

The Practice Of Programming Brian W Kernighan

The Practice of Programming The C Programming Language The Elements of Programming Style *The Go Programming Language Software Tools* The Practice of Programming Unix *The UNIX Programming Environment* The UNIX Programming Environment Understanding the Digital World Team Geek *The Elements of Programming Style* *The C Answer Book 2Nd Ed.* C Programming The AWK Programming Language Understanding the Digital World Millions, Billions, Zillions Understanding the Digital World D Is for Digital Effective C Masterminds of Programming Memorial Tributes Learn C Programming Beautiful Code *Debugging Teams* R for Data Science The C Book, Featuring the ANSI C Standard *Congressional Record* The C++ Programming Language The Practice of Programming Compact Numerical Methods for Computers Code Reading *Extreme C* Sed & Awk Mathematical Foundations of Computer Networking You Don't Know JS: Scope & Closures Jamsa's C/C++ Programmer's Bible *Python for Informatics* Learn C++ Quickly Programming Proverbs

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Comprehending as skillfully as union even more than other will find the money for each success. next-door to, the proclamation as well as perspicacity of this The Practice Of Programming Brian W Kernighan can be taken as competently as picked to act.

Understanding the Digital World May 16 2021 A brand-new edition of the popular introductory textbook that explores how computer hardware, software, and networks work Computers are everywhere. Some are highly visible, in laptops, tablets, cell phones, and smart watches. But most are invisible, like those in appliances, cars, medical equipment, transportation systems, power grids, and weapons. We never see the myriad computers that quietly collect, share, and sometimes leak personal data about us. Governments and companies increasingly use computers to monitor what we do. Social networks and advertisers know more about us than we should be comfortable with. Criminals have all-too-easy access to our data. Do we truly understand the power of computers in our world? In this updated edition of Understanding the Digital World, Brian Kernighan explains how computer hardware, software, and networks work. Topics include how computers are built and how they compute; what programming is; how the Internet and web operate; and how all of these affect security, privacy, property, and other important social, political, and economic issues. Kernighan touches on fundamental ideas from computer science and some of the inherent limitations of computers, and new sections in the book explore Python programming, big data, machine learning, and much more. Numerous color illustrations, notes on sources for further exploration, and a glossary explaining technical terms and buzzwords are included. Understanding the Digital World is a must-read for readers of all backgrounds who want to know more about computers and communications.

Understanding the Digital World Jan 24 2022 A brand-new edition of the popular introductory textbook that explores how computer hardware, software, and networks work Computers are everywhere. Some are highly visible, in laptops, tablets, cell phones, and smart watches. But most are invisible, like those in appliances, cars, medical equipment, transportation systems, power grids, and weapons. We never see the myriad computers that quietly collect, share, and sometimes leak personal data about us. Governments and companies increasingly use computers to monitor what we do. Social networks and advertisers know more about us than we should be comfortable with. Criminals have all-too-easy access to our data. Do we truly understand the power of computers in our world? In this updated edition of Understanding the Digital

World, Brian Kernighan explains how computer hardware, software, and networks work. Topics include how computers are built and how they compute; what programming is; how the Internet and web operate; and how all of these affect security, privacy, property, and other important social, political, and economic issues. Kernighan touches on fundamental ideas from computer science and some of the inherent limitations of computers, and new sections in the book explore Python programming, big data, machine learning, and much more. Numerous color illustrations, notes on sources for further exploration, and a glossary explaining technical terms and buzzwords are included. Understanding the Digital World is a must-read for readers of all backgrounds who want to know more about computers and communications.

Team Geek Dec 23 2021 In a perfect world, software engineers who produce the best code are the most successful. But in our perfectly messy world, success also depends on how you work with people to get your job done. In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers. Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the "soft skills" of software engineering, you can have a much greater impact for the same amount of effort. Team Geek was named as a Finalist in the 2013 Jolt Awards from Dr. Dobbs' Journal. The publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

The C++ Programming Language Jun 04 2020 Offers information on using the C++ programming language using the new C++11 standard, covering such topics as concurrency, facilities, standard libraries, and design techniques.

The Go Programming Language Jul 30 2022 The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the go get command.

