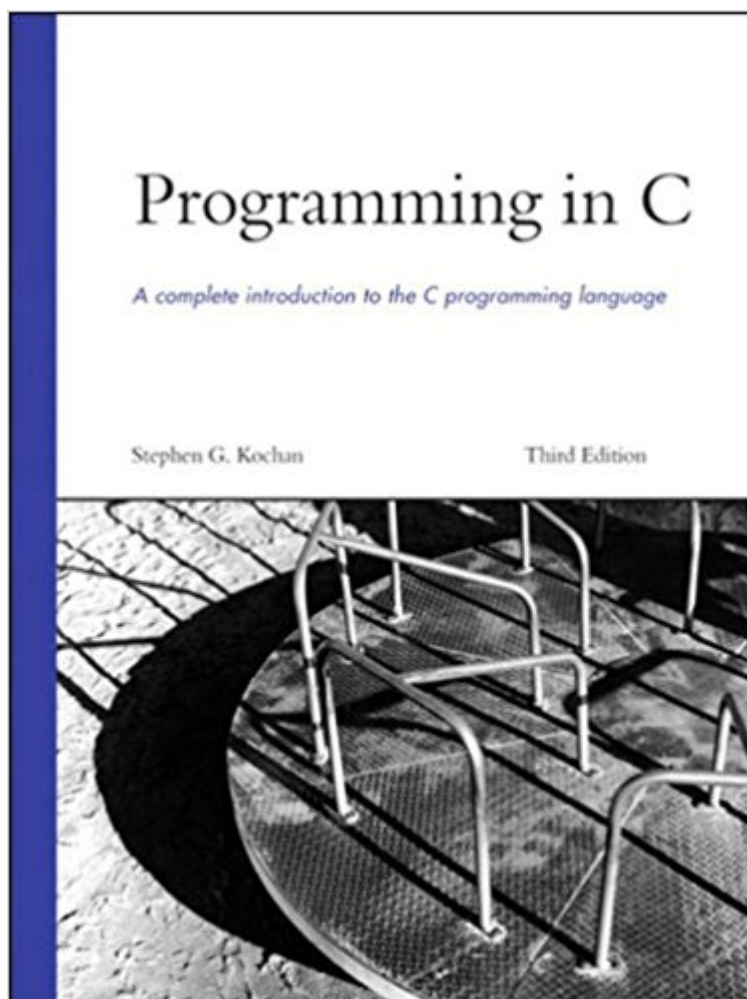# The book was found

Programming In C

Synopsis

Learn the C programming language from one of the best. Stephen Kochan's Programming in C is thorough with easy-to-follow instructions that are sure to benefit beginning programmers. This book provides readers with practical examples of how the C programming language can be used with small, fast programs, similar to the programming used by large game developers such as Nintendo. If you want a one-stop-source for C programming, this book is it.The book is appropriate for all introductory-to-intermediate courses on programming in the C language, including courses covering C programming for games and small-device platforms. Programming in C, Third Edition is a thoroughly revised and updated edition of Steven Kochan's classic C programming tutorial: a book that has helped thousands of students master C over the past twenty years. This edition fully reflects the latest C standard and contains current source code. It has been crafted to help students master C regardless of the platform they intend to use or the applications they intend to create -- including small-device and gaming applications, where C's elegance and speed make it especially valuable. Kochan begins with the fundamentals, then covers every facet of C language programming: variables, data types, arithmetic expressions, program looping, making decisions, arrays, functions, structures, character strings, pointers, operations on bits, the preprocessors, I/O, and more. Coverage also includes chapters on working with larger programs; debugging programs; and the fundamentals of object-oriented programming. Appendices include a complete language summary, an introduction to the Standard C Library, coverage of compiling and running programs using gcc, common programming mistakes, and more.

Book Information

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Customer Reviews

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

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