

Programming In C 3rd Edition

Many students of C will rightly admit that it's not an easy language to learn, but the professional insight, clear explanations, examples, and pictures in the Cengage Learning for the Absolute Beginner series make learning C easy and fun. Programming is not a skill you can acquire by reading; you have to write programs to learn. That's why each chapter in this book contains programming challenges, a chapter review, and a complete program that uses chapter-based concepts to construct an easily built application. With the guidance in this book, you'll learn how to create algorithms and pseudocode to think through and design programs; translate your designs and plans into working C programs; write, compile, test, and debug your code; use data types, arrays, pointers, strings, file operations and more to create robust programs. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A new edition of a textbook that provides students with a deep, working understanding of the essential concepts of programming languages, completely revised, with significant new material. This book provides students with a deep, working understanding of the essential concepts of programming languages. Most of these essentials relate to the semantics, or meaning, of program elements, and the text uses interpreters (short programs that directly analyze an abstract representation of the program text) to express the semantics of many essential language elements in a way that is both clear and executable. The approach is both analytical and hands-on. The book provides views of programming languages using widely varying levels of abstraction, maintaining a clear connection between the high-level and low-

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level views. Exercises are a vital part of the text and are scattered throughout; the text explains the key concepts, and the exercises explore alternative designs and other issues. The complete Scheme code for all the interpreters and analyzers in the book can be found online through The MIT Press web site. For this new edition, each chapter has been revised and many new exercises have been added. Significant additions have been made to the text, including completely new chapters on modules and continuation-passing style. Essentials of Programming Languages can be used for both graduate and undergraduate courses, and for continuing education courses for programmers.

Introduces the C programming language, covering such topics as language fundamentals, variables, data types, arithmetic expressions, program looping, functions, and arrays, with complete C programs to illustrate each new concept discussed.

Bronson's robust second edition makes C++ accessible to first level engineering students, as C++ continues to gain a stronghold in the engineering and scientific communities.

Kenneth Louden and Kenneth Lambert's new edition of PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog; many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming languages. Important Notice: Media content referenced within the product description or the product text may not be

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available in the ebook version.

Gary Bronson's *A FIRST BOOK OF C++, 4e*, International Edition takes a hands-on, applied approach to the first programming language course for students studying computer science. The book begins with procedural programming in C, and then gradually introduces object-oriented programming features and the C++ language syntax that enables first-time programmers to use them.

This is the eBook version of the print title. Note that the eBook does not provide access to the practice test software that accompanies the print book. Learn, prepare, and practice for CEH v8 exam success with this cert guide from Pearson IT Certification, a leader in IT certification learning. Master CEH exam topics Assess your knowledge with chapter-ending quizzes Review key concepts with exam preparation tasks Certified Ethical Hacker (CEH) Cert Guide is a best-of-breed exam study guide. Leading security consultant and certification expert Michael Gregg shares preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. Material is presented in a concise manner, focusing on increasing your understanding and retention of exam topics. You'll get a complete test preparation routine organized around proven series elements and techniques. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. Review questions help you assess your knowledge, and a final preparation chapter guides you through tools and resources to help you craft your final study plan. This EC-Council authorized study guide helps you master all the topics on the CEH v8 (312-50) exam, including: Ethical hacking basics Technical foundations of hacking Footprinting and scanning Enumeration and system hacking Linux and

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automated assessment tools Trojans and backdoors Sniffers, session hijacking, and denial of service Web server hacking, web applications, and database attacks Wireless technologies, mobile security, and mobile attacks IDS, firewalls, and honeypots Buffer overflows, viruses, and worms Cryptographic attacks and defenses Physical security and social engineering Get ready for C++20 with all you need to know for complete mastery! Your comprehensive and updated guide to one of the world's most popular programming languages is here! Whether you're a novice or expert, you'll find what you need to get going with the latest features of C++20. The workhorse of programming languages, C++ gives you the utmost control of data usage and interface and resource allocation. If your job involves data, proficiency in C++ means you're indispensable! This edition gives you 8 books in 1 for total C++ mastery. Inside, internationally renowned expert John Paul Mueller takes you from the fundamentals of working with objects and classes to writing applications that use paradigms not normally associated with C++, such as those used for functional programming strategies. The book also includes online resources such as source code. You discover how to use a C++ GNU compiler to build applications and even how to use your mobile device for coding. Conquer advanced programming and troubleshooting Streamline your code with lambda expressions Use C++ where you need it: for gaming, enterprise applications, and Web services Uncover object secrets including the use of design patterns Discover how to use functional programming techniques to make code concise and easy to read If you want to be your organization's C++ guru, C++ All-In-One for Dummies is where it's at! There are lots of introductory C books, but this is the first one that has the no-