R for Data Science Sep 07 2020 Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous

programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: **Wrangle**—transform your datasets into a form convenient for analysis **Program**—learn powerful R tools for solving data problems with greater clarity and ease **Explore**—examine your data, generate hypotheses, and quickly test them **Model**—provide a low-dimensional summary that captures true "signals" in your dataset **Communicate**—learn R Markdown for integrating prose, code, and results

The UNIX Programming Environment Feb 22 2022 In their Preface, the authors explain, "This book is meant to help the reader learn how to program in C. It contains a tutorial introduction to get new users started as soon as possible, separate chapters on each major feature, and a reference manual. Most of the treatment is based on reading, writing, and revising examples, rather than on mere statements of rules. For the most part, the examples are complete, real programs, rather than isolated fragments. All examples have been tested directly from the text, which is in machine-readable form. Besides showing how to make effective use of the language, we have also tried where possible to illustrate useful algorithms and principles of good style and sound design... Book jacket.

You Don't Know JS: Scope & Closures Oct 28 2019 No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise yet in-depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, Scope and Closures dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers for variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of scope-based hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries

Python for Informatics Aug 26 2019 This book is designed to introduce students to programming and computational thinking through the lens of exploring data. You can think of Python as your tool to solve problems that are far beyond the capability of a spreadsheet. It is an easy-to-use and easy-to-learn programming language that is freely available on Windows, Macintosh, and Linux computers. There are free downloadable copies of this book in various electronic formats and a self-paced free online course where you can explore the course materials. All the supporting materials for the book are available under open and remixable licenses. This book is designed to teach people to program even if they have no prior experience.

The Practice of Programming May 04 2020

Software Tools Jun 28 2022 How to build software tools using structured programming. Written using RATFOR (Rational FORTRAN); could be translated into other languages.

Compact Numerical Methods for Computers Apr 02 2020 This second edition of Compact Numerical Methods for Computers presents reliable yet compact algorithms for computational problems. As in the previous edition, the author considers specific mathematical problems of wide applicability, develops approaches to a solution and the consequent algorithm, and provides the program steps. He emphasizes useful applicable methods from various scientific research fields, ranging from mathematical physics to commodity production modeling. While the ubiquitous personal computer is the particular focus, the methods have been implemented on computers as small as a programmable pocket calculator and as large as a highly parallel supercomputer. New to the Second Edition Presents program steps as Turbo Pascal code Includes more algorithmic examples Contains an extended bibliography The accompanying software (available by coupon at no charge) includes not only the algorithm source codes, but also driver programs, example data, and several utility codes to help in the software engineering of end-user programs. The codes

are designed for rapid implementation and reliable use in a wide variety of computing environments. Scientists, statisticians, engineers, and economists who prepare/modify programs for use in their work will find this resource invaluable. Moreover, since little previous training in numerical analysis is required, the book can also be used as a supplementary text for courses on numerical methods and mathematical software.

Sed & Awk Dec 31 2019 Explains the progression in Unix from grep to sed and awk, describes how to write sed scripts, covers common programming constructs, and details awk's built-in functions

Jamsa's C/C++ Programmer's Bible Sep 27 2019 CD-ROM includes Borland Turbo C++ Lite.

***The Practice of Programming* Nov 02 2022** With the same insight and authority that made their book *The Unix Programming Environment* a classic, Brian Kernighan and Rob Pike have written *The Practice of Programming* to help make individual programmers more effective and productive. The practice of programming is more than just writing code. Programmers must also assess tradeoffs, choose among design alternatives, debug and test, improve performance, and maintain software written by themselves and others. At the same time, they must be concerned with issues like compatibility, robustness, and reliability, while meeting specifications. *The Practice of Programming* covers all these topics, and more. This book is full of practical advice and real-world examples in C, C++, Java, and a variety of special-purpose languages. It includes chapters on: debugging: finding bugs quickly and methodically testing: guaranteeing that software works correctly and reliably performance: making programs faster and more compact portability: ensuring that programs run everywhere without change design: balancing goals and constraints to decide which algorithms and data structures are best interfaces: using abstraction and information hiding to control the interactions between components style: writing code that works well and is a pleasure to read notation: choosing languages and tools that let the machine do more of the work Kernighan and Pike have distilled years of experience writing programs, teaching, and working with other programmers to create this book. Anyone who writes software will profit from the principles and guidance in *The Practice of Programming* .

