

Turbo C Programming 4th Edition Robert Lafore

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The Waite Group's Master C++ - Rex Woollard 1992

No background in C is required to learn to program in C++ with this innovative computer-based training system. -- Covers everything needed for writing OOP programs -- Goes over the fundamentals of C that are common to C++ -- Monitors progress like a patient teacher -- Teaches object-oriented programming and the C++ language syntax quickly and efficiently

Learn to Program with C - Noel Kalicharan 2015-12-16

This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs,

spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.

C++ Demystified - Jeff Kent 2004-05-17

Minimal technical jargon, step-by-step discussions, and quizzes at the end of each chapter make this an easy-to-understand guide to C++ programming. Quickly learn what a programming language is and the anatomy of C++, then jump right into creating your own programs with expert guidance. Discover functions, objects, compilers, linkers, and much more along the way. For the fast and easy way to understanding the fundamentals of C++, this is the resource you need.

Forthcoming Books - Rose Army 1993-04

Programming with ANSI and Turbo C - Ashok Kamthane 2006-07-30

Developing Windows 3 Applications with Microsoft SDK - Brent Rector

1992

Introduces Microsoft's software development kit for the Windows interface program, covers dynamic data exchange, multiple document interface, dynamic link libraries, and object oriented programming, and includes sample programs

The Publishers' Trade List Annual - 1990

Encyclopedia of Computer Science and Technology - Harry Henderson 2009

Presents an illustrated A-Z encyclopedia containing approximately 600 entries on computer and technology related topics.

The Waite Group's C++ Programming - John Thomas Berry 1992

The perfect primer for all intermediate and advanced C++ programmers! A completely updated outlook on incorporating object-oriented programming with C++. -- Includes many practical explanations and examples -- Beneficial to both UNIX and DOS programmers -- Advances readers to power programmer status quickly

C++ Primer - Stanley Lippman 2012-08-06

Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new

C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today's best coding styles and program design techniques Understand the "rationale behind the rules": why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned Access the source code for the extended examples from informit.com/title/0321714113 C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

Effective C++ - Scott Meyers 1998

Effective C++ has been updated to reflect the latest ANSI/ISO standards. The author, a recognised authority on C++, shows readers fifty ways to improve their programs and designs.

Books in Print - 1977

The Waite Group's Microsoft C Programming for the PC - Robert W. Lafore 1990

The most recent, unannounced release of Microsoft C will provide serious programmers and software developers with current developments in C programming. Robert Lafore's title has become the de facto standard for C programmers and developers with easy-to-understand steps, programs, and questions and answers.

C++ - Kayshav Dattatri 2000

8676J-4 Learn to program the way commercial developers do! C++: Effective Object Oriented Software Construction, Second Edition is crafted to help you understand the C++ object-oriented paradigm in depth. It enables you to translate object concepts to practical solutions, no matter what software development environment you encounter. This edition is updated for the new ANSI C++ standard. The book introduces the fundamentals of object-oriented design/programming in the context

of real world C++ software development, presenting proven strategies for using C++ to engineer elegant, high-quality software as quickly and efficiently as possible. You'll learn about: Classes, objects, and data abstraction Object design techniques and strategies for building efficient and stable architectures The C++ object model, and its cost/benefit implications C++ code style guidelines for projects Tips for writing multi-threaded object-oriented software Single and multiple inheritance, generic programming, and error management In this book, the author reveals the strategies professional developers have learned to maximize code and design reuse. You'll learn how to manage the extensive "housekeeping" that's associated with effective C++ software development. Then, you'll walk through detailed, real-world comparisons of the strengths and weaknesses of the major object-oriented languages. In addition, this book uses UML (Unified Modeling Language) to illustrate its design examples. Whether you're a new programmer, a programmer familiar with procedural languages, or a C++ programmer who isn't using object-oriented techniques to their full potential, C++: Effective Object Oriented Software Construction will help you achieve your most critical goals as a developer.

