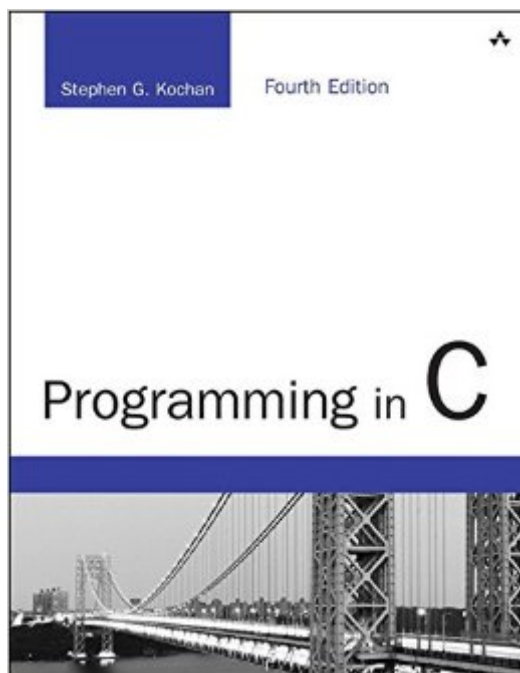


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Programming In C (Developer's Library)



Synopsis

Programming in C will teach you how to write programs in the C programming language. Whether you're a novice or experienced programmer, this book will provide you with a clear understanding of this language, which is the foundation for many object-oriented programming languages such as C++, Objective-C, C#, and Java. This book teaches C by example, with complete C programs used to illustrate each new concept along the way. Stephen Kochan provides step-by-step explanations for all C functions. You will learn both the language fundamentals and good programming practices. Exercises at the end of each chapter make the book ideally suited for classroom use or for self-instruction. All the features of the C language are covered in this book, including the latest additions added with the C11 standard. Appendixes provide a detailed summary of the language and the standard C library, both organized for quick reference. Absolutely the best book for anyone starting out programming in C. This is an excellent introductory text with frequent examples and good text. [This is the book I used to learn C] it's a great book. •

â Vinit S. Carpenter, Learn C/C++ Today Â Â Â Â

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Customer Reviews

I have a dead-tree version of the third edition which has served me well over the years. I was interested to see the changes for the fourth edition, so I obtained a PDF version. The fourth introduces a few new concepts and features related to the newest C11 standard, however, these additions could be quickly referenced using the net alone, so I'd probably not recommend purchasing the fourth edition if you already have the third. There is not a lot of new content. If you don't own a previous version however, then this book makes a great introduction to programming in C. The author claims that no previous programming experience is assumed, but the text is certainly not 'dummied down', new concepts are presented and demonstrated somewhat tersely before moving on to the next. I realize this may be necessary to keep the book from being 1000+ pages, but I have to think it may move a bit too fast for someone with no previous programming experience. I think it is probably perfect for those with at least some knowledge of higher-level languages such as Python or Ruby. The code examples are all self-contained free standing programs which can be compiled and run. As with most programming texts, this means the examples can be quite contrived. I have noticed some newer programming texts use a sort of overlying 'project' to introduce code examples. The project is re-factored and improved as new concepts are introduced, resulting in a non-trivial program by the end of the book. I am not sure if this is a 'better' way to learn by any metric, but it does solve the problem of contrived examples. I very much like the design and layout of this book. The fonts chosen for the text and code examples are clean and legible.

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