



Programming in C (3rd Edition)

By Stephen G. Kochan

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Learn the C programming language from one of the best. Stephen Kochan's *Programming in C* is thorough with easy-to-follow instructions that are sure to benefit beginning programmers. This book provides readers with practical examples of how the C programming language can be used with small, fast programs, similar to the programming used by large game developers such as Nintendo. If you want a one-stop-source for C programming, this book is it. The book is appropriate for all introductory-to-intermediate courses on programming in the C language, including courses covering C programming for games and small-device platforms.

Programming in C, Third Edition is a thoroughly revised and updated edition of Steven Kochan's classic C programming tutorial: a book that has helped thousands of students master C over the past twenty years. This edition fully reflects the latest C standard and contains current source code. It has been crafted to help students master C regardless of the platform they intend to use or the applications they intend to create -- including small-device and gaming applications, where C's elegance and speed make it especially valuable.

Kochan begins with the fundamentals, then covers every facet of C language programming: variables, data types, arithmetic expressions, program looping, making decisions, arrays, functions, structures, character strings, pointers, operations on bits, the preprocessors, I/O, and more. Coverage also includes chapters on working with larger programs; debugging programs; and the fundamentals of object-oriented programming. Appendices include a complete language summary, an introduction to the Standard C Library, coverage of compiling and running programs using gcc, common programming mistakes, and more.

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Programming in C

Preface

It's hard to believe that 20 years have passed since I first wrote *Programming in C*. At that time the Kernighan & Ritchie book *The C Programming Language* was the only other book on the market. How times have changed!

When talk about an ANSI C standard emerged in the early 1980s, this book was split into two titles: The original was still called *Programming in C*, and the title that covered ANSI C was called *Programming in ANSI C*. This was done because it took several years for the compiler vendors to release their ANSI C compilers and for them to become ubiquitous. I felt it was too confusing to try to cover both ANSI and non-ANSI C in the same tutorial text, thus the reason for the split.

The ANSI C standard has changed several times since the first standard was published in 1989. The latest version, called C99, is the major reason for this edition. This edition addresses the changes made to the language as a result of that standard.

In addition to covering C99 features, this book also includes two new chapters. The first discusses debugging C programs. The second offers a brief overview of the pervasive field of object-oriented programming, or OOP. This chapter was added because several popular OOP languages are based on C: C++, C#, Java, and Objective-C.

For those who have stayed with this text through the years, I am sincerely grateful. The feedback I have received has been enormously gratifying. It remains my main motivation for continuing to write today.

For newcomers, I welcome your input and hope that this book satisfies your expectations.

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