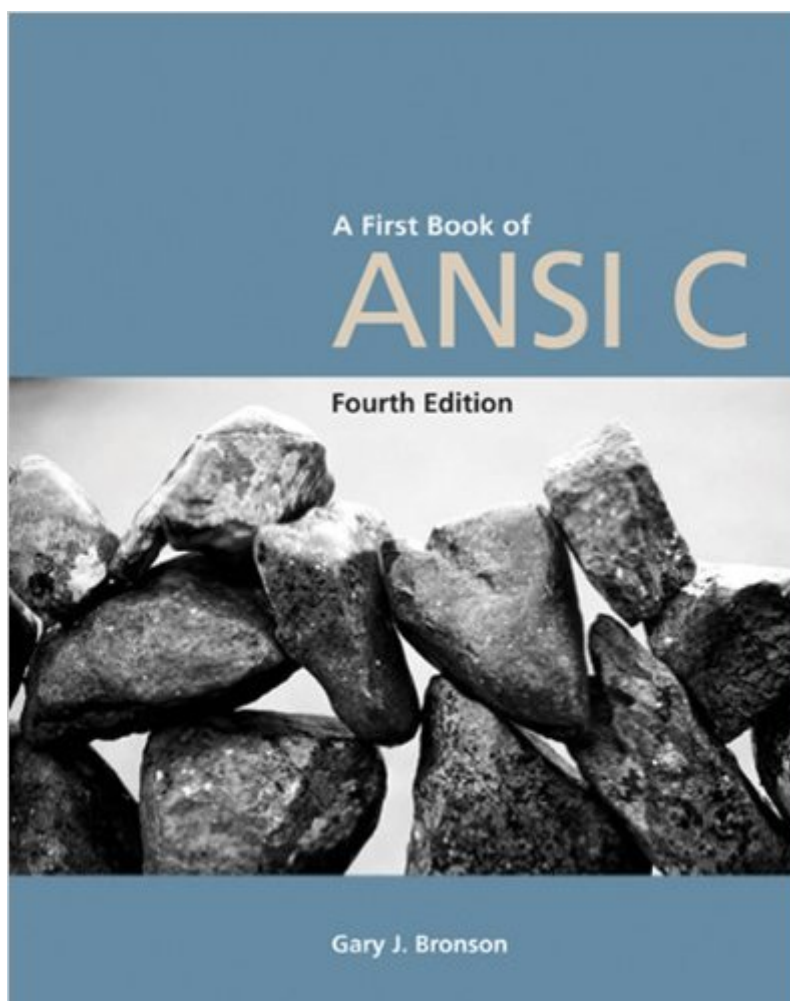


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# A First Book Of ANSI C, Fourth Edition (Introduction To Programming)



## Synopsis

This fourth edition of Gary Bronson's classic text implements the C99 standard in all discussion and example programs. An early emphasis on software engineering and top-down modular program development makes the material readily accessible to novice programmers. Early introduction and careful development of pointers demonstrate the power of good programming. The new edition features a new Common Compiler Errors feature in each chapter, and all material has been updated for currency and readability.

## Book Information

Series: Introduction to Programming

Paperback: 784 pages

Publisher: Cengage Learning; 4 edition (February 2, 2006)

Language: English

ISBN-10: 1418835560

ISBN-13: 978-1418835569

Product Dimensions: 9.2 x 7.4 x 1.1 inches

Shipping Weight: 2.4 pounds (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars [See all reviews](#) (18 customer reviews)

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## Customer Reviews

If you need to learn C, then this is certainly good book. It's a bit too theoretical at some parts. I think most students lean more to a more practical approach. Still it does good job in explaining the concepts in a clear way. Lots of figures and exercises. Some students (new to programming) may find some parts too theoretical, but students with serious programming ambitions won't mind, and will seek help from their instructor if needed. I like the last 3 chapter that goes into C++.One thing I do miss in this book,.. it does not come with a C editor/compiler, nor does it provide a reference to where you can get such C editor/compiler,... that students can download and use, to try out all the exercises.For those interested you can probably get the lccwin32. Last time I check I was able to download and use this compiler. It's quite easy, and straight forward. Just do a google search on

lccwin32. You probably find a site where you can download it. Here are the contents of the book:

PART ONE: FUNDAMENTALS

1. Introduction to Computer Programming
2. Getting Started in C Programming
3. Processing and Interactive Input

PART TWO: FLOW OF CONTROL

4. Selection
5. Repetition
6. Modularity Using Functions: Part I
7. Modularity Using Functions: Part II

PART THREE: COMPLETING THE BASICS

8. Arrays
9. Character Strings
10. Data Files

PART FOUR: ADDITIONAL TOPICS

11. Arrays, Addresses, and Pointers
12. Structures
13. Dynamic Data Structures
14. Additional Capabilities
15. A Brief Introduction to C++
16. Fundamentals of C++ (Online Only)
- 17.

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