LET US C SOLUTIONS -15TH EDITION - Yashavant kanetkar

2018-06-01

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 would 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: Introduction Chapter 0 : Before We begin Chapter 1 : Getting

Started Chapter 2 : C Instructions Chapter 3 : Decision Control Instruction Chapter 4 : More Complex Decision Making Chapter 5 : Loop control Instruction Chapter 6 : More Complex Repetitions Chapter 7 : Case Control Instruction Chapter 8 : Functions Chapter 9 : Pointers Chapter 10 : Recursion Chapter 11 : Data Types Revisited Chapter 12 : The C Preprocessor Chapter 13 : Arrays Chapter 14 : Multidimensional Arrays Chapter 15 : Strings Chapter 16 : Handling Multiple Strings Chapter 17 : Structures Chapter 18 : Console Input/Output Chapter 19 : File Input/output Chapter 20 : More Issues in Input/Output Chapter 21 : Operations on Bits Chapter 22 : Miscellaneous features Chapter 23 : C Under Linux

A Common-Sense Guide to Data Structures and Algorithms, Second Edition - Jay Wengrow 2020-08-10

Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for today's web and mobile apps. Take a practical approach to data structures and algorithms, with techniques and real-world scenarios that you can use in your daily production code, with examples in JavaScript, Python, and Ruby. This new and revised second edition features new chapters on recursion, dynamic programming, and using Big O in your daily work. Use Big O notation to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster than the alternatives. Dig into advanced data structures such as binary trees and graphs to help scale specialized applications such as social networks and mapping software. You'll even encounter a single keyword that can give your code a turbo boost. Practice your new skills with exercises in every chapter, along with detailed solutions. Use these techniques today to make your code faster and more scalable.

The C++ Programming Language - Bjarne Stroustrup 2013

Offers information on using the C++ programming language using the

new C++11 standard, covering such topics as concurrency, facilities, standard libraries, and design techniques.

Object-Oriented Programming In Microsoft C + + - LAFORE ROBERT 1994

Structured Programming with C++ -

C++ Crash Course - Josh Lospinoso 2019-09-24

A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading C++ Crash Course, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for intermediate to advanced programmers, C++ Crash Course cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including:

- Fundamental types, reference types, and user-defined types
- The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm
- Compile-time polymorphism with templates and run-time polymorphism with virtual classes
- Advanced expressions, statements, and functions
- Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities
- Containers, iterators, strings, and algorithms
- Streams and files, concurrency, networking, and application development

With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you

build a strong C++ foundation.

Developing Windows Applications with Borland C++3 - James W. McCord 1992

An extensive reference section highlights tutorials and advice--so all C++ programmers can successfully build their own Windows applications. The code examples, illustrations, and exercises to reinforce learning cover all facets through Borland C++ 2.0.

Aspects du vocabulaire - Université de Lyon II. Centre de recherche en terminologie et traduction 1993

C++ Programming: From Problem Analysis to Program Design - D. S. Malik 2017-05-24

Learn how to program with C++ using today's definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 8E. D.S. Malik's time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik's experience further strengthen the reader's understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond.

Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
The Waite Group's Object-oriented Programming in Turbo C++ - Robert Lafore 1991

Professionals, students and computer hackers will all appreciate this new guide's thorough but focused approach to learning C++. The author of the bestselling Turbo C Programming for the IBM (250,000 copies in print) teaches object-oriented programming from the ground up.

Programming in C++, 2/e - Ashok Kamthane

The revised and updated version of the student-friendly, practical and example-driven book, *Programming in C++*, continues to give its readers a solid background and a learning platform to the fundamentals of C++. This comprehensive book, enriched with illustrations and a number of solved programs, will help the students to master this subject.

The C++ Programming Language - Bjarne Stroustrup 2000

Lafore's Windows Programming Made Easy - Robert Lafore 1993

Simplifying Windows programming for the average user, this introductory programming guide covers the most popular compilers for Windows programming--Borland C++ for Windows and Turbo C++ for Windows. Original.