nonsense, practical approach that has made Nutshell Handbooks® famous. C programming is more than just getting the syntax right. Style and debugging also play a tremendous part in creating programs that run well and are easy to maintain. This book teaches you not only the mechanics of programming, but also describes how to create programs that are easy to read, debug, and update. Practical rules are stressed. For example, there are fifteen precedence rules in C (&& comes before || comes before ?:). The practical programmer reduces these to two: Multiplication and division come before addition and subtraction. Contrary to popular belief, most programmers do not spend most of their time creating code. Most of their time is spent modifying someone else's code. This book shows you how to avoid the all-too-common obfuscated uses of C (and also to recognize these uses when you encounter them in existing programs) and thereby to leave code that the programmer responsible for maintenance does not have to struggle with. Electronic Archaeology, the art of going through someone else's code, is described. This third edition introduces popular Integrated Development Environments on Windows systems, as well as UNIX programming utilities, and features a large statistics-generating program to pull together the concepts and features in the language.

Effective C++ has been updated to reflect the latest ANSI/ISO standards. The

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author, a recognised authority on C++, shows readers fifty ways to improve their programs and designs.

C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language. The new second edition of "Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this new edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code. In short, to-the-point chapters, all aspects of programming are covered including style, software engineering, programming design, object-oriented design, and debugging. It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Steve Oualline's clear, easy-going writing style and hands-on approach to learning make "Practical C++ Programming a nearly painless way to master this complex but powerful programming language.

Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging,

processes and signals, and GNOME.

Programming Language Pragmatics, Third Edition, is the most comprehensive programming language book available today. Taking the perspective that language design and implementation are tightly interconnected and that neither can be fully understood in isolation, this critically acclaimed and bestselling book has been thoroughly updated to cover the most recent developments in programming language design, including Java 6 and 7, C++0X, C# 3.0, F#, Fortran 2003 and 2008, Ada 2005, and Scheme R6RS. A new chapter on run-time program management covers virtual machines, managed code, just-in-time and dynamic compilation, reflection, binary translation and rewriting, mobile code, sandboxing, and debugging and program analysis tools. Over 800 numbered examples are provided to help the reader quickly cross-reference and access content. This text is designed for undergraduate Computer Science students, programmers, and systems and software engineers. Classic programming foundations text now updated to familiarize students with the languages they are most likely to encounter in the workforce, including including Java 7, C++, C# 3.0, F#, Fortran 2008, Ada 2005, Scheme R6RS, and Perl 6. New and expanded coverage of concurrency and run-time systems ensures students and professionals understand the most important advances driving software today.

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Includes over 800 numbered examples to help the reader quickly cross-reference and access content.

C++ was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject .We hope you find this book useful in shaping your future career & Business.

It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or

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bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

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This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple

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algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

Get up to speed on Cocoa and Objective-C, and start developing applications on the iOS and OS X platforms. If you don't have experience with Apple's developer tools, no problem! From object-oriented programming to storing app data in iCloud, the fourth edition of this book covers everything you need to build apps for the iPhone, iPad, and Mac. You'll learn how to work with the Xcode IDE, Objective-C's Foundation library, and other developer tools such as Event Kit framework and Core Animation. Along the way, you'll build example projects, including a simple Objective-C application, a custom view, a simple video player application, and an app that displays calendar events for the user. Learn the application lifecycle on OS X and iOS Work with the user-interface system in Cocoa and Cocoa Touch Use AV Foundation to display video and audio Build apps that let users create, edit, and work with documents Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Interact with the outside world with Core Location and Core Motion Use blocks and operation queues for multiprocessing For more than a decade, hundreds of thousands of students have acquired excellent programming skills by using Problem Solving and Program Design in C to learn programming fundamentals and the C programming language. This book remains a best-selling introductory

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programming text for beginners using the C programming language because it provides a structured approach to solving problems. To enhance students' learning experience, the book offers the right number and kind of pedagogical features, including end-of-section and end-of-chapter exercises, examples and case studies, syntax and program style display boxes, error discussions, and end-of-chapter projects. Book jacket.

