and Problems of Programming with C Byron S. Gottfried 1996 The broad, yet in-depth coverage of C programming language, within the context of today's C programming style, makes this book as useful for practicing professionals as it is for beginning programmers. This study guide solves many sample problems using other programming languages so readers can compare several popular languages. It also includes clear explanations of most of the features in the current ANSI standard. The emphasis throughout is on designing clear, legible, modular and efficient programs.

Oracle PL/SQL by Example Benjamin Rosenzweig 2008-08-15 This integrated learning solution teaches all the Oracle PL/SQL skills you need, hands-on, through real-world labs, extensive examples, exercises, and projects! Completely updated for Oracle 11g, Oracle PL/SQL by Example , Fourth Edition covers all the fundamentals, from PL/SQL syntax and program control through packages and Oracle 11g's significantly improved triggers. One step at a time, you'll walk through every key task, discovering the most important PL/SQL programming techniques on your own. Building on your hands-on learning, the authors share solutions that offer deeper insights and proven best practices. End-of-chapter projects bring together all the techniques you've learned, strengthening your understanding through real-world practice. This book's approach fully reflects the authors' award-winning experience teaching PL/SQL programming to professionals at Columbia University. New database developers and DBAs can use its step-by-step instructions to get productive fast; experienced PL/SQL programmers can use this book as a practical solutions reference. Coverage includes • Mastering basic PL/SQL concepts and general programming language fundamentals, and understanding SQL's role in PL/SQL • Using conditional and iterative program control techniques, including the new CONTINUE and CONTINUE WHEN statements • Efficiently handling errors and exceptions • Working with cursors and triggers, including Oracle 11g's powerful new compound triggers • Using stored procedures, functions, and packages to write modular code that other programs can execute • Working with collections, object-relational features, native dynamic SQL, bulk SQL, and other advanced PL/SQL capabilities • Handy reference appendices: PL/SQL formatting guide, sample database schema, ANSI SQL standards reference, and more

C++ Solutions David Vandevor 1998 Developers acquire a thorough understanding of ANSI/ISO C++ by working through examples. Vandevor solves a broad subset of illustrative and realistic exercises to facilitate this process. He also includes hints to help programmers find their own solutions, and additional exercises to provide deeper insights into modern software design. Highlights In-depth coverage of C++ language concepts, syntax, and features for each chapter Numerous detailed examples that build intuition about performance issues Adherence to the final ANSI/ISO C++ specifications Sample code and programs available on-line 0201309653B04062001

Head First C David Griffiths 2012-04-03 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.

A Tutorial on Pointers and Arrays in C Ted Jensen 2017-05-19 This document is intended to introduce pointers to beginning programmers in the C programming language. Over several years of reading and contributing to

various conferences on C including those on the FidoNet and UseNet, I have noted a large number of newcomers to C appear to have a difficult time in grasping the fundamentals of pointers. I therefore undertook the task of trying to explain them in plain language with lots of examples.

Allied Mathematics K Thilagavathi 2012 Algebra | Partial Fractions | The Binomial Theorem | Exponential Theorem | The Logarithmic Series Theory Of Equations | Theory Of Equations | Reciprocal Equations | Newton-Rahson Method Matrices | Fundamental Concepts | Rank Of A Matrix | Linear Equations | Characteristic Roots And Vectors Finite Differences | Finite Differences | Interpolations: Newton'S Forward, Backward Interpolation | Lagrange'S Interpolation Trigonometry | Expansions | Hyperbolic Functions Differential Calculus | Successive Derivatives | Jacobians | Polar Curves Etc..

Let Us C Yashavant P. Kanetkar 2004-11-01

C- In Depth Srivastava 2004-11-01

The C Programming Language Brian W. Kernighan 1988 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

Art and Science of Java Eric Roberts 2013-07-17 In The Art and Science of Java, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of The Art and Science of C. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

