

Deitel Objective C How To Program

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C Pocket Reference Pearson Education

The professional programmer's Deitel® guide to Python® with introductory artificial intelligence case studies Written for programmers with a background in another high-level language, Python for Programmers uses hands-on instruction to teach today's most compelling, leading-edge computing technologies and programming in Python—one of the world's most popular and fastest-growing languages. Please read the Table of Contents diagram inside the front cover and the Preface for more details. In the context of 500+, real-world examples ranging from individual snippets to 40 large scripts and full implementation case studies, you'll use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms. After covering Python Chapters 1-5 and a few key parts of Chapters 6-7, you'll be able to handle significant portions of the hands-on introductory AI case studies in Chapters 11-16, which are loaded with cool, powerful, contemporary examples. These include natural language processing, data mining Twitter® for sentiment analysis, cognitive computing with IBM® Watson™, supervised machine learning with classification and regression, unsupervised machine learning with clustering, computer vision through deep learning and convolutional neural networks, deep learning with recurrent neural networks, big data with Hadoop®, Spark™ and NoSQL databases, the Internet of Things and more. You'll also work directly or indirectly with cloud-based services, including Twitter, Google Translate™, IBM Watson, Microsoft® Azure®, OpenMapQuest, PubNub and more. Features 500+ hands-on, real-world, live-code examples from snippets to case studies IPython + code in Jupyter® Notebooks Library-focused: Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON serialization, CSV, exceptions Procedural, functional-style and object-oriented programming Collections: Lists, tuples, dictionaries, sets, NumPy arrays, pandas Series & DataFrames Static, dynamic and interactive visualizations Data experiences with real-world datasets and data sources Intro to Data Science sections: AI, basic stats, simulation, animation, random variables, data wrangling, regression AI, big data and cloud data science case studies: NLP, data mining Twitter®, IBM® Watson™, machine learning, deep learning, computer vision, Hadoop®, Spark™, NoSQL, IoT Open-source libraries: NumPy, pandas, Matplotlib, Seaborn, Folium, SciPy, NLTK, TextBlob, spaCy, Textatistic, Tweepy, scikit-learn®, Keras and more Accompanying code examples are available here:
http://ptgmedia.pearsoncmg.com/imprint_downloads/informit/booreg/9780135224335/9780135224335_examples.zip. Register your product for convenient access to downloads, updates, and/or corrections as they become available. See inside book for

more information.

Beginning Swift "O'Reilly Media, Inc."

The professional programmer's DEITEL® guide to iPhone app development using iPhone SDK 3.x, Xcode®, Objective-C® and Cocoa® More than 1.5 billion iPhone apps were downloaded from Apple's App Store in just one year! This book gives you everything you'll need to start developing great iPhone apps quickly and—once you've joined Apple's fee-based iPhone Developer Program—to get them up and running on the App Store. The book uses an app-driven approach—each new technology is discussed in the context of 14 fully tested iPhone apps (7700 lines of code), complete with syntax shading, code walkthroughs and sample outputs. Apps you'll develop include: Welcome Spot-On Game Route Tracker Tip Calculator Cannon Game Slideshow Favorite Twitter® Searches Painter Voice Recorder Flag Quiz Game Address Book Twitter® Discount Airfares By Chapter 3 you'll be building apps using Xcode®, Cocoa® and Interface Builder. You'll learn object-oriented programming in Objective-C® and build apps using the latest iPhone 3.x technologies including the Game Kit, iPod library access and more. iPhone for Programmers include practical, example-rich coverage of: • iPhone SDK 3.x, XCode®, Interface Builder • Object-Oriented Programming in Objective-C® and Cocoa® • Collections, GUI, Event Handling • Controllers, Application Templates • UIView, Multi-Touch™ • Core Audio, Core Animation, NSTimer • Tables, UINavigationController • Map Kit, Core Location, GPS, Compass • Photos, iPod Library Access • Serialization

