Advanced C Programming By Example

Intensivkurs C++ - Bafög-Ausgabe - Andrew Koenig 2006

Practical C Programming - Steve Oualline 1997
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, as Oualline reveals. This edition covers Windows IDEs and UNIX programming utilities.
Expert C Programming - Peter Van der Linden 1994
Software -- Programming Languages.
Advanced C++ - Gazihan Alankus 2019-10-31
Become an expert at C++ by learning all the key C++ concepts and working through interesting exercises Key FeaturesExplore C++ concepts through descriptive graphics and interactive exercisesLearn how to keep your development bug-free with testing and debuggingDiscover various techniques to optimize your codeBook Description C++ is one of the most widely used programming languages and is applied in a variety of domains, right from gaming to graphical user interface (GUI) programming and even operating systems. If you're looking to expand your career opportunities, mastering the advanced features of C++ is key. The book begins with advanced C++ concepts by helping you decipher the sophisticated C++ type system and understand how various stages of compilation convert source code to object code. You'll then learn how to recognize the tools that need to be used in order to control the flow of execution, capture data, and pass data around. By creating small models, you'll even discover how to use advanced lambdas and captures and express common API design patterns in C++. As you cover later chapters, you'll explore ways to optimize your code by learning about memory alignment, cache access, and the time a program takes to run. The concluding chapter will help you to maximize performance by understanding modern CPU branch prediction and how to make your code cache-friendly. By the end of this book, you'll have developed programming skills that will set you apart from other C++ programmers. What you will learnDelve into the anatomy and workflow of C++Study the pros and cons of different approaches to coding in C++Test, run, and debug your programsLink object files as a dynamic libraryUse templates, SFINAE, constexpr if expressions and variadic templatesApply best practice to resource managementWho this book is for If you have worked in C++ but want to learn how to make the most of this language, especially for large projects, this book is for you. A general understanding of programming and knowledge of using an editor to produce code files in project directories is a must. Some experience with strongly typed languages, such as C and C++, is also recommended.
Fluent C - Christopher Preschern 2022-10-17
Expert advice on C programming is hard to find. While much help is available for object-oriented programming languages, there's surprisingly little for the C language. With this hands-on guide, beginners and experienced C programmers alike will find guidance about design decisions, including how to apply them bit by bit to running code examples when building large-scale programs. Christopher Preschern, a leading member of the design patterns community, answers questions such as how to structure C programs, cope with error handling, or design flexible interfaces. Whether you're looking for one particular pattern or an overview of design options for a specific topic, this book shows you how to implement hands-on design knowledge specifically for the C programming language. You'll find design patterns for: Error handling Returning error information Memory management Returning data from C functions Data lifetime and ownership Flexible APIs Flexible iterator interfaces Organizing files in modular programs Escaping #ifdef Hell
A Complete Guide to Programming in C++ - Ulla Kirch-Prinz 2002
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.
Introduction To Computers And C Programming - S.K. Bajpai 2007
Designed Strictly As Per The Syllabus Of U.P. Technical University, This Book Provides A Systematic Introduction To Computer Hardware And Software. After Explaining The Historical Development Of Computer Technology Through Different Generations, The Book Describes The Basic Hardware Components. Peripheral Devices Are Explained Next Followed By A Detailed Introduction To Operating Systems Including Dos, Unix And Windows. Various Features Of The Internet Are Then Described Including Internet Mail Tools Like Pine And Elm And Editors Like Edit And Vi. The Basic And Advanced Features Of C Programming Are Then Explained With Suitable Examples. Examples And Problems Are Included In Various Chapters.The Book Concludes With An Introduction To Recent Developments Like Object Oriented Programming, Java, Ub Script, Wireless Application Protocol (Wap), Hyper Text Markup Language (Html) And Xml. A Question Bank At The End Of The Book Would Be Extremely Useful In Enabling The Student To Test His Understanding Of Computer Technology.
Memory as a Programming Concept in C and C++ - Frantisek Franek 2004
The overwhelming majority of bugs and crashes in computer programming stem from problems of memory access, allocation, or deallocation. Such memory related errors are also notoriously difficult to debug. Yet the role that memory plays in C and C++ programming is a subject often overlooked in courses and in books because it requires specialised knowledge of operating systems, compilers, computer architecture in addition to a familiarity with the languages themselves. Most professional programmers learn entirely through experience of the trouble it causes. This 2004 book provides students and professional programmers with a concise yet comprehensive view of the role memory plays in all aspects of programming and program behaviour. Assuming only a basic familiarity with C or C++, the author describes the techniques, methods, and tools available to deal with the problems related to memory and its effective use.
Learn C Programming - Jeff Szuhay 2020-06-26
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.