***The Elements of Programming Style* Nov 21 2021** Expression. Control structure. Program structure. Input and output. Common blunders. Efficiency and instrumentation. Documentation.

Effective C Mar 14 2021 A detailed introduction to the C programming language for experienced programmers. The world runs on code written in the C programming language, yet most schools begin the curriculum with Python or Java. *Effective C* bridges this gap and brings C into the modern era--covering the modern C17 Standard as well as potential C2x features. With the aid of this instant classic, you'll soon be writing professional, portable, and secure C programs to power robust systems and solve real-world problems. Robert C. Seacord introduces C and the C Standard Library while addressing best practices, common errors, and open debates in the C community. Developed together with other C Standards committee experts, *Effective C* will teach you how to debug, test, and analyze C programs. You'll benefit from Seacord's concise explanations of C language constructs and behaviors, and from his 40 years of coding experience. You'll learn: • How to identify and handle undefined behavior in a C program • The range and representations of integers and floating-point values • How dynamic memory allocation works and how to use nonstandard functions • How to use character encodings and types • How to perform I/O with terminals and filesystems using C Standard streams and POSIX file descriptors • How to understand the C compiler's translation phases and the role of the preprocessor • How to test, debug, and analyze C programs *Effective C* will teach you how to write professional, secure, and portable C code that will stand the test of time and help strengthen the foundation of the computing world.

Masterminds of Programming Feb 10 2021 *Masterminds of Programming* features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today. *Masterminds of Programming* includes individual interviews with: Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne

Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love: Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimsky: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and lead developer of C# If you're interested in the people whose vision and hard work helped shape the computer industry, you'll find **Masterminds of Programming** fascinating.

The C Book, Featuring the ANSI C Standard Aug 07 2020 This book presents an introduction to the C programming language, featuring a structured approach and aimed at professionals and students with some experience of high-level languages. Features *includes embedded summary material in bulleted form *highlights common traps and pitfalls in C programming.

Mathematical Foundations of Computer Networking Nov 29 2019 Mathematical techniques pervade current research in computer networking, yet are not taught to most computer science undergraduates. This self-contained, highly-accessible book bridges the gap, providing the mathematical grounding students and professionals need to successfully design or evaluate networking systems. The only book of its kind, it brings together information previously scattered amongst multiple texts. It first provides crucial background in basic mathematical tools, and then illuminates the specific theories that underlie computer networking. Coverage includes: * Basic probability * Statistics * Linear Algebra * Optimization * Signals, Systems, and Transforms, including Fourier series and transforms, Laplace transforms, DFT, FFT, and Z transforms * Queuing theory * Game Theory * Control theory * Information theory

Learn C++ Quickly Jul 26 2019

Understanding the Digital World Jul 18 2021 The basics of how computer hardware, software, and systems work, and the risks they create for our privacy and security Computers are everywhere. Some of them are highly visible, in laptops, tablets, cell phones, and smart watches. But most are invisible, like those in appliances, cars, medical equipment, transportation systems, power grids, and weapons. We never see the myriad computers that quietly collect, share, and sometimes leak vast amounts of personal data about us. Through computers, governments and companies increasingly monitor what we do. Social networks and advertisers know far more about us than we should be comfortable with, using information we freely give them. Criminals have all-too-easy access to our data. Do we truly understand the power of computers in our world? **Understanding the Digital World** explains how computer hardware, software, networks, and systems work. Topics include how computers are built and how they compute; what programming is and why it is difficult; how the Internet and the web operate; and how all of these affect our security, privacy, property, and other important social, political, and economic issues. This book also touches on fundamental ideas from computer science and some of the inherent limitations of computers. It includes numerous color illustrations, notes on sources for further exploration, and a glossary to explain technical terms and buzzwords. **Understanding the Digital World** is a must-read for all who want to know more about computers and communications. It explains, precisely and carefully, not only how they operate but also how they influence our daily lives, in terms anyone can understand, no matter what their experience and knowledge of technology.