Java Report Pearson Education

The professional programmer's Deitel® guide to Android™ smartphone and tablet app development and the Eclipse IDE with the Android Development Tools (ADT) plug-in Billions of apps have been downloaded from Android Market! This book gives you everything you'll need to start developing great Android apps quickly and getting them published on Android Market. The book uses an app-driven approach—each new technology is discussed in the context of 16 fully tested Android apps, complete with syntax coloring, code walkthroughs and sample outputs. Apps you'll develop include: SpotOn Game Slideshow Flag Quiz Route Tracker Favorite Twitter® Searches Address Book Tip Calculator Doodlz Weather Viewer Cannon Game Voice Recorder Pizza Ordering Practical, example-rich coverage of: Smartphone and Tablet Apps, Android Development Tools (ADT) Plug-In for Eclipse Activities, Intents, Content Providers GUI Components, Menus, Toasts, Resource Files, Touch and Gesture Processing Tablet Apps, ActionBar and AppWidgets Tweened Animations, Property Animations Camera, Audio, Video, Graphics, OpenGL ES Gallery and Media Library Access SharedPreferences, Serialization, SQLite Handlers and Multithreading, Games Google Maps, GPS, Location Services, Sensors Internet-Enabled Apps, Web Services, Telephony, Bluetooth® Speech Synthesis and Recognition Android Market, Pricing, Monetization And more... PLUS: Register your product at www.informit.com/register for additional online chapters that cover Android Ice Cream Sandwich (Android 4),

including a complete, working Ice Cream Sandwich app! VISIT WWW.DEITEL.COM For information on Deitel's Dive Into® Series instructor-led programming language training courses offered at customer sites worldwide visit www.deitel.com/training or write to deitel@deitel.com Download code examples Check out the growing list of programming Resource Centers Join the Deitel Twitter (@deitel) and Facebook (www.facebook.com/DeitelFan) communities To receive updates for this book, subscribe to the free Deitel ® Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html

C++ how to Program Pearson Education

The programmer's quick-start guide to iOS app development using iOS SDK 6, Cocoa Touch®, Xcode® 4.5 and the latest Objective-C® version and idioms! Dive into iOS 6 programming with this brief introduction for new iOS developers! This five-chapter e-book gets you started developing great iPhone and iPad apps quickly and publishing them on Apple's App Store. It's ideal for people familiar with object-oriented programming in Java, C++, C# or Objective-C (an Objective-C background is not required). The three programming chapters include a simple visual programming app and two code-based apps presented using the Deitels' signature app-driven approach—each technology is discussed in the context of a fully developed iOS app, complete with syntax coloring, code walkthroughs and sample outputs. Topics covered in this e-book include: iOS® App Development • iOS 6, Xcode 4.5, Interface Builder, Objective-C, Cocoa Touch®, iOS Simulator • Storyboarding, Segues, Auto Layout, Accessibility, Internationalization • Application Templates, Universal Apps • Social Framework, iCloud Key-Value Storage, Automatic Reference Counting (ARC), Collections, iOS Defaults System • GUI, Views, View Controllers, Outlets, Actions, Event Handling Fully Developed Apps • Welcome, Tip Calculator, Favorite Twitter® Searches App Business Issues • iOS Developer Program, App Store, Submitting Apps, iTunes Connect • What Makes a Great App • Monetization, Pricing (Free vs. Fee), In-App Purchase, , Selling Virtual Goods • Marketing, iAd Network, Advertising

Android for Programmers Pearson Education

The professional programmer's DEITEL® guide to iPhone app development using iPhone SDK 3.x, Xcode®, Objective-C® and Cocoa® More than 1.5 billion iPhone apps were downloaded from Apple's App Store in just one year! This book gives you everything you'll need to start developing great iPhone apps quickly and once you've joined Apple's fee-based iPhone Developer Program-to get them up and running on the App Store. The book uses an app-driven approach—each new technology is discussed in the context of 14 fully tested iPhone apps (7700 lines of code), complete with syntax shading, code walkthroughs and sample outputs. Apps you'll develop include: Welcome Spot-On Game Route Tracker Tip Calculator Cannon Game Slideshow Favorite Twitter® Searches Painter Voice Recorder Flag Quiz Game Address Book Twitter® Discount Airfares By Chapter 3 you'll be building apps using Xcode®, Cocoa® and Interface Builder. You'll learn object-oriented programming in Objective-C® and build apps using the latest iPhone 3.x technologies including the Game Kit, iPod library access and more. iPhone for Programmers include practical, example-rich coverage of: * iPhone SDK 3.x, XCode®, Interface Builder * Object-Oriented Programming in Objective-C® and Cocoa® * Collections, GUI, Event Handling * Controllers, Application Templates * UIView, Multi-Touch(tm) * Core Audio, Core Animation, NSTimer * Tables, UINavigationController * Map Kit, Core Location, GPS, Compass * Photos, iPod Library Access * Serialization

