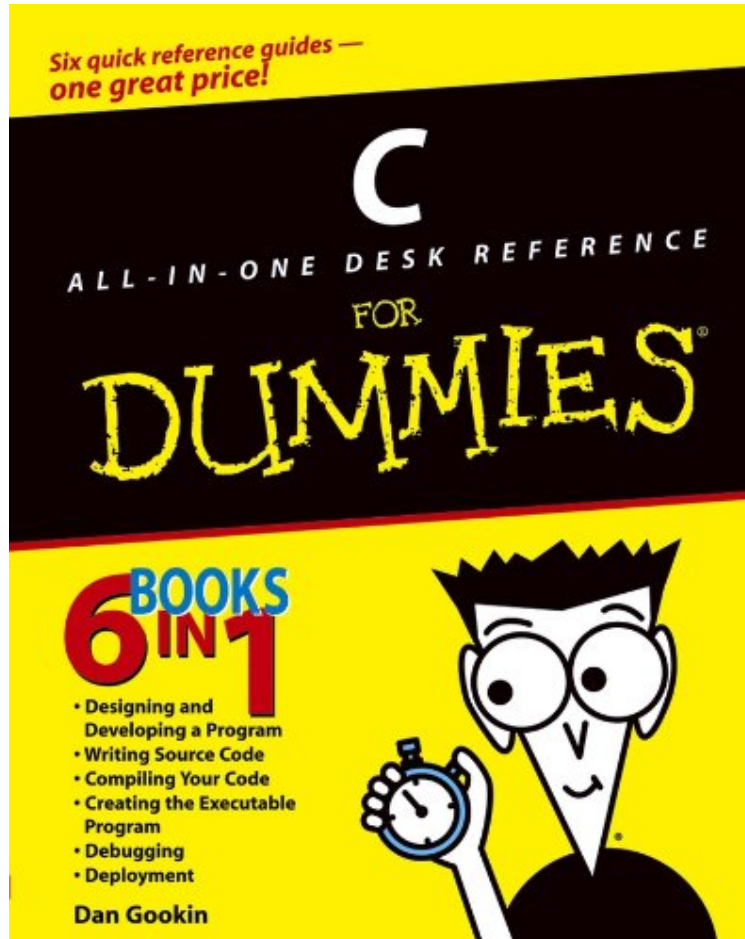


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KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. C All-in-One Desk Reference For DummiesVon Hannes MoellerIf you are new to C programming and are not at all motivated to learn it but have to because you have been put in a situation where you need it, this book will make your C programming journey surprisingly fun and at the end you will actually end up as a C programmer. I found the book also fun to read. The author is really witty. I recommend it!

Kurzbeschreibung Covers everything users need to get up to speed on C programming, including advanced topics to

take their programming skill to the next level Walks C programmers through the entire development cycle of a C program-designing and developing the program, writing source code, compiling the code, linking the code to create the executable programs, debugging, and deployment Provides thorough coverage of keywords, program flow, conditional statements, constants and variables, numeric values, arrays, strings, functions, pointers, debugging, prototyping, and much more Addresses some advanced programming topics such as graphics and game programming as well as Windows and Linux programming Includes dozens of sample programs that readers can adapt and modify for their own uses Written by the author of the first-ever For Dummies book-a man known for his ability to take complex material and present it in a way that makes it simple and fun Kurzbeschreibung Covers everything users need to get up to speed on C programming, including advanced topics to take their programming skill to the next level Walks C programmers through the entire development cycle of a C program-designing and developing the program, writing source code, compiling the code, linking the code to create the executable programs, debugging, and deployment Provides thorough coverage of keywords, program flow, conditional statements, constants and variables, numeric values, arrays, strings, functions, pointers, debugging, prototyping, and much more Addresses some advanced programming topics such as graphics and game programming as well as Windows and Linux programming Includes dozens of sample programs that readers can adapt and modify for their own uses Written by the author of the first-ever For Dummies book-a man known for his ability to take complex material and present it in a way that makes it simple and fun Synopsis This work covers everything users need to get up to speed on C programming, including advanced topics to take their programming skill to the next level. This work walks C programmers through the entire development cycle of a C program-designing and developing the program, writing source code, compiling the code, linking the code to create the executable programs, debugging, and deployment. It provides thorough coverage of keywords, program flow, conditional statements, constants and variables, numeric values, arrays, strings, functions, pointers, debugging, prototyping, and much more. It addresses some advanced programming topics such as graphics and game programming as well as Windows and Linux programming. It includes dozens of sample programs that readers can adapt and modify for their own uses. It is written by the author of the first-ever "For Dummies" book-a man known for his ability to take complex material and present it in a way that makes it simple and fun.