Data Structures & Algorithms in Python - John Canning 2022-05-18

LEARN HOW TO USE DATA STRUCTURES IN WRITING HIGH PERFORMANCE PYTHON PROGRAMS AND ALGORITHMS This practical introduction to data structures and algorithms can help every programmer who wants to write more efficient software. Building on Robert Lafore's legendary Java-based guide, this book helps you understand exactly how data structures and algorithms operate. You'll learn how to efficiently apply them with the enormously popular Python language and scale your code to handle today's big data challenges. Throughout, the authors focus on real-world examples, communicate key ideas with intuitive, interactive visualizations, and limit complexity and math to what you need to improve performance. Step-by-step, they introduce arrays, sorting, stacks, queues, linked lists, recursion, binary trees, 2-3-4 trees, hash tables, spatial data structures, graphs, and more. Their code examples and illustrations are so clear, you can understand them even if you're a near-beginner, or your experience is with other procedural or object-oriented languages. Build core computer science skills that take you beyond merely "writing code" Learn how data structures make programs (and programmers) more efficient See how data organization and algorithms affect how much you can do with today's, and tomorrow's, computing resources Develop data structure implementation skills you can use in any language Choose the best data

structure(s) and algorithms for each programming problem--and recognize which ones to avoid *Data Structures & Algorithms in Python* is packed with examples, review questions, individual and team exercises, thought experiments, and longer programming projects. It's ideal for both self-study and classroom settings, and either as a primary text or as a complement to a more formal presentation.

Object-Oriented Programming in C++, 3rd Edition - Robert Lafore 2003-01-01

The Waite Group's *Object-Oriented Programming in C++*, Third Edition is the latest revision in a series of classic programming titles--having introduced thousand of users to object-oriented programming in C++. This book takes you from simple programming examples straight up to full-fledged object-oriented applications quick, real-world examples, conceptual illustrations, questions, and exercises. Covering the most current features of the ANSI/ISO C++ standard as it applies object-oriented programming, this guide assumes no C programming experience* only expects you to be familiar with basic programming concepts. Learn the syntax and features of C++ and how they can be used to tackle recurring problems with design patterns, help determine C++ classes, and how to systematically diagram the relationship between classes using CRC modeling and the Universal Modeling Language (UML).

Let us Java - Kanetkar Yashavant 2019-09-20

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. Description Java 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 for This 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 Instruction6. Case Control Instruction7. Functions8. Advanced Features of Functions9. Introduction to OOP10. Classes and Objects11. Arrays12. Strings and Enums13. Inheritance14. Polymorphism15. 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 benefitted 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, IIITs, 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. Yadhavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His Linkedin profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

Data Structures Through C - Yashavant P. Kanetkar 2003-02-01

Data Structures and Algorithms in Java - Michael T. Goodrich 2014-01-28
The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Standard C++ with Object-oriented Programming - Paul S. Wang 2001

While there are many books used to teach the C++ programming course, very few have been written specifically as texts. STANDARD C++ WITH OBJECT-ORIENTED PROGRAMMING is intended for courses in C++ programming, object-oriented programming, or any combination of the two at the sophomore level or higher. Prerequisites for this course are Introduction to Programming (CS1) and Data Structures (CS2). This text treats C++ as a tool for bridging real-world application, addressing basic theoretical concepts of object-oriented programming. The material is

organized and presented in a simple, concise, and easy-to-follow manner. Wang has developed interesting examples and challenging exercises that reinforce the text's hands-on approach.

Object-oriented Programming with C++ - David Parsons 1994

Provides a straightforward and practical approach to object-oriented concepts, analysis, design and programming for students on Higher National and degree courses.

Object-Oriented Programming in C++ - Robert Lafore 1997-12-18

Object-Oriented Programming in C++ begins with the basic principles of the C++ programming language and systematically introduces increasingly advanced topics while illustrating the OOP methodology.

While the structure of this book is similar to that of the previous edition, each chapter reflects the latest ANSI C++ standard and the examples have been thoroughly revised to reflect current practices and standards.

Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

Object Oriented Programming In C++, 4/E - Lafore 2002-09

Java for Absolute Beginners - Iuliana Cosmina 2018-12-05

Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on

practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Paperbound Books in Print - 1992

American Book Publishing Record - 1999

Object-Oriented Programming with ANSI and Turbo C++: - Kamthane, Ashok

Object-Oriented Programming with ANSI and Turbo C++ gives you a solid background in the fundamentals of C++ which has emerged as a standard object-oriented programming language. This comprehensive book, enriched with illustrations and a number of s