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	Titolo	Learn to Program with C [[electronic resource] /] / by Noel Kalicharan
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
	ISBN	1-4842-1371-8
	Edizione	[1st ed. 2015.]
	Descrizione fisica	1 online resource (323 p.)
	Collana	Expert's Voice in Programming
	Disciplina	004
	Soggetti	Programming languages (Electronic computers) Computer science Programming Languages, Compilers, Interpreters Computer Science, general
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	1. Elementary Programming Concepts -- 2. C The Basics -- 3. Programs with Sequence Logic -- 4. Programs with Selection Logic -- 5. Programs with Repetition Logic -- 6. Working with Characters and Strings -- 7. Working with Functions -- 8. Working with Arrays -- 9. Working with Structures -- A. Keywords in C -- B. ASCII -- C. Integers -- D. C Compilers.
	Sommario/riassunto	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.