ANSI C Programming Kanetkar Yashavant 2019-11-04 Learn real-world C programming as per the latest ANSI standard Key features Learn real-world C programming as per the latest ANSI standard All programs work on DOS, Windows as well as Linux Detailed explanation of difficult concepts like "e;Pointers"e; and "e;Bitwise operators"e; End of chapter exercises drawn from different universities Written by best-selling author of Let Us C Description In this heterogeneous world a program that is compiler dependent is simply unacceptable. ANSI C Programming teaches you C language in such a manner that you are able to write truly portable programs. This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complicated topics towards the end. Each chapter has been designed to create a deep and lasting impression on the reader's mind. "e;If taught through examples, any concept becomes easy to grasp"e;. This book follows this dictum faithfully, Yashavant has crafted well thought out programming examples for every aspects of C programming. 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 10. Arrays 11. Puppeting On Strings 12. Structures 13. Self Referential Structures and Linked Lists 14. Console Input/Output 15. File Input/Output 16. More Issues In Input/Output 17. Operations On Bits 18. Miscellaneous Features Appendix A - Precedence Table Appendix B - Chasing the Bugs Appendix C - ASCII Chart Index About the author Yashavant Kanetkar's programming books have almost become a legend. Through his original works in the form of books and Quest Video courseware CDs on C, C++, Data Structures, VC++, .NET, Embedded Systems, etc. Yashavant Kanetkar has created, moulded and groomed lacs of IT careers in the last decade and half. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft. His current passion includes Device Driver and Embedded System Programming. Yashavant has recently been honored with a "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur.

Yashavant's current affiliations include being a Director of KICIT and KSET. His LinkedIn profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

C++ Primer Plus Stephen Prata 2011-10-18 C++ Primer Plus, Sixth Edition New C++11 Coverage C++ Primer Plus is a carefully crafted, complete tutorial on one of the most significant and widely used programming languages today. An accessible and easy-to-use self-study guide, this book is appropriate for both serious students of programming as well as developers already proficient in other languages. The sixth edition of C++ Primer Plus has been updated and expanded to cover the latest developments in C++, including a detailed look at the new C++11 standard. Author and educator Stephen Prata has created an introduction to C++ that is instructive, clear, and insightful. Fundamental programming concepts are explained along with details of the C++ language. Many short, practical examples illustrate just one or two concepts at a time, encouraging readers to master new topics by immediately putting them to use. Review questions and programming exercises at the end of each chapter help readers zero in on the most critical information and digest the most difficult concepts. In C++ Primer Plus, you'll find depth, breadth, and a variety of teaching techniques and tools to enhance your learning: A new detailed chapter on the changes and additional capabilities introduced in the C++11 standard Complete, integrated discussion of both basic C language and additional C++ features Clear guidance about when and why to use a feature Hands-on learning with concise and simple examples that develop your understanding a concept or two at a time Hundreds of practical sample programs Review questions and programming exercises at the end of each chapter to test your understanding Coverage of generic C++ gives you the greatest possible flexibility Teaches the ISO standard, including discussions of templates, the Standard Template Library, the string class, exceptions, RTTI, and namespaces Table of Contents 1: Getting Started with C++ 2: Setting Out to C++ 3: Dealing with Data 4: Compound Types 5: Loops and Relational Expressions 6: Branching Statements and Logical Operators 7: Functions: C++'s Programming Modules 8: Adventures in Functions 9: Memory Models and Namespaces 10: Objects and Classes 11: Working with Classes 12: Classes and Dynamic Memory Allocation 13: Class Inheritance 14: Reusing Code in C++ 15: Friends, Exceptions, and More 16: The string Class and the Standard Template Library 17: Input, Output, and Files 18: The New C++11 Standard A Number Bases B C++ Reserved Words C The ASCII Character Set D Operator Precedence E Other Operators F The stringTemplate Class G The Standard Template Library Methods and Functions H Selected Readings and Internet Resources I Converting to ISO Standard C++ J Answers to Chapter Reviews

C Programming Absolute Beginner's Guide Greg Perry 2013-08-02 Updated for C11 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 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, from games to mobile apps. Plus, it's fully updated for the new C11 standard and today's free, open source tools! Here's a small sample of what you'll learn: □ Discover free C programming tools for Windows, OS X, or Linux □ Understand the parts of a C program and how they fit together □ Generate output and display it on the screen □ Interact with users and respond to their input □ Make the most of variables by using assignments and expressions □ Control programs by testing data and using logical operators □ Save time and effort by using loops and other techniques □ Build powerful data-entry routines with simple built-in functions □ Manipulate text with strings □ Store information, so it's easy to access and use □ Manage your data with arrays, pointers, and data structures □ Use functions to make programs easier to write and maintain □ Let C handle all your program's math for you □ Handle your computer's memory as efficiently as possible □ Make programs more powerful with preprocessing directives

