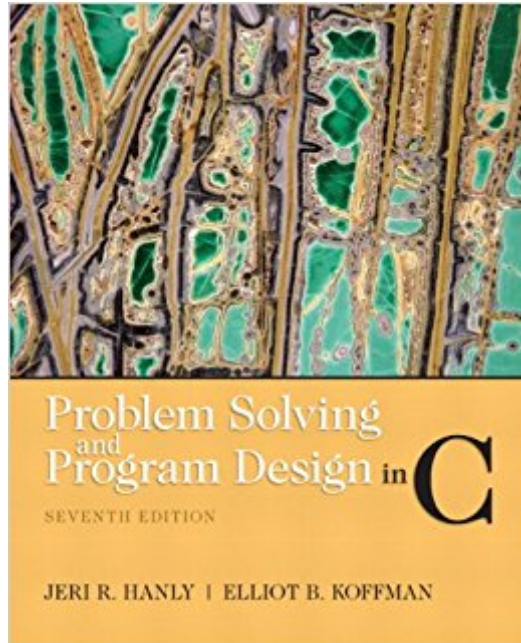


The book was found

Problem Solving And Program Design In C (7th Edition)



Synopsis

Problem Solving and Program Design in C is one of the best-selling introductory programming textbooks using the C programming language. It embraces a balanced approach to program development and an introduction to ANSI C. The book provides a gradual introduction to pointers and covers programming with functions early in the text. In later chapters, students learn to implement fundamental data structures such as lists, stacks, queues, and trees in a language that fosters their understanding of stack- and heap-dynamic memory allocation and programmer-controlled pointers. To enhance students' learning experience it offers the right amount of pedagogical features that include end-of-section and chapter exercises, examples and case studies, syntax and program style display boxes, error discussions and end-of-chapter projects.

Book Information

Paperback: 840 pages

Publisher: Pearson; 7 edition (March 4, 2012)

Language: English

ISBN-10: 0132936496

ISBN-13: 978-0132936491

Product Dimensions: 7.3 x 1.3 x 9.1 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 3.4 out of 5 stars [See all reviews](#) (54 customer reviews)

Best Sellers Rank: #217,734 in Books (See Top 100 in Books) #94 in [Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C](#) #780 in [Books > Business & Money > Management & Leadership > Decision-Making & Problem Solving](#) #853 in [Books > Textbooks > Computer Science > Programming Languages](#)

Customer Reviews

I don't understand how could someone give one star to this book. In this book, there's almost every thing a beginner needs to learn. First and foremost, a beginner must learn to use a "systematic" method to design his programs, so there's a whole chapter on top-down design, and a whole chapter on modular programming, AND at the end of each chapter there's a case study enforcing good program design by applying a consistent framework: problem, analysis (data requirements), design (initial algorithm, refinements and structure chart). Every step is followed by some explanations. implementation and testing. To learn to solve problems "systematically" a

beginner needs to see a consistent method in action, that's the purpose of this framework and the case study. To solve problem a beginner needs to learn how to use the usual elementary tools of the trade: selection, loops, recursion, etc. A beginner needs to learn to apply those tools to ask things, to test things, to search things, to sort things, etc. All of which are clearly and fully explained. For each, "tool" and technic, the authors give a taxonomy of their use (loops using sentinelle value, loops using flag, etc.) along with examples and they apply those tools and technics in a case study at the end of each chapter. The authors even take the time to teach you how to trace the execution of each new kind of statement (selection, loop) and recursion. I mean what more can someone want. There's even a clear introduction of linked lists and trees. This book is thick, 890 pages, because it's meant to teach programming, that is solving problems by using a specific set of tools and technics, the book is not meant to teach a specific language. It's not a book about C, it's a book using C.

[Download to continue reading...](#)

Problem Solving and Program Design in C (7th Edition) Principles of Program Design: Problem-Solving with JavaScript (Logic and Design) Algorithms: C++: Data Structures, Automation & Problem Solving, w/ Programming & Design (app design, app development, web development, web design, jquery, ... software engineering, r programming) Problem Solving and Program Design in C (8th Edition) Problem Solving and Program Design in C Java: An Introduction to Problem Solving and Programming (7th Edition) Data Abstraction & Problem Solving with C++: Walls and Mirrors (7th Edition) Supervisor Training Program (STP) Unit 6 Participant's Manual: Risk Management and Problem Solving Lean Construction Education Program Unit 7: Problem-Solving Principles and Tools- Instructor's Guide Problem Solving, Abstraction, and Design using C++ (6th Edition) Java Programming: Master's Handbook: A TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures & Algorithms (Code like a PRO in 24 ... design, tech, perl, ajax, swift, python) Ruby: Programming, Master's Handbook: A TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures & Algorithms (Code like a PRO in 24 ... design, tech, perl, ajax, swift, python) Student Value Edition for Java: An Introduction to Problem Solving and Programming (6th Edition) Community Policing and Problem Solving: Strategies and Practices (6th Edition) Guide to Law and Literature for Teachers, Students, and Researchers: Companion Text to Literature and Legal Problem Solving : Law and Literature As Ethical Discourse Data Structures and Problem Solving Using Java (4th Edition) Data Structures and Problem Solving Using Java (3rd Edition) Data Abstraction & Problem Solving with C++: Walls and Mirrors (6th Edition) Java: An Introduction to Problem Solving and Programming (4th Edition) Java: An Introduction to Problem

Solving and Programming (6th Edition)

[Dmca](#)