



Practical C Programming: Why Does 2+2 = 5986? (Nutshell Handbooks)

By Steve Oualline

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There are lots of introductory C books, but this is the first one that has the nonsense, practical approach that has made Nutshell Handbooks® famous. C programming is more than just getting the syntax right. Style and debugging also play a tremendous part in creating programs that run well and are easy to maintain. This book teaches you not only the mechanics of programming, but also describes how to create programs that are easy to read, debug, and update. Practical rules are stressed. For example, there are fifteen precedence rules in C (&& comes before || comes before ?:). The practical programmer reduces these to two:

- Multiplication and division come before addition and subtraction.

Contrary to popular belief, most programmers do not spend most of their time creating code. Most of their time is spent modifying someone else's code. This book shows you how to avoid the all-too-common obfuscated uses of C (and also to recognize these uses when you encounter them in existing programs) and thereby to leave code that the programmer responsible for maintenance does not have to struggle with. Electronic Archaeology, the art of going through someone else's code, is described. This third edition introduces popular Integrated Development Environments on Windows systems, as well as UNIX programming utilities, and features a large statistics-generating program to pull together the concepts and features in the language.

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Editorial Review

From the Publisher

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About the Author

Steve Oualline lives in Southern California, where he works as a software engineer for a major phone company. In his free time he is a real engineer on the Poway Midland Railroad. Steve has written almost a dozen books on programming and Linux software. His web site is <http://www.oualline.com> .

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