Let Us C 13 Edition

Graduate Aptitude Test in Engineering (GATE) is one of the recognized national level examinations that demands focussed study along with forethought, systematic planning and exactitude. Postgraduate Engineering Common Entrance Test (PGECET) is also one of those examinations, a student has to face to get admission in various postgraduate programs. So, in order to become up to snuff for this eligibility clause (qualifying GATE/PGECET), a student facing a very high competition should excel his/her standards to success by way of preparing from the standard books. This book guides students via simple, elegant and explicit presentation that blends theory logically and rigorously with the practical aspects bearing on computer science and information technology. The book not only keeps abreast of all the chapterwise information generally asked in the examinations but also proffers felicitous tips in the furtherance of problem-solving technique. HIGHLIGHTS OF THE BOOK • Systematic discussion of concepts endowed with ample illustrations • Notes are incorporated at several places giving additional information on the key concepts • Inclusion of solved practice exercises for verbal and numerical aptitude to guide students from practice and examination point of view • Prodigious objective-type questions based on the past years' GATE examination questions with answer keys and in-depth explanation are available at https://www.phindia.com/GATE_AND_PGECET • Every solution lasts with

a reference, thus providing a scope for further study The book, which will prove to be an epitome of learning the concepts of CS and IT for GATE/PGECET examination, is purely intended for the aspirants of GATE and PGECET examinations. It should also be of considerable utility and worth to the aspirants of UGC-NET as well as to those who wish to pursue career in public sector units like ONGC, NTPC, ISRO, BHEL, BARC, DRDO, DVC, Power-grid, IOCL and many more. In addition, the book is also of immense use for the placement coordinators of GATE/PGECET. TARGET AUDIENCE • GATE/PGECET Examination • UGC-NET Examination • Examinations conducted by PSUs like ONGC, NTPC, ISRO, BHEL, BARC, DRDO, DVC, Power-grid, IOCL and many more

Learn real-world C programming as per the latest ANSI standard Key features Learn real-world C programming as per the latest ANSI standard All programs work on DOS, Windows as well as Linux Detailed explanation of difficult concepts like "e;Pointers"e; and "e;Bitwise operators"e; End of chapter exercises drawn from different universities Written by best-selling author of Let Us CDescriptionIn this heterogeneous world a program that is compiler dependent is simply unacceptable. ANSI C Programming teaches you C language in such a manner that you are able to write truly portable programs. This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complicated topics towards the end. Each chapter has been designed to create a deep

and lasting impression on the reader's mind. "e;If taught through examples, any concept becomes easy to gasp"e;. This book follows this dictum faithfully, Yashavant has crafted well thought out programming examples for every aspects of C programming. What will you learn Algorithms, control instructions, strings, bitwise operators, flowcharts, functions Structures, enumerations, data types, pointers, unions, dynamic memory allocation Storage classes, arrays, File IO, linked list Who this book is forStudents, Programmers, researchers, and software developers who wish to learn the basics of ANSI C Programming. Table of contents1. Before We Begin2. Introduction To Programming3. Algorithms For Problem Solving4. Introduction To C Language5. The Decision Control Structure6. The Loop Control Structure7. The Case Control Structure8. Functions & Pointers9. Data Types Revisited10. The C Preprocessor10. Arrays11. Puppetting On Strings12. Structures13. Self Referential Structures and Linked Lists14. Console Input/Output15. File Input/Output16. More Issues In Input/Output17. Operations On Bits18. Miscellaneous FeaturesAppendix A - Precedence TableAppendix B - Chasing the BugsAppendix C - ASCII ChartIndex About the authorYashavant Kanetkar's programming books have almost become a legend. Through his original works in the form of books and Quest Video courseware CDs on C, C++, Data Structures, VC++, .NET, Embedded Systems, etc. Yashavant Kanetkar has created, moulded and groomed lacs of IT careers in the last decade and half. In recognition of his immense contribution to IT education in India, he has been awarded

the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards byMicrosoft. His current passion includes Device Driver and Embedded System Programming. Yashavant has recently been honored with a "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yashavant'scurrent affiliations include being a Director of KICIT and KSET. His Linkedin profile: linkedin.com/in/yashavant-kanetkar-9775255

