

Contents at a Glance

Introduction	1
Week 1 At a Glance	5
Day 1 Getting Started with C	7
Type and Run 1	25
2 The Components of a C Program	29
3 Storing Information: Variables and Constants	41
4 Statements, Expressions, and Operators	59
Type and Run 2	93
5 Functions: The Basics	97
6 Controlling Your Program's Order of Execution	123
7 Fundamentals of Reading and Writing Information	147
Week 1 In Review	167
Week 2 At a Glance	173
8 Using Numeric Arrays	175
9 Understanding Pointers	195
Type and Run 3	219
10 Working with Characters and Strings	223
11 Implementing Structures, Unions, and TypeDefs	249
12 Understanding Variable Scope	285
Type and Run 4	305
13 Advanced Program Control	309
14 Working with the Screen, Printer, and Keyboard	337
Week 2 In Review	377
Week 3 At a Glance	385
15 Pointers: Beyond the Basics	387
16 Using Disk Files	439
Type and Run 5	475

17	Manipulating Strings	481
18	Getting More from Functions	515
19	Exploring the C Function Library	533
	Type and Run 6	561
20	Working with Memory	565
21	Advanced Compiler Use	593
Week 3 In Review		619
Bonus Week at a Glance		627
Bonus Day 1	Objected-Oriented Programming Languages	629
Bonus Day 2	The C++ Programming Language	649
Bonus Day 3	Working with C++ Classes and Objects	665
Bonus Day 4	The Java Programming Language	703
Bonus Day 5	Programming Java Applets	723
Bonus Day 6	Building a Java Applet	743
Bonus Day 7	The C# Programming Languages	765
Bonus Week in Review		781
Appendixes		
A	ASCII Character Chart	783
B	C/C++ Reserved Words	789
C	Working with Binary and Hexadecimal Numbers	793
D	Portability Issues	797
E	Common C Functions	823
F	Answers	829
G	Getting Started with Dev-C++	881
Index		893