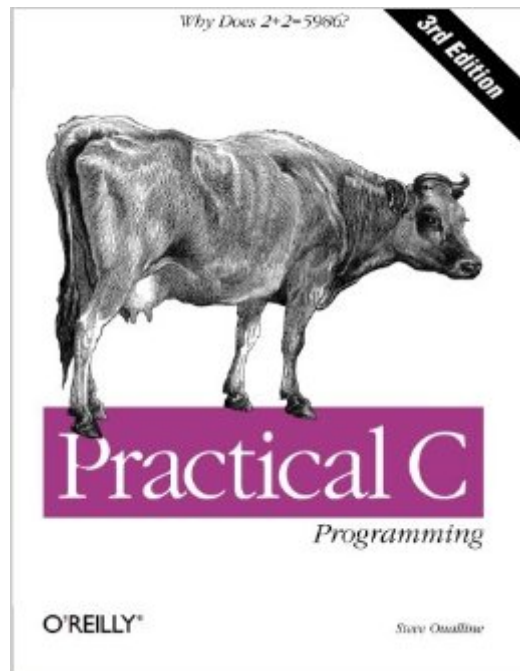


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# Practical C Programming (Nutshell Handbooks)



## Synopsis

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.

## Book Information

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## Customer Reviews

This book is written in the way creator Bjarne Stroustrup sees his language and how his language

should be used. This book is not thin on material for the intermediate to advanced C++ software engineer. One word in warning to potential buyers: You better be sharp with your STL skills before reading this book. Stroustrup writes his implementations around the STL which is not covered from a tutorial style in this book before he introduces it, which tells you that he meant for this book strictly as a reference not as a readers book. This criticism is constructive, not disruptive, but I have been programming in standard ANSI/ISO C++ for 9 years, this book is best understood if you read the following first, if not, this book for even an intermediate C++ program cannot be digested to the fullest and you will reading this book fooling yourself of how much knowledge you have attained, when in reality, all that you have accomplished is reading this book so that you can say that you read Stroustrup, which is foolish, so read these first: 1) C++ Primer 3rd Edition: Stanley Lippman Addison Wesley Books Strengths: If you are starting out with C++ with no C++ experience, this book covers every facet beginner to advanced topics, such as fundamental classes, class design covering nested class and intense class scoping rules, which Stroustrup's book does not cover, there is no reference to nested classes and access privileges with nested classes with Stroustrup's book. The chapters on function templates and another chapter on class templates are the most complete and thorough beyond what you need to know for richness is explained brilliantly and better than scant coverage in Stroustrup's.

Bjarne Stroustrup's THE C++ PROGRAMMING LANGUAGE is ideal for those potential buyers who already know 75% of what is written in the book. But please note that this is not necessarily a put-down or a bad thing. This book is reference material for people who are already familiar with the concepts and syntax of C++. If you're looking to learn C++ from scratch, then run far and run quickly away from this book. On the other hand, if you're an experienced coder who's looking to remember specific details, or an intermediate who's looking for some nitty-gritty information, then this is a highly recommended reference book. The writing is meticulous and often obscure. But Stroustrup packs in a lot of detail into every page. The example code is short and to the point. He assumes that if you don't get what he's talking about the first time, then further examples aren't going to help; and most of the time this assumption is justified, as his terse code manages to convey everything that it needs to. You really do need to have experience with C++ to understand a lot of his examples though, as often he will casually mention a concept or function that he won't get around to defining for another few hundred pages. After all, most of the features in C++ interact heavily with other functions, so it's not really possible to explain some things without explaining their relationships (even if they are relating to things that the text has not yet brought up). But, as I said, this is

reference material, and such conventions are allowable and, at times, encouraged. I am much happier with a book like this that gives me all of the detail necessary than an introductory book that would only offer simplistic explanations in the beginning while holding out for the details towards the end.

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