Appreciate the learning path to C Key Features Strengthens the foundations, as a detailed explanation of programming language concepts are given Lists down all the important points that you need to know related to various topics in an organized manner Provides In-depth explanation of complex topics Focuses on how to think logically to solve a problem Description Best way to learn any programming language is to create good programs in it. C is not an exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program, That's where you would find this book useful. It contains solutions to all the exercises present in Let Us C 17th Edition. If you learn the language elements form Let Us C, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C programmer. What will you learn C Instructions Decision Control Instruction, Loop

Control Instruction, Case Control Instruction Functions, Pointers, Recursion Data Types, The C Preprocessor Arrays, Strings Structures, Console Input/Output, File Input/Output Who this book is for Students, Programmers, researchers, and software developers who wish to learn the basics of C programming language. Table of Contents 1. Introduction 2. Before We Begin... 3. Getting Started 4. C Instructions 5. Decision Control Instruction 6. More Complex Decision Making 7. Loop Control Instruction 8. More Complex Repetitions 9. Case Control Instruction 10. Functions 11. Pointers 12. Recursion 13. Data Types Revisited 14. The C Preprocessor 15. Arrays 16. Multidimensional Arrays 17. Strings 18. Handling Multiple Strings 19. Structures 20. Console Input/Output 21. File Input/Output 22. More Issues In Input/Output 23. Operations On Bits 24. Miscellaneous Features 25. Periodic Tests - I, II, III, IV About the Authors Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad.Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China.Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at

TedEx, IITs, IIITs, NITs and global software companies.Yashavant has been honored with the prestigious "Distinguished Alumnus Award" by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "Best .NET Technical Contributor" and "Most Valuable Professional" awards by Microsoft for 5 successive years.Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Highlights Core Features Like Encapsulation, Polymorphism, Inheritance, Virtual Functions, Templates, Exception Handling, STL and more DESCRIPTION Most best-selling software including MS Office, Internet Explorer, Photoshop, AutoCAD, Google Earth, Firefox etc. are written in C++. So, for anyone who aspires to write good software, C++ has become the language of choice. One has to know the concepts of Object-Oriented Programming and how to use them in C++, to make a mark in the programming world. Let Us C++ teaches you C++ in Yashavant Kanetkar's inimitable style. You would find Let Us C++ easy, yet incredibly thorough. Every discussion is highlighted by clear, direct examples. It will not only serve as your tutorial, but it is likely to be the first thing that you would reach for when faced with a confusing issue. KEY FEATURES Strengthens the foundations, as a detailed explanation of programming language concepts are given. Lists down all the important points that you need to know

related to various topics in an organized manner. Provides In-depth explanation of complex topics. Focuses on how to think logically to solve a problem. WHAT WILL YOU LEARN Classes & Objects, Free Store Management, Stream I/O, References, Virtual Tables and vptr, Templates, Polymorphism, Namespaces, Exception Handling, Inheritance, Smart Pointers, STL WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of C++ programming language. Table of Content 1. Intro to OOP 2. Graduating to C++ 3. Functions 4. Classes and Objects 5. Class Intricacies 6. Inheritance 7. Polymorphism 8. Input/ Output in C++ 9. Advanced Features of C++ 10. Templates 11. Exception Handling 12. Standard Template Library