Let Us C: Authentic Guide to C PROGRAMMING Language 17th Edition (English Edition) Yashavant Kanetkar 2020-09-04 Learn the hand-crafted notes on C programming Key Features Strengthens the foundations, as a detailed explanation of programming language concepts are given Lucid explanation of the concept Well thought-out, fully working programming examples End-of-chapter exercises that would help you practice the skills learned in the chapter Hand-crafted "KanNotes" at the end of the each chapter that would help the reader remember and revise the concepts covered in the chapter Focuses on how to think logically to solve a problem Description The

new edition of this classic book has been thoroughly revamped, but remains faithful to the principles that have established it as a favourite amongst students, teachers and software professionals round the world. "Simplicity"- that has been the hallmark of this book in not only its previous sixteen English editions, but also in the Hindi, Gujarati, Japanese, Korean, Chinese and US editions. This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle advanced topics towards the end of the book. What will you learn C Instructions Decision Control Instruction, Loop Control Instruction, Case Control Instruction Functions, Pointers, Recursion Data Types, The C Preprocessor Arrays, Strings Structures, Console Input/Output, File Input/Output Who this book is for Students, Programmers, researchers, and software developers who wish to learn the basics of C++ programming language. Table of Contents 1. Getting Started 2. C Instructions 3. Decision Control Instruction 4. More Complex Decision Making 5. Loop Control Instruction 6. More Complex Repetitions 7. Case Control Instruction 8. Functions 9. Pointers 10. Recursion 11. Data Types Revisited 12. The C Preprocessor 13. Arrays 14. Multidimensional Arrays 15. Strings 16. Handling Multiple Strings 17. Structures 18. Console Input/Output 19. File Input/Output 20. More Issues In Input/Output 21. Operations On Bits 22. Miscellaneous Features 23. Interview FAQs Appendix A- Compilation and Execution Appendix B- Precedence Table Appendix C- Chasing the Bugs Appendix D- ASCII Chart Periodic Tests I to IV, Course Tests I, II Index About the Authors Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "Distinguished Alumnus Award" by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. His LinkedIn profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

Programming in ANSIC Ray Dawson 1993-01-01

LET US C SOLUTIONS -15TH EDITION Yashavant kanetkar 2018-06-01 Description: Best way to learn any programming language is to create good programs in it. C is not exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program. That's where you would find this book useful. It contains solutions to all the exercises present in Let Us C 15th Edition. If you learn the language elements from Let Us C, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C programmer. I am sure you would appreciate this learning path like the millions of students and professionals have in the past decade. Table Of Contents: Introduction Chapter 0 : Before We begin Chapter 1 : Getting Started Chapter 2 : C Instructions Chapter 3 : Decision Control Instruction Chapter 4 : More Complex Decision Making Chapter 5 : Loop control Instruction Chapter 6 : More Complex Repetitions Chapter 7 : Case Control Instruction Chapter 8 : Functions Chapter 9 : Pointers Chapter 10 : Recursion Chapter 11 : Data Types Revisited Chapter 12 : The C Preprocessor Chapter 13 : Arrays Chapter 14 : Multidimensional Arrays Chapter 15 : Strings Chapter 16 : Handling Multiple Strings Chapter 17 : Structures Chapter 18 : Console Input/ Output Chapter 19 : File Input/output Chapter 20 : More Issues in Input/Output Chapter 21 : Operations on Bits Chapter 22 : Miscellaneous features Chapter 23 : C Under Linux

Object-oriented Programming with C++ David Parsons 1997 Assuming no previous knowledge of C++ - although basic programming skills are helpful - this is an attempt to demystify object-orientation. It presents the concept in a simple form, using C++, and is intended particularly for students on HNC/D and degree computing courses. The book is written and designed for academic study, giving a 15-week course plan based on the book's structure. Taking a practical approach, this second edition contains a full-length case study as well as a wide range of exercises.

C - In Depth - 2Nd Revised Edition Srivastava 2009

Programming with JAVA - A Primer E. Balaguruswamy 2014-06-04 Programming with JAVA, 3e, incorporates all the updates and enhancements added to JAVA 2 and J2SE 5.0 releases. The book presents the language concepts in extremely simple and easy-to-understand style with illustrations and examples wherever necessary. Salient Features Fully explains the entire Java language. Discusses Java's unique features such as packages and interfaces. Shows how to create and implement applets. Illustrates the use of advanced concepts like multithread and graphics. Covers exception handling in depth. Debugging exercises and two full-fledged projects. Includes model questions from the Sun Certified JAVA Programmer Exam.

