

## C How To Program Global Edition 8th Edition Ebook

The professional programmer's Deitel® guide to procedural programming in C through 130 working code examples. Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching the C language and the C Standard Library. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features approximately 5,000 lines of proven C code and hundreds of savvy tips that will help you build robust applications. Start with an introduction to C, then rapidly move on to more advanced topics, including building custom data structures, the Standard Library, select features of the new C11 standard such as multithreading to help you write high-performance applications for today's multicore systems, and secure C programming sections that show you how to write software that is more robust and less vulnerable. You'll enjoy the Deitels' classic treatment of procedural programming. When you're finished, you'll have everything you need to start building industrial-strength C applications. Practical, example-rich coverage of: C programming fundamentals Compiling and debugging with GNU gcc and gdb, and Visual C++® Key new C11 standard features: Type generic expressions, anonymous structures and unions, memory alignment, enhanced Unicode® support, `_Static_assert`, `quick_exit` and `at_quick_exit`, `_Noreturn` function specifier, C11 headers C11 multithreading for enhanced performance on today's multicore systems Secure C Programming sections Data structures, searching and sorting Order of evaluation issues, preprocessor Designated initializers, compound literals, `bool` type, complex numbers, variable-length arrays, restricted pointers, type generic math, inline functions, and more. Visit [www.deitel.com](http://www.deitel.com) For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit [www.deitel.com/training](http://www.deitel.com/training) or write to [deitel@deitel.com](mailto:deitel@deitel.com) Download code examples To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at [www.deitel.com/newsletter/subscribe.html](http://www.deitel.com/newsletter/subscribe.html) Join the Deitel social networking communities on Facebook® at [facebook.com/DeitelFan](https://facebook.com/DeitelFan) , Twitter® @deitel, LinkedIn® at [bit.ly/DeitelLinkedIn](http://bit.ly/DeitelLinkedIn) and Google+™ at [gplus.to/Deitel](http://gplus.to/Deitel)

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Beginning computing students often finish the introduction to programming course without having had exposure to various system tools, without knowing how to optimize program performance and without understanding how programs interact with the larger computer system. Adam Hoover's System Programming with C and Unix introduces students to commonly used system tools (libraries, debuggers, system calls, shells and scripting languages) and then explains how to utilize these tools to optimize program development. The text also examines lower level data types with an emphasis on memory and understanding how and why different data types are used.

"For all basic-to-intermediate level courses in Visual C# programming." An informative, engaging, challenging and entertaining introduction to Visual C# Created by world-renowned programming instructors Paul and Harvey Deitel, "Visual C# How to Program, "Sixth Edition introduces students to the world of desktop, mobile and web app development with Microsoft s(r) Visual C#(r) programming language. Students will use .NET platform and the Visual Studio(r) Integrated Development Environment to write, test, and debug applications and run them on a wide variety of Windows(r) devices. At the heart of the book is the Deitel signature live-code approach rather than using code snippets, the authors present concepts in the context of complete working programs followed by sample executions. Students begin by getting comfortable with the Visual Studio Community edition IDE and basic C# syntax. Next, they build their skills one step at a time, mastering control structures, classes, objects, methods, variables, arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the authors introduce more sophisticated techniques, including searching, sorting, data structures, generics, and collections. Additional practice is provided through a broad range of example programs and exercises selected from computer science, business, education, social issues, personal utilities, sports, mathematics, puzzles, simulation, game playing, graphics, multimedia and many other areas."

PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study Standard Template Library (STL): Containers, Iterators and Algorithms I/O, Types, Control Statements, Functions Arrays, Vectors, Pointers, References String Class, C-Style Strings Operator Overloading, Templates Exception Handling, Files Bit and Character Manipulation Boost Libraries and the Future of C++ GNU™ and Visual C++® Debuggers And more... VISIT [WWW.DEITEL.COM](http://WWW.DEITEL.COM) For information on Deitel® Dive-Into® Series corporate training courses offered at customer sites worldwide (or write to [deitel@deitel.com](mailto:deitel@deitel.com)) Download code examples Check out the growing list of programming, Web 2.0 and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at [www.deitel.com/newsletter/subscribe.html](http://www.deitel.com/newsletter/subscribe.html) Read archived issues of the DEITEL® BUZZ ONLINE The professional programmer's DEITEL® guide to C++ and object-oriented application development. Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the C++ language and C++ Standard Libraries in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features 240 C++ applications with over 15,000 lines of proven C++ code, and hundreds of tips that will help you build robust applications. Start with an introduction to C++ using an early classes and objects approach, then rapidly move on to more advanced topics, including templates, exception handling, the Standard Template Library (STL) and selected features from the Boost libraries. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® 2 ATM case study,