Learn C Programming Dec 11 2020 Get started with writing simple programs in C while learning the skills that will help you work with practically any programming language **Key Features** Learn essential C concepts such as variables, data structures, functions, loops, and pointers Get to grips with the core programming aspects that form the base of many modern programming languages Explore the expressiveness and versatility of the C language with the help of sample programs **Book Description** C is a powerful general-purpose programming language that is excellent for beginners to learn. This book will introduce you to computer programming and software development using C. If you're an experienced developer, this book will help you to become familiar with the C programming language. This C programming book takes you through basic programming concepts and shows you how to implement them in C. Throughout the book, you'll create and run programs that make use of one or more C concepts, such as program structure with functions, data types, and conditional statements. You'll also see how to use looping and iteration, arrays, pointers, and strings. As you make progress, you'll cover code

documentation, testing and validation methods, basic input/output, and how to write complete programs in C. By the end of the book, you'll have developed basic programming skills in C, that you can apply to other programming languages and will develop a solid foundation for you to advance as a programmer. What you will learn Understand fundamental programming concepts and implement them in C Write working programs with an emphasis on code indentation and readability Break existing programs intentionally and learn how to debug code Adopt good coding practices and develop a clean coding style Explore general programming concepts that are applicable to more advanced projects Discover how you can use building blocks to make more complex and interesting programs Use C Standard Library functions and understand why doing this is desirable Who this book is for This book is written for two very diverse audiences. If you're an absolute beginner who only has basic familiarity with operating a computer, this book will help you learn the most fundamental concepts and practices you need to know to become a successful C programmer. If you're an experienced programmer, you'll find the full range of C syntax as well as common C idioms. You can skim through the explanations and focus primarily on the source code provided.

Debugging Teams Oct 09 2020 In the course of their 20+-year engineering careers, authors Brian Fitzpatrick and Ben Collins-Sussman have picked up a treasure trove of wisdom and anecdotes about how successful teams work together. Their conclusion? Even among people who have spent decades learning the technical side of their jobs, most haven't really focused on the human component. Learning to collaborate is just as important to success. If you invest in the "soft skills" of your job, you can have a much greater impact for the same amount of effort. The authors share their insights on how to lead a team effectively, navigate an organization, and build a healthy relationship with the users of your software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers.

Memorial Tributes Jan 12 2021 This is the 20th Volume in the series Memorial Tributes compiled by the National Academy of Engineering as a personal remembrance of the lives and outstanding achievements of its members and foreign associates. These volumes are intended to stand as an enduring record of the many contributions of engineers and engineering to the benefit of humankind. In most cases, the authors of the tributes are contemporaries or colleagues who had personal knowledge of the interests and the engineering accomplishments of the deceased. Through its members and foreign associates, the Academy carries out the responsibilities for which it was established in 1964. Under the charter of the National Academy of Sciences, the National Academy of Engineering was formed as a parallel organization of outstanding engineers. Members are elected on the basis of significant contributions to engineering theory and practice and to the literature of engineering or on the basis of demonstrated unusual accomplishments in the pioneering of new and developing fields of technology. The National Academies share a responsibility to advise the federal government on matters of science and technology. The expertise and credibility that the National Academy of Engineering brings to that task stem directly from the abilities, interests, and achievements of our members and foreign associates, our colleagues and friends, whose special gifts we remember in this book.

The AWK Programming Language Aug 19 2021 Software -- Programming Languages.

The Elements of Programming Style Aug 31 2022 Covers Expression, Structure, Common Blunders, Documentation, & Structured Programming Techniques

D Is for Digital Apr 14 2021 This book explains hardware, software and communications, precisely and carefully but in terms that anyone can understand, no matter what their experience and knowledge of technology.

Extreme C Jan 30 2020 Push the limits of what C - and you - can do, with this high-intensity guide to the most advanced capabilities of C Key Features Make the most of C's low-level control, flexibility, and high performance A comprehensive guide to C's most powerful and challenging features A thought-provoking guide packed with hands-on exercises and examples Book Description There's a lot more to C than knowing the language syntax. The industry looks for developers with a rigorous, scientific understanding of the principles and practices. *Extreme C* will teach you to use C's advanced low-level power to write

effective, efficient systems. This intensive, practical guide will help you become an expert C programmer. Building on your existing C knowledge, you will master preprocessor directives, macros, conditional compilation, pointers, and much more. You will gain new insight into algorithm design, functions, and structures. You will discover how C helps you squeeze maximum performance out of critical, resource-constrained applications. C still plays a critical role in 21st-century programming, remaining the core language for precision engineering, aviations, space research, and more. This book shows how C works with Unix, how to implement OO principles in C, and fully covers multi-processing. In *Extreme C*, Amini encourages you to think, question, apply, and experiment for yourself. The book is essential for anybody who wants to take their C to the next level. What you will learn

