



Beginning Programming with C For Dummies

By Dan Gookin



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Learn the basics of programming with C with this fun and friendly guide!

C offers a reliable, strong foundation for programming and serves as a stepping stone upon which to expand your knowledge and learn additional programming languages. Written by veteran *For Dummies* author Dan Gookin, this straightforward-but-fun beginner's guide covers the fundamentals of using C and gradually walks you through more advanced topics including pointers, linked lists, file I/O, and debugging. With a special focus on the subject of an Integrated Development Environment, it gives you a solid understanding of computer programming in general as you learn to program with C.

- Encourages you to gradually increase your knowledge and understanding of C, with each chapter building off the previous one
- Provides you with a solid foundation of understanding the C language so you can take on larger programming projects, learn new popular programming languages, and tackle new topics with confidence
- Includes more than 100 sample programs with code that are adaptable to your own projects

Beginning Programming with C For Dummies assumes no previous programming language experience and helps you become competent and comfortable with the fundamentals of C in no time.

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Editorial Review

From the Back Cover

Learn to:

- Use C programming basics and syntax
- Write and debug code
- Build your own programs in C
- Apply general programming concepts to more advanced projects

C is the best place to start programming, and Dan Gookin's here to lead the way!

Behold the foundation of almost every programming language: the venerable C. Learn this one, and the others will come easily — plus, you can start telling computers, tablets, and other gizmos what to do. Dan Gookin walks you through the process in his characteristic way, with simple instructions, demonstrations, examples, and exercises — and a dash of fun.

- Building blocks — start right out with the Code::Blocks IDE and learn the basics of creating, building, and running a project
- Conquer the concepts — see what to do with values, constants, variables, functions, input/output devices, and loops
- Arrays of possibilities — understand arrays, string functions, and structures and how to use the command prompt
- A pointer's not a dog — find out how the often-misunderstood pointer can add power to your programs
- Bug out — debug your code, master file management, and create large projects using multiple source code modules

Open the book and find:

- The parts of C
- Tips on fixing compiler and linker errors
- How the computer makes decisions
- Techniques for manipulating and working with text
- A bit about binary
- Nifty things you can do with pointers
- How to work with permanent storage functions
- Ten common mistakes to avoid

About the Author

Dan Gookin wrote the original *For Dummies* book in 1991. Now, with more than 11 million copies in print, his many books have been translated into 32 languages. Among Dan's bestsellers are *Android Tablets For Dummies*, *Laptops For Dummies*, *PCs For Dummies*, *Samsung Galaxy Tabs For Dummies*, and *Word 2013 For Dummies*. Visit him at wambooli.com.

Users Review

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Jacob Roberts:

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Mary Oliveras:

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Irene Delong:

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