

C Pocket Reference

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Objective-C Pocket Reference provides a quick and concise introduction to Objective-C for programmers already familiar with either C or C++, and will continue to serve as a handy reference even after the language is mastered.

Objective-C Pocket Reference: Amazon.co.uk: Andrew Duncan ...

This book is intended as a pocket reference for C programmers. The first 72 pages of the book go through every aspect of the C language and the remainder covers library functions. I have to say that I was very disappointed with this book.

C Pocket Reference, by Peter Prinz and Ulla Kirch-Prinz

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```
C++ QUICK REFERENCE PREPROCESSOR // Comment to end of line /* Multi-line comment */
#include <stdio.h> // Insert standard header file #include "myfile.h" // Insert file in current
directory #define X some text // Replace X with some text #define F(a,b) a+b // Replace
F(1,2) with 1+2 #define X /some text // Line continuation #undef X // Remove definition #if
defined(X) // Conditional compilation ...
```

C++ QUICK REFERENCE

Pocket Guide For C is a reference material to learn basics of programming language. A beginner can easily learn c language through this Pocket...

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The C++ Pocket Reference is a memory aid for C++ programmers, enabling them to quickly look up usage and syntax for unfamiliar and infrequently used aspects of the language. The book's small size makes it easy to carry about, ensuring that it will always be at-hand when needed.

C++ is a complex language with many subtle facets. This is especially true when it comes to object-oriented and template programming. The C++ Pocket Reference is a memory aid for C++ programmers, enabling them to quickly look up usage and syntax for unfamiliar and infrequently used aspects of the language. The book's small size makes it easy to carry about, ensuring that it will always be at-hand when needed. Programmers will also appreciate the book's brevity; as much information as possible has been crammed into its small pages. In the C++ Pocket Reference, you will find: Information on C++ types and type conversions Syntax for C++ statements and preprocessor directives Help declaring and defining classes, and managing inheritance Information on declarations, storage classes, arrays, pointers, strings, and expressions Refreshers on key concepts of C++ such as namespaces and scope More! C++ Pocket Reference is useful to Java and C programmers making the transition to C++, or who find themselves occasionally programming in C++. The three languages are often confusingly similar. This book enables programmers familiar with C or Java to quickly come up to speed on how a particular construct or concept is implemented in C++. Together with its companion STL Pocket Reference, the C++ Pocket Reference forms one of the most concise, easily-carried,

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quick-references to the C++ language available.

A guide to the syntax and semantics of regular expressions for Perl 5.8, Ruby, Java, PHP, C#, .NET, Python, JavaScript, and PCRE.

Many Linux and Unix developers are familiar with the GNU debugger (GDB), the invaluable open source tool for testing, fixing, and retesting software. And since GDB can be ported to Windows, Microsoft developers and others who use this platform can also take advantage of this amazing free software that allows you to see exactly what's going on inside of a program as it's executing. This new pocket guide gives you a convenient quick reference for using the debugger with several different programming languages, including C, C++, Java, Fortran and Assembly. The GNU debugger is the most useful tool during the testing phase of the software development cycle because it helps you catch bugs in the act. You can see what a program was doing at the moment it crashed, and then readily pinpoint and correct problem code. With the GDB Pocket Reference on hand, the process is quick and painless. The book covers the essentials of using GDB in a testing environment, including how to specify a target for debugging and how to make a program stop on specified conditions. This handy guide also provides details on using the debugger to examine the stack, source files and data to find the cause of program failure-and then explains ways to use GDB to make quick changes to the program for further testing and debugging. The ability to spot a bug in real time with GDB can save you hours of frustration, and having a quick way to refer to GDB's essential functions is key to making the process work. Once you get your hands on the GDB Pocket Reference, you'll never let go!

Objective-C is an exciting and dynamic approach to C-based object-oriented programming; it's the approach adopted by Apple as the foundation for programming under Mac OS X, a Unix-based operating system gaining wide acceptance among programmers and other technologists. Objective-C is easy to learn and has a simple elegance that is a welcome breath of fresh air after the abstruse and confusing C++. To help you master the fundamentals of this language, you'll want to keep the Objective-C Pocket Reference close at hand. This small book contains a wealth of valuable information to speed you over the learning curve. In this pocket reference, author Andrew Duncan provides a quick and concise introduction to Objective-C for the experienced programmer. In addition to covering the essentials of Objective-C syntax, Andrew also covers important faces of the language such as memory management, the Objective-C runtime, dynamic loading, distributed objects, and exception handling. O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing important details in a succinct, 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 Objective-C Pocket Reference is the book you'll want to have.