including a complete C++ implementation. When you're finished, you'll have everything you need to build object-oriented C++ applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including C++, .NET, Java™, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS “An excellent ‘objects first’ coverage of C++. The example-driven presentation is enriched by the optional UML case study that contextualizes the material in an ongoing software engineering project.” –Gavin Osborne, Saskatchewan Institute of Applied Science and Technology “Introducing the UML early on is a great idea.” –Raymond Stephenson, Microsoft “Good use of diagrams, especially of the activation call stack and recursive functions.” –Amar Raheja, California State Polytechnic University, Pomona “Terrific discussion of pointers—probably the best I have seen.” –Anne B. Horton, Lockheed Martin “Great coverage of polymorphism and how the compiler implements polymorphism ‘under the hood.’” –Ed James-Beckham, Borland “The Boost/C++0x chapter will get you up and running quickly with the memory management and regular expression libraries, plus whet your appetite for new C++ features being standardized.” –Ed Brey, Kohler Co. “Excellent introduction to the Standard Template Library (STL). The best book on C++ programming!” –Richard Albright, Goldey-Beacom College “Just when you think you are focused on learning one topic, suddenly you discover you’ve learned more than you expected.” –Chad Willwerth, University of Washington, Tacoma “The most thorough C++ treatment I’ve seen. Replete with real-world case studies covering the full software development lifecycle. Code examples are extraordinary!” –Terrell Hull, Logicalis Integration Solutions/

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The Deitels’ groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine. The Eighth Edition of this acclaimed text is now current with the Java SE 6 updates that have occurred since the book was last published. The Late Objects Version delays coverage of class development until Chapter 8, presenting the control structures, methods and arrays material in a non-object-oriented, procedural programming context.

For more than a decade, hundreds of thousands of students have acquired excellent programming skills by using Problem Solving and Program Design in C to learn programming fundamentals and the C programming language. This book remains a best-selling introductory programming text for beginners using the C programming language because it provides a structured approach to solving problems. To enhance students' learning experience, the book offers the right number and kind of pedagogical features, including end-of-section and end-of-chapter exercises, examples and case studies, syntax and program style display boxes, error discussions, and end-of-chapter projects. Book jacket.

For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels’ How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel “Live Code” approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives students a chance to run each program as they study it and see how their learning applies to real world programming scenarios. MyProgrammingLab® not included. Students, if MyProgrammingLab is a recommended/mandatory component of the course, please ask your instructor for the correct ISBN and course ID. MyProgrammingLab should only be purchased when required by an instructor. Instructors, contact your Pearson representative for more information. MyProgrammingLab is an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts.

This book provides comprehensive coverage of object-oriented programming in Visual C++, including several major integrated case studies: the GradeBook class, the Time class, the Employee class and the optional OOD/UML- the industry-standard object-oriented system modeling language.

If you are new to C++ programming, C++ Primer Plus, Fifth Edition is a friendly and easy-to-use self-study guide. You will cover the latest and most useful language enhancements, the Standard Template Library and ways to streamline object-oriented programming with C++. This guide also illustrates how to handle input and output, make programs perform repetitive tasks, manipulate data, hide information, use functions and build flexible, easily modifiable programs. With the help of this book, you will: Learn C++ programming from the ground up. Learn through real-world, hands-on examples. Experiment with concepts, including classes, inheritance, templates and exceptions. Reinforce knowledge gained through end-of-chapter review questions and practice programming exercises. C++ Primer Plus, Fifth Edition makes learning and using important object-oriented programming concepts understandable. Choose this classic to learn the fundamentals and more of C++ programming.

The third edition of Operating Systems has been entirely updated to reflect current core operating system concepts and design considerations. To complement the discussion of operating system concepts, the book features two in-depth case studies on Linux and Windows XP. The case studies follow the outline of the book, so readers working through the chapter material can refer to each case study to see how a particular topic is handled in either Linux or Windows XP. Using Java code to illustrate key points, Operating Systems introduces processes, concurrent programming, deadlock and indefinite postponement, mutual exclusion, physical and virtual memory, file systems, disk performance, distributed systems, security and more. New to this edition are a chapter on multithreading and extensive treatments of distributed computing, multiprocessing, performance, and computer security. An ideal up-to-date book for beginner operating

systems readers.

In this updated edition, authors Deborah and Eric Ray use crystal-clear instructions and friendly prose to introduce you to all of today's Unix essentials. You'll find the information you need to get started with the operating system and learn the most common Unix commands and concepts so that Unix can do the hard work for you. After mastering the basics of Unix, you'll move on to how to use directories and files, work with a shell, and create and edit files. You'll then learn how to manipulate files, configure a Unix environment, and run—and even write—scripts.

Throughout the book—from logging in to being root—the authors offer essential coverage of Unix.