Let Us C has been part of learning and teaching material in mostEngineering and Science Institutes round the country for years now.From last year or so, I received several suggestions that its size bepruned a bit, as many learners who learn C language in their Engineeringor Science curriculum have some familiarity with it. I am happy to fulfillthis request. I hope the readers would appreciate the lean look of thecurrent edition.In one of the previous edition I had realigned the chapters in such amanner that if a C programming course is taught using Let Us C, it can befinished in 22 lectures of one hour each, with one chapter's contentsdevoted to one lecture. I am happy that many readers liked this idea

andreported that this has made their learning path trouble-free. A morerational reorganization of end-of-chapter exercises in the book has alsobeen well-received. Riding on that feedback I had introduced one morefeature in the fifteenth edition-KanNotes. These are hand-craftednotes on C programming. From the reader's emails I gather that theyhave turned out to be very useful to help revise their concepts on theday before the examination, viva-voce or interview.Many readers also told me that they have immensely benefitted fromthe inclusion of the chapter on Interview FAQs. I have improved thischapter further. The rationale behind this chapter is simple-ultimatelyall the readers of Let Us C sooner or later end up in an interview roomwhere they are required to take questions on C programming. I nowhave a proof that this chapter has helped to make that journey smoothand fruitful.All the programs present in the book (and some more) are available insource code form at www.kicit.com/books/letusc/sourcecode. You arefree to download them, improve them, change them, do whatever withthem. If you wish to get solutions for the Exercises in the book they areavailable in another book titled 'Let Us C Solutions'. If you want somemore problems for practice they are available in the book titled 'Let Us CWorkbook'. As usual, new editions of these t
Best way to improve your programming skills is by writing more programs. Once

you write a workable program, you need to improve it from the point of view of efficiency and ease to understanding. That's where you would find this Workbook useful. It will help you develop these skills step by step. A sure-shot way to become a skilled C programmer is to learn the language elements from Let Us C, solve exercises and then hone your skills further by trying exercises from Let Us C Workbook. This is the learning path that millions of students and professionals across continents have followed in the past decade.

Let Us C has been part of learning and teaching material in mostO Over three million copies sold worldwide.Authentic Guide to C Programming LanguageBasic / Intermediate/Advanced C Programming, C Under Unix and GNOME Programming Using GTK Library DESCRIPTION"e; Simplicity"e; -that has been the hallmark of this book in not only its previous fourteen English editions, but also in the Hindi, Gujarati, Japanese, Korean, Chinese and US editions. This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle advanced topics towards the end of the book. Easter chapter contains: Lucid explanation of the conceptWell though-out, fully working programming examplesEnd-of-chapter exercises that would help you practise the skills learned in the chapterHand-crafted "e;KanNotes"e; that would help you remember and revise the concepts

covered in each chapterEngineering and Science Institutes round the country for years now.From last year or so, I received several suggestions that its size bepruned a bit, as many learners who learn C language in their Engineeringor Science curriculum have some familiarity with it. I am happy to fulfillthis request. I hope the readers would appreciate the lean look of thecurrent edition.In one of the previous edition I had realigned the chapters in such amanner that if a C programming course is taught using Let Us C, it can befinished in 22 lectures of one hour each, with one chapter's contentsdevoted to one lecture. I am happy that many readers liked this idea andreported that this has made their learning path trouble-free. A morerational reorganization of end-of-chapter exercises in the book has alsobeen well-received. Riding on that feedback I had introduced one morefeature in the fifteenth edition-KanNotes. These are hand-craftednotes on C programming. From the reader's emails I gather that theyhave turned out to be very useful to help revise their concepts on theday before the examination, viva-voce or interview.Many readers also told me that they have immensely benefitted fromthe inclusion of the chapter on Interview FAQs. I have improved thischapter further. The rationale behind this chapter is simple-ultimatelyall the readers of Let Us C sooner or later end up in an interview roomwhere they are required to take questions on C programming. I nowhave a proof that this chapter

has helped to make that journey smoothand fruitful.All the programs present in the book (and some more) are available insource code form at www.kicit.com/books/letusc/sourcecode. You arefree to download them, improve them, change them, do whatever withthem. If you wish to get solutions for the Exercises in the book they areavailable in another book titled 'Let Us C Solutions'. If you want somemore problems for practice they are available in the book titled 'Let Us CWorkbook'. As usual, new editions of these t

Beginning with the basics of computers, the book provides an in-depth analysis of various constructs of C. The key topics include iterative and decision-control statements, functions, recursion, arrays, strings, pointers, structures and unions, and file management. It deals separately with thefundamental concepts of linked lists - the preferred data structure for dynamic allocation of memory. The book also includes a chapter on different searching and sorting algorithms and analysis of time and space complexity of algorithms.