C is one of the most popular programming languages. It runs on most software platforms and computer architecture. This revised edition of our best-selling text Programming in C not only maintains the exclusivity of previous editions but also enhances it with the addition of new programs and illustrations. Challenging concepts are supported with numerous solved and unsolved programs. The new chapter on computer graphics ensures that this book comprehensively covers the syllabi of most universities. The book also uses the Turbo C compiler, which is the most widely used C compiler. With its increased coverage and inclusion of new learning tools, this edition is an invaluable asset for students who aim to improve their programming skills.

Have you always wanted to learn c programming language but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the C programming language fast? This book is for you. You no longer have to waste your time and money learning C programming from boring books that are 600 pages long, expensive online courses or complicated C programming tutorials that just leave you more confused. What this book offers... C for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C Programming language even if you have never coded before. Carefully Chosen C Programming Examples Examples are carefully chosen to illustrate all

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concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to C, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The C Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C in just one day and start coding immediately. How is this book different... The best way to learn C programming is by doing. This book includes a unique examples. Working through the examples will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of C coding? This book is for you. Click the BUY button and download it now. What you will learn in this book: *introduction to c *environment setup *program structure *basic syntax *data types *variables *operators *decision making *loops *arrays *much,much,more! Download your C Programming copy today Tags: ----- C, C programming tutorial, C programming book, learning C programming, C programming language, C coding, C programming for beginners, C for Dummies 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 Provides instructions for writing C code to create games and mobile applications using the new C11 standard. This book takes an object-oriented approach, without getting lost in objects. It is suitable for

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use in a first programming course for computer science, physical science, and engineering majors. Objects are shown in detail and are used to solve problems, not just for show. The goal is to get students programming with a minimum of overhead. The fundamental concepts of computer science are interwoven throughout the textbook. All examples can be written, compiled and tested with free editors and compilers included on the CD that comes with the book.

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.

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immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

Unix Shell Programming is a tutorial aimed at helping Unix and Linux users get optimal performance out of their operating system. It shows them how to take control of their systems and work efficiently by harnessing the power of the shell to solve common problems. The reader learns everything he or she needs to know to customize the way a Unix system responds. The vast majority of Unix users utilize the Korn shell or some variant of the Bourne shell, such as bash. Three are covered in the third edition of Unix Shell Programming. It begins with a generalized tutorial of Unix and tools and then moves into detailed coverage of shell programming. Topics covered include: regular expressions, the kernel and the utilities, command files, parameters, manipulating text filters, understanding and debugging shell scripts, creating and utilizing variables, tools, processes, and customizing the shell.

The practicing programmer's DEITEL® guide to C# and the powerful Microsoft .NET Framework Written for programmers with a background in C++, Java, or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly

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move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UML™ ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical, Example-Rich Coverage Of: C# 2.0, .NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and ADO.NET 2.0 Networking and .NET Remoting XML, Web Services Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UML™ ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived Issues of the DEITEL® BUZZ ONLINE Get corporate training information 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

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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.

Geared to experienced C++ developers who may not be familiar with the more advanced features of the language, and therefore are not using it to its full capabilities Teaches programmers how to think in C++-that is, how to design effective solutions that maximize the power of the language The authors drill down into this notoriously complex language, explaining poorly understood elements of the C++ feature set as well as common pitfalls to avoid Contains several in-depth case studies with working code that's been tested on Windows, Linux, and Solaris platforms

The revision of the definitive guide to Unix system programming is now available in a more portable format.