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Late Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you will receive via email the code and instructions on how to access this product. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

A detailed introduction to the C programming language for experienced programmers. The world runs on code written in the C programming language, yet most schools begin the curriculum with Python or Java. Effective C bridges this gap and brings C into the modern era—covering the modern C17 Standard as well as potential C2x features. With the aid of this instant classic, you'll soon be writing professional, portable, and secure C programs to power robust systems and solve real-world problems. Robert C. Seacord introduces C and the C Standard Library while addressing best practices, common errors, and open debates in the C community. Developed together with other C Standards committee experts, Effective C will teach you how to debug, test, and analyze C programs. You'll benefit from Seacord's concise explanations of C language constructs and behaviors, and from his 40 years of coding experience. You'll learn:

- How to identify and handle undefined behavior in a C program
- The range and representations of integers and floating-point values
- How dynamic memory allocation works and how to use nonstandard functions
- How to use character encodings and types
- How to perform I/O with terminals and filesystems using C Standard streams and POSIX file descriptors
- How to understand the C compiler's translation phases and the role of the preprocessor
- How to test, debug, and analyze C programs

Effective C will teach you how to write professional, secure, and portable C code that will stand the test of time and help strengthen the foundation of the computing world.

Software -- Programming Languages.

For introductory courses in Visual Basic Programming, offered in departments of Information Technology, Computer Science or Business. Merging the concept of a lab manual with that of a conventional textbook, the Deitels have crafted an innovative approach that enables students to learn programming while having a mentor-like book by their side. This best-seller blends the Deitel™ signature Live-Code™ Approach with their Application-Driven™ methodology. Students learn programming and Visual Basic by working through a set of applications. Each tutorial builds upon previously learned concepts while learning new ones. An abundance of self assessment exercises are available at the end of most chapters to reinforce key ideas. This approach makes it possible to cover a wealth of programming constructs within the Visual Basic 2010 environment. View the Deitel Buzz online to learn more about the newest publications from the Deitels.

For Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. The Seventh Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers.

Programming in C is an introductory-level text book which follows a practical approach to help the students learn programming in a procedural manner. It discusses the line-by-line explanation of concepts and logic, used in the programs. All the programs in the book are fully-tested and compiled.

Appropriate for all basic-to-intermediate level courses in Visual Basic 2012 programming. Created by world-renowned programming instructors Paul and Harvey Deitel, the book introduces all facets of the Visual Basic 2012 language through a hands-on approach with hundreds of working programs.

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

O'Reilly's bestselling book on Linux's bash shell is at it again. Now that Linux is an established player both as a server and on the desktop Learning the bash Shell has been updated and refreshed to account for all the latest changes. Indeed, this third edition serves as the most valuable guide yet to the bash shell. As any good programmer knows, the first thing users of the Linux operating system come face to face with is the shell the UNIX term for a user interface to the system. In other words, it's what lets you communicate with the computer via the keyboard and display. Mastering the bash shell might sound fairly simple but it isn't. In truth, there are many complexities that need careful explanation, which is just what Learning the bash Shell provides. If you are new to shell programming, the book provides an excellent introduction, covering everything from the most basic to the most advanced features. And if you've been writing shell scripts for years, it offers a great way to find out what the new shell offers.

Learning the bash Shell is also full of practical examples of shell commands and programs that will make everyday use of Linux that much easier. With this book, programmers will learn: How to install bash as your login shell The basics of interactive shell use, including UNIX file and directory structures, standard I/O, and background jobs Command line editing, history substitution, and key bindings How to customize your shell environment without programming The nuts and bolts of basic shell programming, flow control structures, command-line options and typed variables Process handling, from job control to processes, coroutines and subshells Debugging techniques, such as trace and verbose modes Techniques for implementing system-wide shell customization and features related to system security Computers and Data Processing provides information pertinent to the advances in the computer field. This book covers a variety of topics, including the computer hardware, computer programs or software, and computer applications systems. Organized into five parts encompassing 19 chapters, this book begins with an overview of some of the fundamental computing concepts. This text then explores the

evolution of modern computing systems from the earliest mechanical calculating devices to microchips. Other chapters consider how computers present their results and explain the storage and retrieval of massive amounts of computer-accessible information from secondary storage devices. This book discusses as well the development, installation, evaluation, and control of computer systems. The final chapter discusses the use of computers in the transportation systems and the ways in which they make possible other innovations in transportation. This book is a valuable resource for computer scientists, systems analysts, computer programmers, mathematicians, and computer specialists.

For introductory courses in computer science and engineering. Learning to Program with ANSI-C Problem Solving and Program Design in C teaches introductory students to program with ANSI-C, a standardized, industrial-strength programming language known for its power and probability. The text uses widely accepted software engineering methods to teach students to design cohesive, adaptable, and reusable program solution modules with ANSI-C. Through case studies and real world examples, students are able to envision a professional career in programming. Widely perceived as an extremely difficult language due to its association with complex machinery, the Eighth Edition approaches C as conducive to introductory courses in program development. C language topics are organized based on the needs of beginner programmers rather than structure, making for an even easier introduction to the subject. Covering various aspects of software engineering, including a heavy focus on pointer concepts, the text engages students to use their problem solving skills throughout.