Build advanced C knowledge on strong foundations, rooted in first principles
Understand memory structures and compilation pipeline and how they work, and how to make most out of them
Apply object-oriented design principles to your procedural C code
Write low-level code that's close to the hardware and squeezes maximum performance out of a computer system
Master concurrency, multithreading, multi-processing, and integration with other languages
Unit Testing and debugging, build systems, and inter-process communication for C programming

Who this book is for *Extreme C* is for C programmers who want to dig deep into the language and its capabilities. It will help you make the most of the low-level control C gives you.

Code Reading Mar 02 2020 If you are a programmer, you need this book. You've got a day to add a new feature in a 34,000-line program: Where do you start? Page 333 How can you understand and simplify an inscrutable piece of code? Page 39 Where do you start when disentangling a complicated build process? Page 167 How do you comprehend code that appears to be doing five things in parallel? Page 132 You may read code because you have to--to fix it, inspect it, or improve it. You may read code the way an engineer examines a machine--to discover what makes it tick. Or you may read code because you are scavenging--looking for material to reuse. Code-reading requires its own set of skills, and the ability to determine which technique you use when is crucial. In this indispensable book, Diomidis Spinellis uses more than 600 real-world examples to show you how to identify good (and bad) code: how to read it, what to look for, and how to use this knowledge to improve your own code. **Fact: If you make a habit of reading good code, you will write better code yourself.**

The Practice of Programming May 28 2022 Brian Kernighan and Rob Pike have written *The Practice of Programming* to help make individual programmers more effective and productive. The practice of programming is more than just writing code. Programmers must also assess tradeoffs, choose among design alternatives, debug and test, improve performance, and maintain software written by themselves and others. At the same time, they must be concerned with issues like compatibility, robustness, and reliability, while meeting specifications. *The Practice of Programming* covers all these topics, and more. This book is full of practical advice and real-world examples in C, C++, Java, and a variety of special-purpose languages.

Unix Apr 26 2022 "The fascinating story of how Unix began and how it took over the world. Brian Kernighan was a member of the original group of Unix developers, the creator of several fundamental Unix programs, and the co-author of classic books like "The C Programming Language" and "The Unix Programming Environment."--

The UNIX Programming Environment Mar 26 2022

The C Answer Book 2Nd Ed. Oct 21 2021

Programming Proverbs Jun 24 2019

Beautiful Code Nov 09 2020 How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto

Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren, Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzner, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

Millions, Billions, Zillions Jun 16 2021 "Numbers are often intimidating, confusing, and even deliberately deceptive--especially when they are really big. The media loves to report on millions, billions, and trillions, but frequently makes basic mistakes or presents such numbers in misleading ways. And misunderstanding numbers can have serious consequences, since they can deceive us in many of our most important decisions, including how to vote, what to buy, and whether to make a financial investment. In this short, accessible, enlightening, and entertaining book, leading computer scientist Brian Kernighan teaches anyone--even diehard math-phobes--how to demystify the numbers that assault us every day. With examples drawn from a rich variety of sources, including journalism, advertising, and politics, Kernighan demonstrates how numbers can mislead and misrepresent. In chapters covering big numbers, units, dimensions, and more, he lays bare everything from deceptive graphs to speciously precise numbers. And he shows how anyone--using a few basic ideas and lots of shortcuts--can easily learn to recognize common mistakes, determine whether numbers are credible, and make their own sensible estimates when needed. Giving you the simple tools you need to avoid being fooled by dubious numbers, Millions, Billions, Zillions is an essential survival guide for a world drowning in big--and often bad--data"--Jacket

C Programming Sep 19 2021 Provides instructions for writing C code to create games and mobile applications using the new C11 standard.

Congressional Record Jul 06 2020

The C Programming Language Oct 01 2022 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