Swift for Programmers Prentice Hall

A guide to app development with iOS 8 using Swift, an Apple

programming language, covering such topics as storyboards, view controllers, game templates, animation graphics, user defaults, motion event handling, and app pricing.

Internet & World Wide Web Pearson Education

The Handbook of Software for Engineers and Scientists is a single-volume, ready reference for the practicing engineer and scientist in industry, government, and academia as well as the novice computer user. It provides the most up-to-date information in a variety of areas such as common platforms and operating systems, applications programs, networking, and many other problem-solving tools necessary to effectively use computers on a daily basis. Specific platforms and environments thoroughly discussed include MS-DOS®, Microsoft® Windows™, the Macintosh® and its various systems, UNIX™, DEC VAX™, IBM® mainframes, OS/2®, Windows™ NT, and NeXTSTEP™. Word processing, desktop publishing, spreadsheets, databases, integrated packages, computer presentation systems, groupware, and a number of useful utilities are also covered. Several extensive sections in the book are devoted to mathematical and statistical software. Information is provided on circuits and control simulation programs, finite element tools, and solid modeling tools.

Objective-C Pocket Reference Prentice Hall

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. *Object-Oriented Design and Programming with C++* Prentice Hall Summary: "Written for programmers with a background in high level language programming, the book applies the Deitel signature live code approach to teaching programming and explores the Java language in depth ... "

C++ how to Program Pearson Education

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133450732/ISBN-13: 9780133450736 . That package includes ISBN-10: 0133146146/ISBN-13: 9780133146141 and ISBN-10: 0133378713/ISBN-13: 9780133378719. MyProgrammingLab should only be purchased when required by an instructor For Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming by presenting

the concepts in the context of full working programs and takes an early-objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. The Ninth Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers. MyProgrammingLab for C++ How to Program is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better performance in the course—and provides educators a dynamic set of tools for gauging individual and class progress. And, MyProgrammingLab comes from Pearson, your partner in providing the best digital learning experience. View the Deitel Buzz online to learn more about the newest publications from the Deitels.

Java 9 for Programmers Prentice Hall

Highly practical in approach, this book introduces learners to the fundamental notions of structured programming and software engineering. KEY TOPICS It covers the full C language, key library functions, object-oriented programming in C++ and Java, and event-driven GUI programming in Java. For individuals begin their mastery of C Programming.

iPhone for Programmers Pearson

C# builds on the skills already mastered by C++ and Java programmers, enabling them to create powerful Web applications and components - ranging from XML-based Web services on Microsoft's .NET platform to middle-tier business objects and system-level applications.

A First Course in Computational Physics and Object-Oriented Programming with C++ Hardback with CD-ROM Elsevier
Specially designed for new programmers and students, COBOL, VB and other programmers, C programmers, and C++ programmers.

C++ *how to Program* Prentice Hall

PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces, Nested Classes Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study JavaServer™ Faces, Ajax-Enabled Web Applications, Web Services, Networking JDBC™, SQL, Java DB, MySQL® Threads and the Concurrency APIs I/O, Types, Control Statements, Methods Arrays, Generics, Collections Exception Handling, Files GUI, Graphics, GroupLayout, JDIC Using the Debugger and the API Docs And more... VISIT WWW.DEITEL.COM For information on Deitel's Dive Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com) Download code examples Check out the growing list of programming, Web 2.0, and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived issues of the DEITEL® BUZZ ONLINE The practicing programmer's DEITEL® guide to Java™ development and the Powerful Java™ Platform Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java language and Java APIs in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions and program outputs. The book features 220 Java applications with over 18,000 lines of proven Java code, and hundreds of tips

