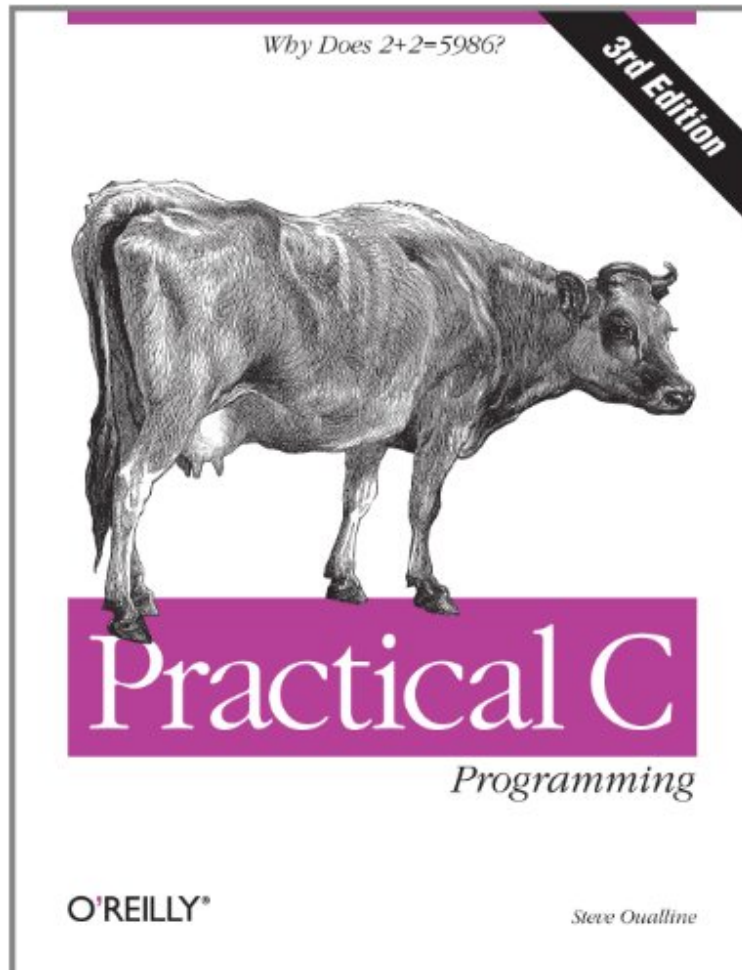


## Practical C Programming: Why Does 2+2 = 5986? (Nutshell Handbooks)

Von Steve Oualline  
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**Von Steve Oualline : Practical C Programming: Why Does 2+2 = 5986? (Nutshell Handbooks)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Practical C Programming: Why Does 2+2 = 5986? (Nutshell Handbooks):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Fehler ber FehlerVon ThomasBereits die vorhergehenden Editionen dieses Buches sind vom Aufbau nicht gerade klar. So auch diese. Zum C++ lernen definitiv nicht optimal, hatte ich auch nicht erwartet. Aber es finden sich leider immer wieder Fehler im Buch. Schade.19 von 19 Kunden fanden die folgende Rezension hilfreich. definitive guide to the language, but not for beginnersVon Noel E. LecarosAs a language reference, I highly recommend this book. Every language feature is explained, with illustrative code snippets. Aside from the section on the standard library, this book

improves on the previous edition by incorporating more material on designing using C++. This is significant because a major stumbling block to using C++ well is knowing when and where to use a language feature. Another major improvement is the section on 'advice' which can be found at the end of every chapter. This portion summarizes what the chapter was trying to teach, with pointers to the relevant part of the book. As a tutorial for the beginner, I suggest you look elsewhere. The book is not easy to read, since the author tries to explain so much in so little space (if you can call 900 pages 'little'). You will probably read this book more than TWICE. First, to simply try out the language on your compiler (sit in front of your computer when you do). Second, to digest the material on designing using C++ (try doing this away from your computer). Third, to see if you missed out anything significant. You will.

11 von 11 Kunden fanden die folgende Rezension hilfreich. Excellent, useful, complete. Requires interest and effort. Von Clayton This book is inappropriate for a person who is new to programming. It is even more inappropriate for a quick-and-easy programmer who wants to learn practical skills as quickly as possible but lacks the interest and desire to achieve a high level of skill. Bookshelves are overflowing with books for these two types of people. Instead of adding another title to that flood, Bjarne Stroustrup delivers a well-written, well-structured book that helps in a challenging area where good resources like this one are needed. To those who dislike the writing style, I say "sorry, find another book." If you find the sentences hard to read, it is because they are written at a level of clarity and precision required by the concepts. If you find the concepts hard to understand, it is because they are presented with an insightfulness and thoroughness required by the academic/technical audience it is written for. This is neither your fault nor the author's: the book just wasn't written for you. When I was learning C++, I also found this book difficult and challenging, but with effort I was able to read and understand it. The more I know, the more useful the book is to me, and the happier I am that I put in that effort. In a sense it is a complete reference not only to the language but also to the design paradigm(s) that inspired the language. The concepts of OOP / generic programming aren't too bad at the surface level. But try and understand them enough to use them to construct complicated systems well, and they are genuinely hard. Every time I struggled with some aspect of the book, I realized once I understood it that Stroustrup had presented it in the best way possible. That's the best part of this book: you can trust that the author is guiding you from a position of knowledge and experience. But what else should we expect from the creator of C++? We are implicitly trusting him anyway by using his language.

Kurzbeschreibung There are lots of introductory C books, but this is the first one that has the no-nonsense, practical approach that has made Nutshell Handbooks famous. C programming is more than just getting the syntax right. Style and debugging also play a tremendous part in creating programs that run well and are easy to maintain. This book teaches you not only the mechanics of programming, but also describes how to create programs that are easy to read, debug, and update. Practical rules are stressed. For example, there are fifteen precedence rules in C (comes before || comes before ?:). The practical programmer reduces these to two: Multiplication and division come before addition and subtraction. Contrary to popular belief, most programmers do not spend most of their time creating code. Most of their time is spent modifying someone else's code. This book shows you how to avoid the all-too-common obfuscated uses of C (and also to recognize these uses when you encounter them in existing programs) and thereby to leave code that the programmer responsible for maintenance does not have to struggle with. Electronic Archaeology, the art of going through someone else's code, is described. This third edition introduces popular Integrated Development Environments on Windows systems, as well as UNIX programming utilities, and features a large statistics-generating program to pull together the concepts and features in the language.