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The new edition of this classic O'Reilly reference provides clear, detailed explanations of every feature in the C language and runtime library, including multithreading, type-generic macros, and library functions that are new in the 2011 C standard (C11). If you want to understand the effects of an unfamiliar function, and how the standard library requires it to behave, you'll find it here, along with a typical example. Ideal for experienced C and C++ programmers, this book also includes popular tools in the GNU software collection. You'll learn how to build C programs with GNU Make, compile executable programs from C source code, and test and debug your programs with the GNU debugger. In three sections, this authoritative book covers: C language concepts and language elements, with separate chapters on types, statements, pointers, memory management, I/O, and more The C standard library, including an overview of standard headers and a detailed function reference Basic C programming tools in the GNU software collection, with instructions on how use them with the Eclipse IDE

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Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the

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To-the-point, authoritative, no-nonsense solutions have always been a trademark of O'Reilly books. The In a Nutshell books have earned a solid reputation in the field as the well-thumbed references that sit beside the knowledgeable developer's keyboard. C++ in a Nutshell lives up to the In a Nutshell promise. C++ in a Nutshell is a lean, focused reference that offers practical examples for the most important, most often used, aspects of C++. C++ in a Nutshell packs an enormous amount of information on C++ (and the many libraries used with it) in an indispensable quick reference for those who live in a deadline-driven world and need the facts but not the frills. The book's language reference is organized first by topic, followed by an alphabetical reference to the language's keywords, complete with syntax summaries and pointers to the topic references. The library reference is organized by header file, and each library chapter and class declaration presents the classes and types in alphabetical order, for easy lookup. Cross-references link related methods, classes, and other key features. This is an ideal resource for students as well as professional programmers. When you're programming, you need answers to questions about language syntax or parameters required by library routines quickly. What, for example, is the C++ syntax to define an alias for a namespace? Just how do you create and use an iterator to work with the contents of a standard library container? C++ in a Nutshell is a concise desktop reference that answers these questions, putting the full power of this flexible, adaptable (but somewhat difficult to master) language at every C++ programmer's fingertips.

A clear and concise introduction and reference for anyone new to the subject of statistics.

This complete guide to the Perl programming language ranges widely through the Perl programmer's universe, gathering together in a convenient form a wealth of information about Perl itself and its application to CGI scripts, XML processing, network programming, database interaction, and graphical user interfaces. The book is an ideal reference for experienced Perl programmers and beginners alike. With more than a million dedicated programmers, Perl is proving to be the best language for the latest trends in computing and business, including network programming and the ability to create and manage web sites. It's a language that every Unix system administrator and serious web developer needs to know. In the past few years, Perl has found its way into complex web applications of multinational banks, the U.S. Federal Reserve, and hundreds of large corporations. In this second edition, Perl in a Nutshell has been expanded to include coverage of Perl 5.8, with information on Unicode processing in Perl, new functions and modules that have been added to the core language, and up-to-date details on running Perl on the Win32 platform. The book also covers Perl modules for recent technologies such as XML and SOAP. Here are just some of the topics contained in this book: Basic Perl reference Quick reference to built-in functions and standard modules CGI.pm and mod\_perl XML::\* modules DBI, the database-independent API for Perl Sockets programming LWP, the library for Web programming in Perl Network programming with the Net modules Perl/Tk, the Tk extension to Perl for graphical

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interfaces Modules for interfacing with Win32 systems As part of the successful "in a Nutshell" book series from O'Reilly & Associates, Perl in a Nutshell is for readers who want a single reference for all their needs."In a nutshell, Perl is designed to make the easy jobs easy, without making the hard jobs impossible."-- Larry Wall, creator of Perl

Throw out your old ideas of C, and relearn a programming language that 's substantially outgrown its origins. With 21st Century C, you ' ll discover up-to-date techniques that are absent from every other C text available. C isn ' t just the foundation of modern programming languages, it is a modern language, ideal for writing efficient, state-of-the-art applications. Learn to dump old habits that made sense on mainframes, and pick up the tools you need to use this evolved and aggressively simple language. No matter what programming language you currently champion, you ' ll agree that C rocks. Set up a C programming environment with shell facilities, makefiles, text editors, debuggers, and memory checkers Use Autotools, C ' s de facto cross-platform package manager Learn which older C concepts should be downplayed or deprecated Explore problematic C concepts that are too useful to throw out Solve C ' s string-building problems with C-standard and POSIX-standard functions Use modern syntactic features for functions that take structured inputs Build high-level object-based libraries and programs Apply existing C libraries for doing advanced math, talking to Internet servers, and running databases

C is one of the oldest programming languages and still one of the most widely used. Whether you're an experienced C programmer or you're new to the language, you know how frustrating it can be to hunt through hundreds of pages in your reference books to find that bit of information on a certain function, type or other syntax element. Or even worse, you may not have your books with you. Your answer is the C Pocket Reference. Concise and easy to use, this handy pocket guide to C is a must-have quick reference for any C programmer. It's the only C reference that fits in your pocket and is an excellent companion to O'Reilly's other C books. Ideal as an introduction for beginners and a quick reference for advanced programmers, the C Pocket Reference consists of two parts: a compact description of the C language and a thematically structured reference to the standard library. The representation of the language is based on the ANSI standard and includes extensions introduced in 1999. An index is included to help you quickly find the information you need. This small book covers the following: C language fundamentals Data types Expressions and operators C statements Declarations Functions Preprocessor directives The standard library O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point in your work and need to get to a solution quickly, the new C Pocket Reference is the book you'll want to have.

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

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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.

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