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let us c by yashwant kanetkar

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A curated list of C good stuff. This list contains only free software for code, and sellers who aren't evil for physical resources. This is released under the GNU Free Documentation License - its text ...

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 will 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:IntroductionChapter 0 : Before We beginChapter 1 : Getting StartedChapter 2 : C InstructionsChapter 3 : Decision Control InstructionChapter 4 : More Complex Decision MakingChapter 5 : Loop control InstructionChapter 6 : More Complex RepetitionsChapter 7 : Case Control InstructionChapter 8 : FunctionsChapter 9 : PointersChapter 10 : RecursionChapter 11 : Data Types RevisitedChapter 12 : The C PreprocessorChapter 13 : ArraysChapter 14 : Multidimensional ArraysChapter 15 : StringsChapter 16 : Handling Multiple StringsChapter 17 : StructuresChapter 18 : Console Input/ OutputChapter 19 : File Input/outputChapter 20 : More Issues in Input/OutputChapter 21 : Operations on BitsChapter 22 : Miscellaneous featuresChapter 23 : C Under Linux**

Considered to be one of the best-selling programming books ever written, the eighth edition has now been edited, revised, and updated. A CD-ROM with demos, code, compiler, executables, and MATLAB examples has been added to the book. Simplicity and an easy narration style are the hallmarks of the book, which have made its previous seven editions immensely successful. Today's C programmer (still the language of choice in science, engineering, game programming and for handheld devices) has to master the complexities of the language and contend with its usage in environments like Windows, Linux, and for the Internet. Let Us C, Eighth Edition covers these three aspects of C programming and doesn't assume any programming background. It begins with the basics and steadily builds the pace, so the reader finds it easy to handle more complicated topics later. This popular author has crafted hundreds of excellent programming examples and exercises for every aspect of C programming.

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 benefited 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, NIITs, 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**

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. 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**

Let Us C has been part of learning and teaching material in most Over three million copies sold worldwide. Authentic Guide to C Programming Language Basic / Intermediate/Advanced C Programming, C Under Unix and GNOME Programming Using GTK Library DESCRIPTION'e; Simplicity'e; -that has been the hallmark of this book in not only its previous fourteen 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. Easter chapter contains: Lucid explanation of the conceptWell thought-out, fully working programming examplesEnd-of-chapter exercises that would help you practise the skills learned in the chapterHand-crafted "eKanNotes"; that would help you remember and revise the concepts covered in each chapterEngineering and Science Institutes round the country for years now.From last year or so, I received several suggestions that its size bepruned a bit, as many learners who learn C language in their Engineeringor Science curriculum have some familiarity with it. I am happy to fulfillthis request. I hope the readers would appreciate the lean look of thecurrent edition.In one of the previous edition I had realigned the chapters in such amanner that if a C programming course is taught using Let Us C, it can befinished in 22 lectures of one hour each, with one chapter's contentsdevoted to one lecture. I am happy that many readers liked this idea andreported that this has made their learning path trouble-free. A morerational reorganization of end-of-chapter exercises in the book has alsobeen well-received. Riding on that feedback I had introduced one morefeature in the fifteenth edition-KanNotes. These are hand-craftednotes on C programming. From the reader's emails I gather that theyhave turned out to be very useful to help revise their concepts on theday before the examination, viva-voce or interview.Many readers also told me that they have immensely benefitted fromthe inclusion of the chapter on Interview FAQs. I have improved thischapter further. The rationale behind this chapter is simple-ultimatelyall the readers of Let Us C sooner or later end up in an interview roomwhere they are required to take questions on C programming. I nowhave a proof that this chapter has helped to make that journey smoothand fruitful.All the programs present in the book (and some more) are available in source code form at www.kicit.com/books/letusc/sourcecode. You arefree to download them, improve them, change them, do whatever withthem. If you wish to get solutions for the Exercises in the book they areavailable in another book titled 'Let Us C Solutions'. If you want somemore problems for practice they are available in the book titled 'Let Us C Workbook'. As usual, new editions of these t

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"; and "e;Bitwise operators"; End of chapter exercises drawn from different universities Written by best-selling author of Let Us CDescriptionIn 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. "eIf 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 forStudents, Programmers, researchers, and software developers who wish to learn the basics of ANSI C Programming. **Table of contents1. Before We Begin2. Introduction To Programming3. Algorithms For Problem Solving4. Introduction To C Language5. The Decision Control Structure6. The Loop Control Structure7. The Case Control Structure8. Functions & Pointers9. Data Types Revisited10. The C Preprocessor10. Arrays11. Puppetting On Strings12. Structures13. Self Referential Structures and Linked Lists14. Console Input/Output15. File Input/Output16. More Issues In Input/Output17. Operations On Bits18. Miscellaneous FeaturesAppendix A - Precedence TableAppendix B - Chasing the BugsAppendix C - ASCII ChartIndex About the authorYashavant 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 byMicrosoft. 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'scurrent affiliations include being a Director of KICIT and KSET. His LinkedIn profile: linkedin.com/in/yashavant-kanetkar-9775255**

Learn the basics of most favored dynamic language for application development Key features Major reorganisation of chapters with a view to improve comprehension of concepts involved Comprehensive coverage of all the concepts of Core Java Simple language, crystal clear approach, user friendly book Concepts are duly supported by several examples and self explanatory analogies. DescriptionJava Language is very popularly used for creating applications for PC, Laptop, Tablet, Web and Mobile world Learning a language that can work on so many different platforms can be a challenge. This is where you would find this book immediately useful. It follows simple and easy narration style. It 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 complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on reader's mind. Object Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this book, cover every aspect of Java programming. What will you learn Data types & Control Instructions Classes & Objects Arrays & Strings Inheritance & Polymorphism Interfaces, Packages Exception Handling, Effective IO Multithreading & Synchronization Generics, Collection classes, GUI Using Swing Database Connectivity Using JDBC Who this book is forThis book will prove to be a "e;must have";e; for beginners as well as experienced professionals as it is a stepping stone for learning Java technology. **Table of contents1. An Overview of Java 2. Getting Started 3. Java Data Types and Instructions 4. Decision Control Instruction 5. Loop Control Instruction 6. Case Control Instruction 7. Functions 8. Advanced Features of Functions 9. Introduction to OOP10. Classes and Objects11. Arrays12. Strings and Enums13. Inheritance14. Polymorphism15. E. Exception Handling16. Effective Input/ Output17. Multithreading In Java18. Generics19. Collection Classes20. User Interfaces21. JDBC22. Index About the authorYashavant Kanetkar 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 benefited 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, NIITs, NITs and global software companies. Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award";e; 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. 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 for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yashavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His LinkedIn profile: linkedin.com/in/yashavant-kanetkar-9775255**

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