GameMaker Programming By Example - Brian Christian 2015-12-28 Master the development of 2D games by learning to use the powerful GameMaker Language and tools provided by the GameMaker: Studio workspace and engine! About This Book Rapidly develop games using the powerful yet easy easy-to to-use GameMaker: Studio engine Comprehensive: This is a comprehensive guide to help you learn and implement GameMaker's features. Go through step-by-step tutorials to design and develop unique games Who This Book Is For If you have at least some basic programming experience of JavaScript or any other C-like languages, then this book will be great for you. No experience beyond that is assumed. If you have no game development experience and are looking for a hobby, are an experienced game developer looking to master some advanced features, or fit anywhere in that spectrum, then you will find GameMaker: Studio and this book to be very useful in helping you create exciting games. What You Will Learn Understand the GameMaker: Studio interface and tools to quickly create the various assets used in your games Translate some of the GameMaker: Studio drag and drop functions to the GameMaker language Create games with random elements for exciting gameplay Use the basic GameMaker file I/O and encryption systems Utilize the GameMaker networking functions to create multiplayer games Give AI routines to your enemies to make challenging gameplay Create particle systems to give your game exciting graphics Understand the various debugging techniques available in GameMaker: Studio In Detail This book is excellent resource for developers with any level of experience of GameMaker. At the start, we'll provide an overview of the basic use of GameMaker: Studio, and show you how to set up a basic game where you handle input and collisions in a top-down perspective game. We continue on to showcase its more advanced features via six different example projects. The first example game demonstrates platforming with file I/O, followed by animation, views, and multiplayer networking. The next game illustrates AI and particle systems, while the final one will get you started with the built-in Box2D physics engine. By the end of this book, you have mastered lots of powerful techniques that can be utilized in various 2D games. Style and approach A This step-by-step guide that follows and with details ons different topics throughout the creation of various examples.

Advanced C and C++ Compiling - Milan Stevanovic 2014-04-30 Learning how to write C/C++ code is only the first step. To be a serious programmer, you need to understand the structure and purpose of the binary files produced by the compiler: object files, static libraries, shared libraries, and, of course, executables. Advanced C and C++ Compiling explains the build process in detail and shows how to integrate code from other developers in the form of deployed libraries as well as how to resolve issues and potential mismatches between your own and external code trees. With the proliferation of open source, understanding these issues is increasingly the responsibility of the individual programmer. Advanced C and C++ Compiling brings all of the information needed to move from intermediate to expert programmer together in one place -- an engineering guide on the topic of C/C++ binaries to help you get the most accurate and pertinent information in the quickest possible time.

Advanced C and C++ Compiling - Milan Stevanovic 2014-04-22 Learning how to write C/C++ code is only the first step. To be a serious programmer, you need to understand the structure and purpose of the binary files produced by the compiler: object files, static libraries, shared libraries, and, of course, executables. Advanced C and C++ Compiling explains the build process in detail and shows how to integrate code from other developers in the form of deployed libraries as well as how to resolve issues and potential mismatches between your own and external code trees. With the proliferation of open source, understanding these issues is increasingly the responsibility of the individual programmer. Advanced C and C++ Compiling brings all of the information needed to move from intermediate to expert programmer together in one place -- an engineering guide on the topic of C/C++ binaries to help you get the