Mastering C++ K. R. Venugopal 1997

Boost.Asio C++ Network Programming Wisnu Anggoro 2015-09-16 Learn effective C++ network programming with Boost.Asio and become a proficient C++ network programmer About This Book Learn efficient C++ network programming with minimum coding using Boost.Asio Your one-stop destination to everything related to the Boost.Asio library Explore the fundamentals of networking to choose designs with more examples, and learn the basics of Boost.Asio Who This Book Is For This book is for C++ Network programmers with basic knowledge of network programming, but no knowledge of how to use Boost.Asio for network programming. What You Will Learn Prepare the tools to simplify network programming in C++ using Boost.Asio Explore the networking concepts of IP addressing, TCP/IP ports and protocols, and LAN topologies Get acquainted with the usage of the Boost libraries Get to know more about the content of Boost.Asio network programming and Asynchronous programming Establish communication between client and server by creating client-server application Understand the various functions inside Boost.Asio C++ libraries to delve into network programming Discover how to debug and run the code successfully In Detail Boost.Asio is a C++ library used for network programming operations. Organizations use Boost because of its productivity. Use of these high-quality libraries speed up initial development, result in fewer bugs, reduce reinvention-of-the-wheel, and cut long-term maintenance costs. Using Boost libraries gives an organization a head start in adopting new technologies. This book will teach you C++ Network programming using synchronous and asynchronous operations in Boost.Asio with minimum code, along with the fundamentals of Boost, server-client applications, debugging, and more. You will begin by preparing and setting up the required tools to simplify your network programming in C++ with Boost.Asio. Then you will learn about the basic concepts in networking such as IP addressing, TCP/IP protocols, and LAN with its topologies. This will be followed by an overview of the Boost libraries and their usage. Next you will get to know more about Boost.Asio and its concepts related to network programming. We will then go on to create a client-server application, helping you to understand the networking concepts. Moving on, you will discover how to use all the functions inside the Boost.Asio C++ libraries. Lastly, you will understand how to debug the code if there are errors found and will run the code successfully. Style and approach An example-oriented book to show you the basics of networking and help you create a network application simply using Boost.Asio, with more examples for you to get up and running with Boost.Asio quickly.

Programming in ANSI C E Balagurusamy 2019

UNDERSTANDING POINTERS IN C 1997

C# Programming Barbara Doyle 2013-04-30 Only Doyle's C# PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 4E, International Edition brilliantly balances today's most important programming principles and concepts with the latest insights into C#. This perfect introductory book highlights the latest Visual Studio® 2012 and C# 4.0 with a unique, principles-based approach to give readers a deep understanding of programming. You'll find just the right amount of detail to create an important foundation in programming. This edition's straightforward approach and understandable vocabulary make it easier for readers to grasp new programming concepts without distraction. The book introduces a variety of fundamental programming concepts, from data types and expressions to arrays and collections, all using the popular C# language. New programming exercises and new numbered examples throughout this edition reflect the latest updates in Visual Studio® 2012, while learning objectives, case studies and Coding Standards summaries in each chapter ensure mastery. While the book assumes no prior programming knowledge, coverage extends beyond traditional books to cover new advanced topics, such as portable class libraries used to create applications for Windows® Phone and other platforms.

Object-Oriented Programming In Microsoft C + + LAFORE ROBERT 1994

Programming with C. Byron s Gottfried 2010

Learning SQL Alan Beaulieu 2009-04-11 Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly. Whether you need to write database applications, perform administrative tasks, or generate reports, Learning SQL, Second Edition, will help you easily master all the SQL fundamentals. Each chapter presents a self-contained lesson on a key SQL concept or technique, with numerous illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will: Move quickly through SQL basics and learn several advanced features Use SQL data statements to generate, manipulate, and retrieve data Create database objects, such as tables, indexes, and constraints, using SQL schema statements Learn how data sets interact with queries, and understand the importance of subqueries Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements Knowledge of SQL is a must for interacting with data. With Learning SQL, you'll quickly learn how to put the power and flexibility of this language to work.

C Paul J. Deitel 2016

Thinking in Java Bruce Eckel 2003 An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Basic Electrical Engineering Nagsarkar 2018-09-06 This third edition of Basic Electrical Engineering provides a lucid exposition of the principles of electrical engineering. The book provides an exhaustive coverage of topics such as network theory and analysis, magnetic circuits and energy conversion, ac and dc machines, basic analogue instruments, and power systems. The book also gives an introduction to illumination concepts.