Regular expressions are such a powerful tool for manipulating text and data that anyone who uses a computer can benefit from them. Composed of a mixture of symbols and text, regular expressions can be an outlet for creativity, for brilliant programming, and for the elegant solution. While a command of regular expressions is an invaluable skill, all there is to know about them fills a very large volume, and you don't always have time to thumb through hundreds of pages each time a question arises. The answer is the Regular Expression Pocket Reference. Concise and easy-to-use, this little book is the portable companion to Mastering Regular Expressions. This handy guide offers programmers a complete overview of the syntax and semantics of regular expressions that are at the heart of every text-processing

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application. Ideal as an introduction for beginners and a quick reference for advanced programmers, Regular Expression Pocket Reference is a comprehensive guide to regular expression APIs for C, Perl, PHP, Java, .NET, Python, vi, and the POSIX regular expression libraries. 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 and need to get to a solution quickly, the new Regular Expression Pocket Reference is the book you'll want to have.

Looking for quick answers for using C# 9.0? This tightly focused and practical guide tells you exactly what you need to know without long intros or bloated samples. Succinct and easy to browse, this pocket reference is an ideal quick source of information. If you know Java, C++, or an earlier C# version, this guide will help you get rapidly up to speed. All programs and code snippets are available as interactive samples in LINQPad. You can edit these samples and instantly see the results without needing to set up projects in Visual Studio. Written by the authors of C# 9.0 in a Nutshell, this pocket reference covers: C# fundamentals and features new to C# 9.0 Advanced topics like operator overloading, type constraints, nullable types, operator lifting, closures, patterns, and asynchronous functions LINQ: sequences, lazy execution, standard query operators, and query expressions Unsafe code and pointers, custom attributes, preprocessor directives, and XML documentation

C# programmers all have one thing in common -- they're learning a new language. That fact alone brings challenges, frustrations, and constant demands on your patience. And, no matter how good your reference books are, you can't always stop to thumb through hundreds of pages to find the piece of information you need. Your answer is the C# Language Pocket Reference. Concise and easy to use, this handy pocket guide to C# comes from the authors of C# in a Nutshell, and is a must-have quick reference for anyone implementing this new object-oriented language. The C# Language Pocket Reference offers the convenience of a quick reference in a format that will actually fit in your pocket. The book includes a guide to C# language elements, a brief overview of the Framework Class library, a cross-reference for namespaces and assemblies, a list of compiler syntax and switches, a regular expressions reference guide, and more. You'll be surprised at how much information can fit into this slim volume. 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# Language Pocket Reference is the book you'll want to have.

Discover how C's efficiency makes it a popular choice in a wide variety of applications and operating systems with special applicability to wearables, game programming, system level programming, embedded device/firmware programming and in Arduino and related electronics hobbies in this condensed code and syntax guide. This book presents the essential C syntax in a well-organized format that can be used as a quick and handy reference. In this book, you will find short, simple, and focused code examples; and a well laid out table of contents and a comprehensive index allowing easy review. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C programmer. What You Will Learn Code for

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some of today's modern and popular firmware and systems How to do embedded programming found in Arduino and related hardware boards Program microcontrollers for robots and boards Handle low-level programming and memory management Leverage operating systems such as Linux and Unix Who This Book Is For Those with experience in programming, particularly C programming, looking for a quick, handy reference.

When you need answers for programming with C# 7.0, this tightly focused reference tells you exactly what you need to know—without long introductions or bloated examples. Easy-to-browse and ideal as a quick reference, this guide will help experienced C#, Java, and C++ programmers get up to speed with the latest version of the C# language. All programs and code snippets in this book are available as interactive samples in LINQPad. You can edit these samples and instantly see the results without needing to set up projects in Visual Studio. Written by the authors of C# 7.0 in a Nutshell, this pocket reference covers C# 7.0 without skimping on detail, including: All of C# ' s fundamentals Features new to C# 7.0, including tuples, pattern matching, and deconstructors Advanced topics: operator overloading, type constraints, iterators, nullable types, operator lifting, lambda expressions, and closures LINQ: sequences, lazy execution, standard query operators, and query expressions Unsafe code and pointers, custom attributes, preprocessor directives, and XML documentation

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