LET US C SOLUTIONS -15TH EDITIONBPB Publications

Learn the hand-crafted notes on C programmingKey Featuresa- Strengthens the foundations, as a detailed explanation of programming language concepts are givena- Lucid explanation of the concepta- Well thought-out, fully working programming examplesa- End-of-chapter exercises that would help you practice the skills learned in

the chaptera- Hand-crafted "e;KanNotes"e; at the end of the each chapter that would help the reader remember and revise the concepts covered in the chaptera- Focuses on how to think logically to solve a problemDescriptionThe new edition of this classic book has been thoroughly revamped, but remains faithful to the principles that have established it as a favourite amongst students, teachers and software professionals round the world. "e;Simplicity"e;- that has been the hallmark of this book in not only its previous sixteen English editions, but also in the Hindi, Gujrati, Japanese, Korean, Chinese and US editions. This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle advanced topics towards the end of the book.What will you learna- C Instructionsa- Decision Control Instruction , Loop Control Instruction , Case Control Instructiona- Functions, Pointers, Recursiona- Data Types, The C Preprocessora- Arrays, Stringsa- Structures, Console Input/Output, File Input/OutputWho this book is forStudents, Programmers, researchers, and software developers who wish to learn the basics of C++ programming language.Table of Contents1. Getting Started2. C Instructions3. Decision Control Instruction4. More Complex Decision Making5. Loop Control Instruction6. More Complex Repetitions7. Case Control Instruction8. Functions9. Pointers10. Recursion11. Data Types Revisited12. The C Preprocessor13. Arrays14. Multidimensional Arrays15. Strings16. Handling Multiple Strings17. Structures18. Console Input/Output19. File Input/Output20. More Issues In

Input/Output21. Operations On Bits22. Miscellaneous Features23. Interview FAQsAppendix A- Compilation and ExecutionAppendix B- Precedence TableAppendix C- Chasing the BugsAppendix D- ASCII ChartPeriodic Tests I to IV, Course Tests I, IIIndexAbout the AuthorsYashavant KanetkarThrough his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad.Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China.Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies.Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years.In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft for 5 successive years.Yashavant holds a BE from VJTI Mumbai and

M.Tech. from IIT Kanpur. Yadhavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd.His Linkedin profile: linkedin.com/in/yashavant-kanetkar-9775255

Getting Started, The Decision Control Structure ,The Loop Control Structure ,The Case Control Structure ,Functions and Pointers Data Types Revisited ,The C Preprocessor, Arrays, Strings, Structures, Console Input/ Output, File Input/ Output, More Issues In Input/ Output, Operations On Bits, Miscellaneous Features, C Under Windows, Network & Internet Programmng C Under Linux, More Linux Programming Appendix A-Cjompilation and Exeuction, B- Precedence Table, C- Chasing the Bugs, D- ASII Chart, Index

Description: Best way to learn any programming language is to create good programs in it. C is not exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program. That's where you would find this book useful. It contains solutions to all the exercises present in Let Us C 15th Edition. If you learn the language elements from Let Us C, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C programmer. I am sure you would appreciate this learning path like the millions of students and professionals have in the past decade.Table Of Contents:IntroductionChapter 0 :

Learn Python Quickly, A Programmer-Friendly Guide DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. KEY FEATURES Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare

for an interview in short duration of time. Exercises are exceptionally useful to complete the reader's understanding of a topic. WHAT WILL YOU LEARN Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators, Command-line Parsing WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages 16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and Inheritance 20. Iterators and Generators 21. Exception Handling 22. File Input/Output 23. Miscellany 24. Multi-threading 25. Synchronization Description:Java Language is very popularly used for creating applications for PC, Laptop, Tablet, Web and Mobile world Learning a language that can work on so many different platforms can be a challenge. This is where you would find this book immediately useful. It follows simple and easy narration style. It doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on reader's mind. Object Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this book, cover every aspect of Java

