

1. Record Nr.	UNINA9910842497803321
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Titolo	Modern C for Absolute Beginners : A Friendly Introduction to the C Programming Language // by Slobodan Dmitrovi
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2024
ISBN	9798868802249
Edizione	[2nd ed. 2024.]
Descrizione fisica	1 online resource (348 pages)
Disciplina	005.133
Soggetti	Programming languages (Electronic computers) Computer science Makerspaces Programming Language Computer Science Maker
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record. Chapter 17: Conditional Expression
Nota di contenuto	Part I: The C Programming Language -- Chapter 1: Introduction -- Chapter 2: Our First Program -- Chapter 3: Types and Declarations -- Chapter 4: Exercises -- Chapter 5: Operators -- Chapter 6: Expressions -- Chapter 7: Statements -- Chapter 8: Exercises -- Chapter 9: Arrays -- Chapter 10: Pointers -- Chapter 11: Command-line Arguments -- Chapter 12: Exercises -- Chapter 13: Functions -- Chapter 14: Exercises -- Chapter 15: Structures -- Chapter 16: Unions -- Chapter 17: Conditional Expression -- Chapter 18: Typedef -- Chapter 19: Const Qualifier -- Chapter 20: Enumerations -- Chapter 21: Function Pointers -- Chapter 22: Exercises -- Chapter 23: Preprocessor -- Chapter 24: Exercises -- Chapter 25: Dynamic Memory Allocation -- Chapter 26: Storage and Scope -- Chapter 27: Exercises -- Chapter 28: Standard Input and Output -- Chapter 29: File Input and Output -- Chapter 30: Exercises -- Chapter 31: Header and Source Files -- Part II: The C Standard Library -- Chapter 32: Introduction to C Standard Library -- Part III: Modern C Standards -- Chapter 33: Introduction to C 11 Standards -- Chapter 34: The C 17 Standard -- Chapter 35: The

Upcoming C2X Standard -- Part IV: Dos and Don'ts -- Chapter 36: Do Not Use the `gets` Function -- Chapter 37: Initialize Variables Before Using Them -- Chapter 38: Do Not Read Out of Bounds -- Chapter 39: Do Not Free the Allocated Memory Twice -- Chapter 40: Do Not Cast the Result of `malloc` -- Chapter 41: Do Not Overflow a Signed Integer -- Chapter 42: Cast a Pointer to `void*` When Printing Through `printf` -- Chapter 43: Do Not Divide by Zero -- Chapter 44: Where to Use Pointers? -- Chapter 45: Prefer Functions to Function-like Macros -- Chapter 46: Static Global Names -- Chapter 47: What to Put in Header Files? -- Part V: Appendices -- Appendix A: Linkage -- Appendix B: Time and Date -- Appendix C: Bitwise Operators -- Appendix D: Numeric Limits -- Appendix E: Summary and Advice.

## Sommario/riassunto

Learn the basics of C, the C standard library, and modern C standards. Complete with modern, up-to-date examples and screenshots, this new edition is fully updated and reworked with the latest C23 standards and features. C is a language that is as popular today as it was decades ago. It can be used to program a microcontroller or to develop an entire operating system. Author Slobodan Dmitrovi takes you on a journey through the C programming language, the standard library, and the C standards basics. Each chapter is the right balance of theory and code examples. Written in a concise and easy-to-follow manner, this book will provide you all the essentials needed to start programming in modern C. You will:

- Understand C programming language and C standard library fundamentals
- Work with new C standards features
- Study the basics of types, operators, statements, arrays, functions, and structs
- Review the fundamentals of pointers, memory allocation, and memory manipulation
- Take advantage of best practices in C.