that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including GUI, graphics, exception handling, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build object-oriented Java applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including Java™, C++, .NET, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "Presenting software engineering side by side with core Java concepts is highly refreshing; gives readers insight into how professional software is developed."—Clark Richey (Java Champion), RABA Technologies, LLC. "The quality of the design and code examples is second to none!"—Terrell Hull, Enterprise Architect "The JDBC chapter is very hands on. I like the fact that Java DB/Apache Derby is used in the examples, which makes it really simple to learn and understand JDBC."—Sandeep Konchady, Sun Microsystems "Equips you with the latest web application technologies. Examples are impressive and real! Want to develop a simple address locator with Ajax and JSF? Jump to Chapter 22."—Vadiraj Deshpande, Sun Microsystems "Covers web services with Java SE 6 and Java EE 5 in a real-life, example-based, friendly approach. The Deitel Web Services Resource Center is really good, even for advanced developers."—Sanjay Dhamankar, Sun Microsystems "Mandatory book for any serious Java EE developer looking for improved productivity: JSF development, visual web development and web services development have never been easier."—Ludovic Chapenois, Sun Microsystems "I teach Java programming and object-oriented analysis and design. The OOD/UML 2 case study is the best presentation of the ATM example I have seen."—Craig W. Slinkman, University of Texas-Arlington "Introduces OOP and UML 2 early. The conceptual level is perfect. No other book comes close to its quality of organization and presentation. The live-code approach to presenting exemplary code makes a big difference in the learning outcome."—Walt Bunch, Chapman University/ Simply Visual Basic .NET 2003 Pearson Higher Ed For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

Java SE 8 for Programmers Pearson Educación

For a wide variety of Web Programming, HTML, and JavaScript courses found in Computer Science, CIS, MIS, IT, Business, Engineering, and Continuing Education departments. Also appropriate for an introductory programming course (replacing traditional programming languages like C, C++ and Java) for schools wanting to integrate the Internet and World Wide Web into their curricula. The revision of this groundbreaking book in the Deitels'How to Program series offers a thorough treatment of programming concepts, with programs that yield visible or audible results in Web pages and Web-based applications. The

book discusses effective Web-page design, server- and client-side scripting, ActiveX(R) controls and the essentials of electronic commerce. *Internet & World Wide Web How to Program* also offers an alternative to traditional introductory programming courses. The fundamentals of programming no longer have to be taught in languages like C, C++ and Java. With Internet/Web markup languages (such as HTML, Dynamic HTML and XML) and scripting languages (such as JavaScript(R), VBScript(R) and Perl/CGI), you can teach the fundamentals of programming wrapped in the Web-page metaphor.

Android for Programmers Pearson Education

Object-Oriented Design and Programming with C++: Your Hands-On Guide to C++ Programming, with Special Emphasis on Design, Testing, and Reuse provides a list of software engineering principles to guide the software development process. This book presents the fundamentals of the C++ language. Organized into two parts encompassing 10 chapters, this book begins with an overview of C++ and describes object-oriented programming and the history of C++. This text then introduces classes, polymorphism, inheritance, and overloading. Other chapters consider the C++ preprocessor and organization of class libraries. This book discusses as well the scope rules, separate compilation, class libraries, and their organization, exceptions, browsers, and exception handling. The final chapter deals with the design of a moderately complex system that provides file system stimulation. This book is a valuable resource for readers who are reasonably familiar with the C programming language and want to understand the issues in object-oriented programming using C++.

C++ how to Program Packt Publishing Ltd

Introduces the fundamentals of object-oriented programming and generic programming in C++. Topics include classes, objects, and encapsulation, inheritance and polymorphism, and object-oriented design with the UML.

Revival: The Handbook of Software for Engineers and Scientists (1995) "O'Reilly Media, Inc."