Programming in ANSI C Stephen G. Kochan 1994 Discusses the fundamental features of the C computer programming language and offers guidance on techniques for writing programs in C. (Beginner).

Let Us Python (Second Edition) Yashavant Kanetkar 2020-02-11 Learn Python Quickly, A Programmer-Friendly Guide DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. KEY FEATURES Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare for an interview in short duration of time. Exercises are exceptionally useful to complete the reader's understanding of a topic. WHAT WILL YOU LEARN Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators, Command-line Parsing WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages 16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and Inheritance 20. Iterators and Generators 21. Exception Handling 22. File Input/Output 23. Miscellany 24. Multi-threading 25. Synchronization

Object-Oriented Programming Using C++ Joyce Farrell 2008-06-24 Using object-oriented terminology from the start, Object-Oriented Programming Using C++, Fourth Edition, will provide readers with a solid foundation in C++ programming. Like its predecessors, the fourth edition uses clear, straightforward examples to teach both the syntax of the C++ language and sound programming principles. It begins with an overview of object-oriented

programming and C++, and then builds upon this knowledge to teach increasingly complex concepts, such as inheritance, templates, handling exceptions, and advanced input and output. Aimed at providing readers with the most current programming knowledge, this edition has been updated to reflect the latest software, Visual C++ 2008. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Introduction to Programming with C++ Y. Daniel Liang 2014 NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133377474 /ISBN-13: 9780133377477 . That package includes ISBN-10: 0133252817 /ISBN-13: 9780133252811 and ISBN-10: 013337968X /ISBN-13: 9780133379686 . MyProgrammingLab should only be purchased when required by an instructor . For undergraduate students in Computer Science and Computer Programming courses or beginning programmers A solid foundation in the basics of C++ programming will allow readers to create efficient, elegant code ready for any production environment Learning basic logic and fundamental programming techniques is essential for new programmers to succeed. A distinctive fundamentals-first approach and clear, concise writing style characterize Introduction to Programming with C++, 3/e. Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Abstract concepts are carefully and concretely explained using simple, short, and stimulating examples. Explanations are presented in brief segments, with many figures and tables. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

Programming in ANSI C E. Balagurusamy 2017

The C Answer Book 2Nd Ed. Clovis L. Tondo 1996

Ivor Horton's Beginning ANSI C++ Ivor Horton 2008-01-01 * The previous title has proven sales success over 6 years; new edition is completely revised and updated, author is widely acknowledged as among the best authors on programming today! * Includes progressive text and examples, with each topic building on what has been learned previously * No specific prior programming experience necessary □ Material is suited to both self-taught learners and structured courses * Written in an easy, effective tutorial style with all language features demonstrated through working examples * Explains what language elements are for and how they work * Demystifies the language by explaining all specialized terminology and jargon * Covers class templates in depth and includes an introduction to the Standard Template Library

Programming in C++, 2/e Ashok Kamthane The revised and updated version of the student-friendly, practical and example-driven book, Programming in C++, continues to give its readers a solid background and a learning platform to the fundamentals of C++. This comprehensive book, enriched with illustrations and a number of solved programs, will help the students to master this subject.

Computational Finance Using C and C# George Levy 2008-06-13 Computational Finance Using C and C# raises computational finance to the next level using the languages of both standard C and C#. The inclusion of both these languages enables readers to match their use of the book to their firm's internal software and code requirements. The book also provides derivatives pricing information for equity derivatives (vanilla options, quantos, generic equity basket options); interest rate derivatives (FRAs, swaps, quantos); foreign exchange derivatives (FX forwards, FX options); and credit derivatives (credit default swaps, defaultable bonds, total return swaps). This book is organized into 8 chapters, beginning with an overview of financial derivatives followed by an introduction to stochastic processes. The discussion then shifts to generation of random variates; European options; single asset American options; multi-asset options; other financial derivatives; and C# portfolio pricing application. The text is supported by a multi-tier website which enables purchasers of the book to download free software, which includes executable files, configuration files, and results files. With these files the user can run the C# portfolio pricing application and change the portfolio composition and the attributes of the deals. This book will be of interest to financial engineers and analysts as well as numerical analysts in banking, insurance, and corporate finance. Illustrates the use of C# design patterns, including dictionaries, abstract classes, and .NET InteropServices.

Obj Oriented Prog With C++,5e Balagurusamy 2011

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