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Descrizione fisica	1 online resource (81 p.)
Collana	Expert's Voice in C
Disciplina	004
Soggetti	Programming languages (Electronic computers) Software engineering Programming Languages, Compilers, Interpreters Software Engineering/Programming and Operating Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Contents at a Glance; Introduction; Chapter 1: Hello World; Creating a Project; Adding a Source File; Hello World; IntelliSense; Chapter 2: Compile and Run; Visual Studio Compilation; Console Compilation; Comments; Chapter 3: Variables; Data Types; Declaring Variables; Assigning Variables; Printing Variables; Integer Types; Signed and Unsigned; Sized Integers; Floating-Point Types; Literal Suffixes; Char Type; Bool Type; Variable Scope; Chapter 4: Operators; Arithmetic Operators; Assignment Operators; Combined Assignment Operators; Increment and Decrement Operators; Comparison Operators Logical Operators Bitwise Operators; Operator Precedence; Chapter 5: Pointers; Creating Pointers; Dereferencing Pointers; Pointing to a Pointer; Null Pointer; Chapter 6: Arrays; Array Declaration and Allocation; Array Assignment; Multi-Dimensional Arrays; Arrays and Pointers; Array Size; Chapter 7: String; Escape Characters; String Functions; Chapter 8: Conditionals; If Statement; Switch Statement; Ternary Operator; Chapter 9: Loops; While Loop; Do-While Loop; For Loop; Break and Continue; Goto Statement; Chapter 10: Functions; Defining Functions; Calling Functions; Function Parameters Void Parameter Return Statement; Forward Declaration; Variable Parameter Lists; Pass by Value; Pass by Address; Return by Value or

Address; Inline Functions; Chapter 11: Typedef; Chapter 12: Enum; Enum Example; Enum Constant Values; Enum Conversions; Enum Scope; Chapter 13: Struct; Struct Objects; Member Access; Struct Pointers; Bit Fields; Chapter 14: Union; Chapter 15: Type Conversions; Implicit Conversions; Explicit Conversions; Chapter 16: Storage Classes; Auto; Register; External; Static; Volatile; Chapter 17: Constants; Constant Variables; Constant Pointers; Constant Parameters Constant GuidelineChapter 18: Preprocessor; Including Source Files; Define; Undefine; Predefined Macros; Macro Functions; Conditional Compilation; Compile if Defined; Error and Warning; Line; Pragma; Chapter 19: Memory Management; Malloc; Free; Realloc; Void Pointer; Chapter 20: Command Line Arguments; Chapter 21: Headers; Why to Use Headers; What to Include in Headers; Include Guards; Index; Contents; About the Author; About the Technical Reviewer

Sommario/riassunto

The C Quick Syntax Reference is a condensed code and syntax reference to the popular C programming language, which has enjoyed some resurgence of late. C's efficiency makes it a popular choice in a wide variety of applications and operating systems with special applicability to, for instance, wearables, game programming, system level programming, embedded device/firmware programming and in Arduino and related electronics hobbies. This book presents the essential C syntax in a well-organized format that can be used as a quick and handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C programmer. In the C Quick Syntax Reference, you will find a concise reference to the C language syntax.; short, simple, and focused code examples; and well laid out table of contents and a comprehensive index allowing easy review.