most accurate and pertinent information in the quickest possible time. What you'll learn The details of the build process, including compiling and linking The inner workings of static libraries, shared libraries, and executables Ways to properly architect code for smooth integration of future changes Tips for troubleshooting problems with compiling and linking as well as run-time problems How to use operating system-specific (Linux and Windows) tools for analysis of binary files Who this book is for C/C++ software designers aspiring to senior levels, software architects, build engineers, and Linux system administrators. Table of Contents Multitasking OS Basics Simple Program Lifetime Stages Program Execution Stages The Impact of Reusing Concept Working with Static Libraries Designing Dynamic Libraries: Basics Locating the Libraries Designing Dynamic Libraries: Advanced Topics Handling Duplicate Symbols When Linking In Dynamic Libraries Dynamic Libraries Versioning Dynamic Libraries Miscellaneous Topics The Linux Toolbox Linux Tasks Windows Toolbox

C for Programmers with an Introduction to C11 - Paul Deitel 2013-04-19 The professional programmer's Deitel® guide to procedural programming in C through 130 working code examples Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching the C language and the C Standard Library. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features approximately 5,000 lines of proven C code and hundreds of savvy tips that will help you build robust applications. Start with an introduction to C, then rapidly move on to more advanced topics, including building custom data structures, the Standard Library, select features of the new C11 standard such as multithreading to help you write high-performance applications for today's multicore systems, and secure C programming sections that show you how to write software that is more robust and less vulnerable. You'll enjoy the Deitels' classic treatment of procedural programming. When you're finished, you'll have everything you need to start building industrial-strength C applications. Practical, example-rich coverage of: C programming fundamentals Compiling and debugging with GNU gcc and gdb, and Visual C++® Key new C11 standard features: Type generic expressions, anonymous structures and unions, memory alignment, enhanced Unicode® support, _Static_assert, quick_exit and at_quick_exit, _Noreturn function specifier, C11 headers C11 multithreading for enhanced performance on today's multicore systems Secure C Programming sections Data structures, searching and sorting Order of evaluation issues, preprocessor Designated initializers, compound literals, bool type, complex numbers, variable-length arrays, restricted pointers, type generic math, inline functions, and more. Visit www.deitel.com For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or write to deitel@deitel.com Download code examples To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Join the Deitel social networking communities on Facebook® at facebook.com/DeitelFan , Twitter® @deitel, LinkedIn® at bit.ly/DeitelLinkedIn and Google+™ at gplus.to/Deitel

Expert-C-Programmierung - Peter Van der Linden 1995

Advanced C - Narain Gehani 1985 If you write programs in C, the programming choice for many 16-bit microcomputers, the information in this book will save time, and be more efficient by using this enormously flexible language. The most recent ingredients added to C are explained clearly and thoroughly, while emphasizing the advanced aspects of C, including type declarations, data abstraction, exceptions, the C preprocessor and tools for use with C programs.

Teach Yourself C - Herbert Schildt 1997 This edition expands coverage of the C library, updates the Windows programming overview to Windows 95, and adds material pointing towards C++. Schildt also adds some defensive coding to the examples so they will compile as both C and C++ programs

Advanced Bash Scripting Guide 5.3 Volume 1 - Mendel Cooper 2010

Advanced C Programming - Steve Oualline 1992 For the programmer who knows the basics of C and wants to learn how to solve more elaborate programming problems, here is the perfect source. Each chapter introduces a complex programming problem and then shows the user how to arrive at the correct solution--the simplest