The professional programmer's Deitel® guide to smartphone and tablet app development using Android 4.3 and 4.4, the Eclipse-based Android Development Tools and the new Android Studio Billions of apps have been downloaded from Google Play™! This book gives you everything you'll need to start developing great Android apps quickly and getting them published on Google Play™. The book uses an app-driven approach—each new technology is discussed in the context of seven fully tested Android apps, complete with syntax coloring, code highlighting, code walkthroughs and sample outputs. Apps you'll develop include: Welcome App Cannon Game Tip Calculator Doodlz Twitter® Searches Address Book Flag Quiz The first-generation Android phones were released in October 2008. By October 2013, a Strategy Analytics report showed that Android had 81.3% of the global smartphone market share, compared to 13.4% for Apple, 4.1% for Microsoft and 1% for Blackberry (bit.ly/1aqlZXf). Billions of apps have been downloaded from Google Play. There are now more than one billion activated Android devices worldwide and more than 1.5 million Android devices are being activated daily (venturebeat.com/2013/09/03/android-hits-1bactivations-and-will-be-called-kitkat-in-nextversion). The opportunities for Android app developers are enormous. This book presents leading-edge computing technologies for professional software developers. At the heart of the book is the Deitel "app-driven approach"—concepts are presented in the context of complete working Android apps, rather than using code snippets. The introduction and app test drives at the beginning of each chapter show one or more sample executions. The book's source code is available at www.deitel.com/books/androidfp2. The apps in this

book were carefully designed to introduce you to key Android features and APIs. You'll quickly learn everything you need to start building Android apps—beginning with a testdrive of the Doodlz app in Chapter 1, then building your first app in Chapter 2. By the time you reach Chapter 9, you'll be ready to create your own apps for submission to Google Play and other app marketplaces. You'll master the Google Play submission process, including uploading your apps, deciding whether to sell your apps or offer them for free, and marketing them using in-app advertising, social media, Internet public relations and more. Practical, example-rich coverage of: Android 4.3 and 4.4 Android Development Tools, Android Studio Supporting Various Screen Sizes/Resolutions Accessibility, Internationalization, Graphics Activities, Fragments, Intents, Preferences GUIs, Layouts, Menus, Resource Files, Lists, Adapters, Events, Touch/Gesture Processing Immersive Mode, Printing Framework, PrintHelper Assets (Images, Audio), View Animation Threading, Collections, SQLite Database Social sharing via implicit intents Google Play™, App Publishing, Pricing, Monetization, Marketing, In-App Advertising, In-App Billing and more. Visit www.deitel.com Download code examples For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or write to deitel@deitel.com Join the Deitel social networking communities on Facebook® at deitel.com/DeitelFan, Twitter® @deitel, Google+™ at google.com/+DeitelFan, LinkedIn® at bit.ly/DeitelLinkedIn, YouTube™ at youtube.com/user/DeitelTV and subscribe to the Deitel® Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html The Deitel® Developer Series is designed for professional programmers. The series presents focused treatments on a growing list of emerging and mature technologies, including Android™ app development, iOS® app development, Java™, C# and .NET, C++, C, JavaScript®, Internet and web development and more. Each book in the series contains the same live-code teaching methodology used in the Deitels' How to Program Series college textbooks—most concepts are presented in the context of completely coded, working apps. Deitel & Associates is an internationally recognized authoring and corporate training organization specializing in Android™ and iOS® app development, programming languages, object technology and Internet and web software technology. The company offers instructor-led courses delivered at client sites worldwide on programming languages and platforms, such as Android™ app development, iOS® app development, Java™, Objective-C, C#, Visual Basic®, Visual C++®, C++, C, XML, Python, Perl®, object technology, Internet and web programming, and a growing list of additional programming and software-development courses. The founders of Deitel & Associates, Inc., are Paul Deitel and Dr. Harvey Deitel. The company's training clients include many of the world's largest corporations, government agencies, branches of the military and academic institutions. To learn more about Deitel & Associates, Inc., its professional books, college textbooks, e-books and LiveLessons video training, and its worldwide Dive-Into® Series instructor-led, on-site training curriculum, visit www.deitel.com/training or send an email to deitel@deitel.com. Join the Deitel social media communities on Facebook® (www.deitel.com/DeitelFan), Twitter® (@deitel), Google+™ (google.com/+DeitelFan), LinkedIn® (bit.ly/DeitelLinkedIn) and YouTube™ (youtube.com/user/DeitelTV), and subscribe to the Deitel® Buzz Online newsletter (www.deitel.com/newsletter/subscribe.html).

C Prentice Hall

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.