Big C++: Late Objects, 3rd Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. It provides an approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts and become competent coders. The second half covers algorithms and data structures at a level suitable for beginning students. Horstmann and Budd combine their professional and academic experience to guide the student from the basics to more advanced topics and contemporary applications such as GUIs and XML programming. More than a reference, Big C++ provides well-developed exercises, examples, and case studies that engage students in the details of useful C++ applications. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive

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interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

If you've thought of programmers as elite intelligentsia whopossess expertise (and perhaps genes) the rest of us will neverhave, think again. C++ For Dummies, 5th Edition,debunks the myths, blasts the barriers, shares the secrets, andgets you started. In fact, by the end of Chapter 1, you'll beable to create a C++ program. OK, it won't be newest,flashiest video game, but it might be a practical, customizedinventory control or record-keeping program. Most people catch on faster when they actually DO something, soC++ For Dummies includes a CD-ROM that gives you all youneed to start programming (except the guidance in the book, ofcourse), including: Dev-C, a full-featured, integrated C++ compiler and editor youinstall to get down to business The source code for the programs in the book, including codefor BUDGET, programs that demonstrate principles in the book Documentation for the Standard Template Library Online C++ help files Written by Stephen Randy Davis, author of C++ Weekend

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CrashCourse, C++ for Dummies, takes you through the programming process step-by-step. You'll discover how to: Generate an executable Create source code, commenting it as you go and using consistent code indentation and naming conventions Write declarations and name variables, and calculate expressions Write and use a function, store sequences in arrays, and declare and use pointer variables Understand classes and object-oriented programming Work with constructors and destructors Use inheritance to extend classes Use stream I/O Comment your code as you go, and use consistent code indentation and naming conventions Automate programming with the Standard Template Library (STL) C++ for Dummies 5th Edition is updated for the newest ANSI standard to make sure you're up to code. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Effective techniques and experienced insights to maximize your C# 6 and 7 programming skills Key Features Written by C# legend and top StackOverflow contributor Jon Skeet Unlock the new features of C# 6 and 7 Insights on the future of the C# language Master asynchronous functions, interpolated strings, tuples, and more Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. "An excellent overview of C# with helpful and realistic examples that make learning the newest features of C# easy." —Meredith Godar About The Book C# is the foundation of .NET development. New features added in C# 6 and 7 make it easier to take on big data applications, cloud-centric web development, and cross-platform software using .NET Core. Packed with deep insight from C# guru Jon Skeet, this book takes you deep into concepts and features other C# books ignore. C# in Depth, Fourth Edition is an authoritative and engaging guide that reveals the full potential of the language, including the new features of C# 6 and 7. It combines deep dives into the C#

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language with practical techniques for enterprise development, web applications, and systems programming. As you absorb the wisdom and techniques in this book, you'll write better code, and become an exceptional troubleshooter and problem solver. What You Will Learn

Comprehensive guidance on the new features of C# 6 and 7
Important legacies and greatest hits of C# 2–5
Expression-bodied members
Extended pass-by-reference functionality
Writing asynchronous C# code
String interpolation
Composition with tuples
Decomposition and pattern matching
This Book Is Written For For intermediate C# developers. About The Author Jon Skeet is a senior software engineer at Google. He studied mathematics and computer science at Cambridge, is a recognized authority in Java and C#, and maintains the position of top contributor to Stack Overflow. Table of Contents

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Thoroughly updated and reorganized, the new Second Edition of *Programming and Problem Solving with Java* continues to emphasize object-oriented design practices while offering numerous new case studies, end-of-chapter material, and descriptive examples, using Java 5.0. *Programming and Problem Solving with Java, Second Edition* is an exceptional resource for discovering Java as a first programming language.

For beginning programmers, this updated edition answers all C programming questions. This

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bestseller talks to readers at their level, explaining every aspect of how to get started and learn the C language quickly. Readers also find out where to learn more about C. This book includes tear-out reference card of C functions and statements, a hierarchy chart, and other valuable information. It uses special icons, notes, clues, warnings, and rewards to make understanding easier. And the clear and friendly style presumes no programming knowledge.

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