way.
Advanced C Programming by Example - John W. Perry 1998-01-01

Python kinderleicht! - Jason Briggs 2016-03-09
Python ist eine leistungsfähige, moderne Programmiersprache. Sie ist einfach zu erlernen und macht Spaß in der Anwendung – mit diesem Buch umso mehr! "Python kinderleicht" macht die Sprache lebendig und zeigt Dir (und Deinen Eltern) die Welt der Programmierung. Jason R. Briggs führt Dich Schritt für Schritt durch die Grundlagen von Python. Du experimentierst mit einzigartigen (und oft urkomischen) Beispielprogrammen, bei denen es um gefräßige Monster, Geheimagenten oder diebische Raben geht. Neue Begriffe werden erklärt, der Programmcode ist farbig dargestellt, strukturiert und mit Erklärungen versehen. Witzige Abbildungen erhöhen den Lernspaß. Jedes Kapitel endet mit Programmier-Rätseln, an denen Du das Gelernte üben und Dein Verständnis vertiefen kannst. Am Ende des Buches wirst Du zwei komplette Spiele programmiert haben: einen Klon des berühmten "Pong" und "Herr Strichmann rennt zum Ausgang" – ein Plattformspiel mit Sprüngen, Animation und vielem mehr. Indem Du Seite für Seite neue Programmierabenteuer bestehst, wirst Du immer mehr zum erfahrenen Python-Programmierer. - Du lernst grundlegende Datenstrukturen wie Listen, Tupel und Maps kennen. - Du erfährst, wie man mit Funktionen und Modulen den Programmcode organisieren und wiederverwenden kann. - Du wirst mit Kontrollstrukturen wie Schleifen und bedingten Anweisungen vertraut und lernst, mit Objekten und Methoden umzugehen. - Du zeichnest Formen mit dem Python-Modul Turtle und erstellst Spiele, Animationen und andere grafische Wunder mit tkinter. Und: "Python kinderleicht" macht auch für Erwachsene das Programmierenlernen zum Kinderspiel! Alle Programme findest Du auch zum Herunterladen auf der Website!
Advanced C Struct Programming - John W. L. Ogilvie 1990-08-14
Now available for your professional programming use is this invaluable guide which presents a practical method for designing and implementing complex data structures in the C language. The method used consists of two parts: the plan and the framework. The framework offers you a structure for organizing knowledge about data structures, while the plan is an algorithm for using the framework's resources to design and implement data structures. Designed to be flexible and grow with you, this method also incorporates useful tricks, guidelines, and techniques gleaned from over seven years of programming experience. It picks up where others end and is not a cookbook of C networking code, graphics routines or any other particular application area. It will in fact be useful and work for a wide range of programs, including interpreters, word processors, string pattern matchers, simulators, window managers, games, and database editing libraries.
Advanced Graphics in C - Nelson Johnson 1987
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
Exceptional C++. - Herb Sutter 2000

C Programming - Noel Kalicharan 2008-08-11
This book takes up where C Programming - A Beginner's Course leaves off. It 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 are not, it is recommended that you study C Programming - A Beginner's Course before tackling the material in this book. As in the first book, the emphasis is not on teaching the C language, per se, but rather, on using C to teach concepts that any budding programmer should know. The major topics covered are sorting, searching, merging, structures, pointers, linked lists, stacks, queues, recursion and random numbers.
Entwurfsmuster - Erich Gamma 2004

Advanced C - Peter D. Hipson 1992
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
Effektiv C++ programmieren - Scott Meyers 2011

Modernes C++ Design - Andrei Alexandrescu 2003

Advanced C Programming - John Thomas Berry 1986

This guide to developing and implementing original C routines covers tools of modularity, input-output functions, the "Ubiquitous Pointer," interfacing between operating system and program, bit manipulation, design, and implementation of the small data ba
Advanced Topics in C - Noel Kalicharan 2013-10-29
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
C Programming in One Hour a Day, Sams Teach Yourself - Bradley L. Jones 2013-10-07
Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C – including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers
Programming in C/C#/C++ - Robert Anderson 2017-09-29
C - C# - C++ PROGRAMMING 3 BOOKS! Click Add To Cart Now! Do