programming. Well through out and finally working examples, and carefully crafted exercises of this book, covers every aspect of Java Programming. Some of the highlighting features of this book are: A* Data types & Control InstructionsA* Object Oriented ProgrammingA* Classes & ObjectsA* Arrays & StringsA* Inheritance & PolymorphismA* InterfacesA* PackagesA* Exception HandlingA* Effective IOA* Multithreading & SynchronizationA* GenericsA* Collection ClassesA* GUI Using SwingA* Database Connectivity UsingJDBc Table Of Contents:-An Overview of Java-Getting Started-More about Data Types-Decision Control Instruction-Loop Control Instruction-Case Control Instruction-Functions-Advanced Features of Functions-Introduction to OOP-Classes and Objects-Arrays-Strings and Enums-Inheritance-Polymorphism-Exception Handling-Effective Input/ Output-Multithreading in Java-Generics-Collection Classes-User Interfaces-JDBC-Index

Description:"e;Simplicity"e;- That has been the hallmark of this book in not only its previous fourteen English editions, but also in the Hindi, Guajarati, Japanese, Korean, Chinese and US editions. This book does not assume any programming background. It begins with the basics towards the end of the book. Each Chapter Contains:Lucid explanation of the conceptwell thought-out, fully working programming examplesEnd of chapter exercises that would help you practise the learned in the chapterHand crafted "e;kanNotes"e; that would help you remember and revise the concepts covered in each chapter. Table of Contents : Getting StartedC InstructionsDecision Control InstructionMore Complex Decision MakingLoop Control InstructionMore Complex RepetitionsCase Control InstructionFunctionsPointersRecursionData Types RevisitedThe C PreprocessorArraysMultidimensional ArraysStringsHandling Multiple StringsStructuresConsole Input/ OutputFile Input/ Output More Issues in Input/

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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

From the Booker Prize-winning author of The Remains of the Day and When We Were Orphans, comes an unforgettable edge-of-your-seat mystery that is at once heartbreakingly tender and morally courageous about what it means to be human. Hailsham seems like a pleasant English boarding school, far from the influences of the city. Its students are well tended and supported, trained in art and literature, and become just the sort of people the world wants them to be. But, curiously, they are taught nothing of the outside world and are allowed little contact with it. Within the grounds of Hailsham, Kathy grows from schoolgirl to young woman, but it's only when she and her friends Ruth and Tommy leave the safe grounds of the school (as they always knew they would) that they realize the full truth of what Hailsham is. Never Let Me Go breaks through the boundaries of the literary novel. It is a gripping mystery, a beautiful love story, and also a scathing critique of human arrogance and a moral examination of how we treat the vulnerable and different in our society. In exploring the themes of memory and the impact of the past, Ishiguro takes on the idea of a possible future to create his most moving and powerful book to date.

First published in 1938, 'Anthem' is a dystopian fiction novel by British writer Ayn Rand. It takes place at some unspecified future date when mankind has entered another dark age. Technological advancement is now carefully planned and the concept of individuality has been eliminated.

Learn the hand-crafted notes on C programming Key Features Strengthens the foundations, as a detailed explanation of programming language concepts are given Lucid explanation of the concept Well thought-out, fully working programming examples End-of-chapter exercises that would help you practice the skills learned in the chapter Hand-crafted "KanNotes" at the end of the each chapter that would help the reader remember and revise the concepts covered in the chapter Focuses on how to think logically to solve a problem Description The new edition of this classic book has been thoroughly revamped, but remains faithful to the principles that have established it as a favourite amongst students, teachers and software professionals round the world. "Simplicity"- that has been the hallmark of this book in not only its previous sixteen English editions, but also in the Hindi, Gujrati, Japanese, Korean, Chinese and US editions. This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle advanced topics towards the end of the book. What will you learn C Instructions Decision Control Instruction, Loop Control Instruction, Case Control Instruction Functions, Pointers, Recursion Data Types, The C Preprocessor Arrays, Strings Structures, Console

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