C# builds on the skills already mastered by C++ and Java programmers, enabling them to create powerful Web applications and components - ranging from XML-based Web services on Microsoft's .NET platform to middle-tier business objects and system-level applications.

Urbanization is a global phenomenon and the book emphasizes that this is not just a social-technological process. It is also a social-ecological process where cities are places for nature, and where cities also are dependent on, and have impacts on, the biosphere at different scales from local to global. The book is a global assessment and delivers four main conclusions: Urban areas are expanding faster than urban populations. Half the increase in urban land across the world over the next 20 years will occur in Asia, with the most extensive change expected to take place in India and China. Urban areas modify their local and regional climate through the urban heat island effect and by altering precipitation patterns, which together will have significant impacts on net primary production, ecosystem health, and biodiversity. Urban expansion will heavily draw on natural resources, including water, on a global scale, and will often consume prime agricultural land, with knock-on effects on biodiversity and ecosystem services elsewhere. Future urban expansion will often occur in areas where the capacity for formal governance is restricted, which will constrain the protection of biodiversity and management of ecosystem services.

C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language. The new second edition of "Practical C++ Programming" is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this new edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code. In short, to-the-point chapters, all aspects of programming are covered including style, software engineering, programming design, object-oriented design, and debugging. It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Steve Oualline's clear, easy-going writing style and hands-on approach to learning make "Practical C++ Programming" a nearly painless way to master this complex but powerful programming language.

C How to Program, 6e, is ideal for introductory courses in C Programming. Also for courses in Programming for Engineers, Programming for Business, and Programming for Technology. This text provides a valuable reference for programmers and anyone interested in learning the C programming language. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Using the Deitels' signature "Live-Code™ Approach," this complete, authoritative introduction to C programming offers strong treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs. Includes rich, 300-page treatment of object-oriented programming in C++ that helps readers interpret the code more effectively.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The professional programmer's Deitel® guide to C# 6 and object-oriented development for Windows®. Written for programmers with a background in high-level language programming, C# 6 for Programmers applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# 6 and .NET in depth. Concepts are presented in the context of 170+ fully coded and tested apps, complete with syntax shading, code highlighting, code walkthroughs, program outputs and hundreds of savvy software-development tips. Start with an introduction to C# using an early classes and objects approach, then rapidly move on to more advanced topics, including LINQ, asynchronous programming with async and await and more. You'll enjoy the treatment of object-oriented programming and an object-oriented design/UML® ATM case study, including a complete C# implementation. When you've mastered the book, you'll be ready to start building industrial-strength, object-oriented C# apps. Paul Deitel and Harvey Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages authoring and corporate training organization. Millions of people worldwide have used Deitel textbooks, professional books, LiveLessons™ video products, e-books, resource centers and REVEL™ interactive multimedia courses with integrated labs and assessment to master major programming languages and platforms, including C#, C++, C, Java™, Android™ app development, iOS app development, Swift™, Visual Basic®, Python™ and Internet and web programming. Features: •Use with Windows® 7, 8 or 10. •Integrated coverage of new C# 6 functionality: string interpolation, expression-bodied methods and properties, auto-implemented property initializers, getter-only properties, nameof, null-conditional operator, exception filters and more. •Entertaining and challenging code examples. •Deep treatment of classes, objects, inheritance, polymorphism and interfaces. •Generics, LINQ and generic collections; PLINQ (Parallel LINQ) for multicore performance. •Asynchronous programming with async and await; functional programming with lambdas, delegates and immutability. •Files; relational database with LINQ to Entities. •Object-oriented design ATM case study with full code implementation. •Emphasis on performance and software engineering principles.

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release--Java Standard Edition (Java SE) 6.

For Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the

instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. The Ninth Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers. View the Deitel Buzz online to learn more about the newest publications from the Deitels. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Note: If you are purchasing the standalone text or electronic version, MyProgrammingLab does not come automatically packaged with the text. To purchase MyProgrammingLab, please visit: [myprogramminglab.com](http://myprogramminglab.com) or you can purchase a package of the physical text + MyProgrammingLab by searching the Pearson Higher Education web site. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor.

The threatened species categories used in Red Data Books and Red Lists have been in place for almost 30 years. The IUCN Red List Categories and Criteria provide an easily and widely understood system for classifying species at high risk of global extinction, so as to focus attention on conservation measures designed to protect them. This latest version of the classification system was adopted by the IUCN Council in February 2001 and reflects comments from the IUCN and SSC memberships and the final meeting of the Criteria Review Working Group.

Provides instructions for writing C code to create games and mobile applications using the new C11 standard.

For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

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