You Want to Become An Expert Of Programming in C, C# and C++ ?? Get this Book and Follow My Step by Step Explanations! This Bundle Contains: C Programming: ultimate step-by-step guide to learning C programming fast C# Programming: step-by-step guide to C# programming for beginners C++ for Beginners: step-by-step guide to C++ programming from basics to advanced Each chapter will contain a certain number of relevant topics with illustrations and exercises where necessary, this will all be finished off with an end of chapter quiz for an easy and enjoyable learning C PROGRAMMING This tutorial is designed for the beginner programmer; someone that has not touched or seen C. This tutorial will walk you through the basics of all the programming concepts with C syntax alongside. For anyone that has programmed with another language before this may seem simplistic but it's just designed as foundation tutorial for those who have not coded before. C# PROGRAMMING This tutorial is designed for the beginners-intermediate programmer; someone that has seen and used C previously and has a rudimentary understanding of the basics. This tutorial will explore the advanced build-in and user created features of the language. C++ PROGRAMMING C++ is a high level language that is an iteration of C that includes more features and improves upon already existing ones. C++ is designed to provide efficient programs, it has the philosophy of "zero overhead" that effectively means that all extras are removed, this means that there is less support for a programmer with error messages etc and limited functionality in libraries, but the code will run fast and effectively. This means C++ is really only used in situations where efficiency is crucial, this is why C++ is commonly used in games as well for example, where every ounce of hardware is to be utilized efficiently. CLICK ADD TO CART TO LEARN C - C# - C++ ONCE AND FOR ALL
Guide to Scientific Computing in C++ - Joe Pitt-Francis 2018-03-26
This simple-to-follow textbook/reference provides an invaluable guide to object-oriented C++ programming for scientific computing. Through a series of clear and concise discussions, the key features most useful to the novice programmer are explored, enabling the reader to quickly master the basics and build the confidence to investigate less well-used features when needed. The text presents a hands-on approach that emphasizes the benefits of learning by example, stressing the importance of a clear programming style to minimise the introduction of errors into the code, and offering an extensive selection of practice exercises. This updated and enhanced new edition includes additional material on software testing, and on some new features introduced in modern C++ standards such as C++11. Topics and features: presents a practical treatment of the C++ programming language for applications in scientific computing; reviews the essentials of procedural programming in C++, covering variables, flow of control, input and output, pointers, functions and reference variables; introduces the concept of classes, showcasing the main features of object-orientation, and discusses such advanced C++ features as templates and exceptions; examines the development of a collection of classes for linear algebra calculations, and presents an introduction to parallel computing using MPI; describes how to construct an object-oriented library for solving second order differential equations; contains appendices reviewing linear algebra and useful programming constructs, together with solutions to selected exercises; provides exercises and programming tips at the end of every chapter, and supporting code at an associated website. This accessible textbook is a "must-read" for programmers of all levels of expertise. Basic familiarity with concepts such as operations between vectors and matrices, and the Newton-Raphson method for finding the roots of non-linear equations, would be an advantage, but extensive knowledge of the underlying mathematics is not assumed.
Eine Tour durch C++ - Bjarne Stroustrup 2015-06-08
EINE TOUR DURCH C++ // - Dieser Leitfaden will Ihnen weder das Programmieren beibringen noch versteht er sich als einzige Quelle, die Sie für die Beherrschung von C++ brauchen – aber diese Tour ist wahrscheinlich die kürzeste oder einfachste Einführung in C++11. - Für C- oder C++-Programmierer, die mit der aktuellen C++-Sprache vertrauter werden wollen - Programmierer, die in einer anderen Sprache versiert sind, erhalten ein genaues Bild vom Wesen und von den Vorzügen des modernen C++ . Mit dem C++11-Standard können Programmierer Ideen klarer, einfacher und direkter auszudrücken sowie schnelleren und effizienteren Code zu schreiben. Bjarne Stroustrup, der Designer und ursprüngliche Implementierer von C++, erläutert die Details dieser Sprache und ihre Verwendung in seiner umfassenden Referenz „Die C++-Programmiersprache". In „Eine Tour durch C++" führt Stroustrup jetzt die Übersichtskapitel aus der Referenz zusammen und erweitert sie so, dass auch erfahrene Programmierer in nur wenigen

Stunden eine Vorstellung davon erhalten, was modernes C++ ausmacht. In diesem kompakten und eigenständigen Leitfaden behandelt Stroustrup – neben Grundlagen – die wichtigsten Sprachelemente und die wesentlichen Komponenten der Standardbibliothek. Er präsentiert die C++-Features im Kontext der Programmierstile, die sie unterstützen, wie die objektorientierte und generische Programmierung. Die Tour beginnt bei den Grundlagen und befasst sich dann mit komplexeren Themen, einschließlich vieler, die neu in C++11 sind wie z.B. Verschiebesemantik, einheitliche Initialisierung, Lambda-Ausdrücke, verbesserte Container, Zufallszahlen und Nebenläufigkeit. Am Ende werden Design und Entwicklung von C++ sowie die in C++11 hinzugekommenen Erweiterungen diskutiert. Programmierer erhalten hier – auch anhand von Schlüsselbeispielen – einen sinnvollen Überblick und praktische Hilfe für den Einstieg. AUS DEM INHALT // Die Grundlagen // Benutzerdefinierte Typen // Modularität // Klassen // Templates // Überblick über die Bibliothek // Strings und reguläre Ausdrücke // E/A-Streams // Container // Algorithmen // Utilities // Numerik // Nebenläufigkeit // Geschichte und Kompatibilität
Visionäre der Programmierung - Die Sprachen und ihre Schöpfer - Federico Biancuzzi 2009-06-30
In Visionäre der Programmierung - Die Sprachen und ihre Schöpfer werden exklusive Interviews mit den Entwicklern von historischen wie auch von hoch aktuellen Programmiersprachen veröffentlicht. In dieser einzigartigen Zusammenstellung erfahren Sie über die Hintergründe, die zu den spezifischen Design-Entscheidungen in den Programmiersprachen geführt haben und über die ursprüngliche Ziele, die die Entwickler im Kopf hatten, als sie eine neue Programmiersprache entwarfen. Ebenso können Sie lesen, wieso Abweichungen zum ursprünglichen Design entstanden und welchen Einfluß die jeweilige Sprache auf die heutige Softwareentwicklung noch besitzt. Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger und Brian Kernighan: AWK Charles Geschke und John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox und Tom Love: Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler und John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo und Roberto Ierusalimschy: Lua James Gosling: Java Grady Booch, Ivar Jacobson und James Rumbaugh: UML Anders Hejlsberg: Delphi-Entwickler und führender Entwickler von C#
C in a Nutshell - Peter Prinz 2006

Deciphering Object-Oriented Programming with C++ - Dorothy R. Kirk 2022-09-23
Embrace object-oriented programming and explore language complexities, design patterns, and smart programming techniques using this hands-on guide with C++ 20 compliant examples Key Features Apply object-oriented design concepts in C++ using direct language features and refined programming techniques Discover sophisticated programming solutions with nuances to become an efficient programmer Explore design patterns as proven solutions for writing scalable and maintainable C++ software Book Description Even though object-oriented software design enables more easily maintainable code, companies choose C++ as an OO language for its speed. Object-oriented programming in C++ is not automatic – it is crucial to understand OO concepts and how they map to both C++ language features and OOP techniques. Distinguishing your code by utilizing well-tested, creative solutions, which can be found in popular design patterns, is crucial in today's marketplace. This book will help you to harness OOP in C++ to write better code. Starting with the essential C++ features, which serve as building blocks for the key chapters, this book focuses on explaining fundamental object-oriented concepts and shows you how to implement them in C++. With the help of practical code examples and diagrams, you'll learn how and why things work. The book's coverage furthers your C++ repertoire by including templates, exceptions, operator overloading, STL, and OO component testing. You'll discover popular design patterns with in-depth examples and understand how to use them as effective programming solutions to solve recurring OOP problems. By the end of this book, you'll be able to employ essential and advanced OOP concepts to create enduring and robust software. What you will learn Quickly learn core C++ programming skills to develop a base for essential OOP features in C++ Implement OO designs using C++ language features and proven programming techniques Understand how well-designed, encapsulated code helps make more easily maintainable software Write robust C++ code that can handle programming exceptions Design extensible and generic code using templates Apply

operator overloading, utilize STL, and perform OO component testing Examine popular design patterns to provide creative solutions for typical OO problems Who this book is for Programmers wanting to utilize C++ for OOP will find this book essential to understand how to implement OO designs in C++ through both language features and refined programming techniques while creating robust and easily maintainable code. This OOP book assumes prior programming experience; however, if you have limited or no prior C++ experience, the early chapters will help you learn essential C++ skills to serve as the basis for the many OOP sections, advanced features, and design patterns.

Praktische C++-Programmierung - Steve Oualline 2004

Effektives modernes C++ - Scott Meyers 2015-04-30

Advanced C Programming for Displays - Marc J. Rochkind 1988