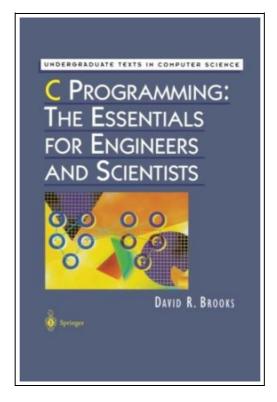
C Programming: The Essentials for Engineers and Scientists



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Reviews

Extremely helpful to all of group of individuals. It really is loaded with knowledge and wisdom Its been designed in an extremely basic way and is particularly simply after i finished reading through this ebook where actually altered me, affect the way i believe. (Lily Ryan)

C PROGRAMMING: THE ESSENTIALS FOR ENGINEERS AND SCIENTISTS



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Book Condition: New. Publisher/Verlag: Springer, Berlin | This text teaches the essentials of C programming, concentrating on what readers need to know in order to produce stand-alone programs and so solve typical scientific and engineering problems. It is a learning-by-doing book, with many examples and exercises, and lays a foundation of scientific programming concepts and techniques that will prove valuable for those who might eventually move on to another language. Written for undergraduates who are familiar with computers and typical applications but are new to programming. | '1 Programming Preliminaries.- 1.1 A Five-Step Problem-Solving Process.- 1.1.1 Step 1: Define the Problem.- 1.1.2 Step 2: Outline a Solution.- 1.1.3 Step 3: Design an Algorithm.- 1.1.4 Step 4: Convert the Algorithm Into a Program.- 1.1.5 Step 5: Verify the Operation of the Program.- 1.2 Defining a Pseudocode Language for Algorithm Development.- 1.3 Organizing Pseudocode Into a Program.- 1.4 Examples.- 1.5 What Is the Point of Programming?.- 1.6 Your First C Program.- 2 The Basics of C Programming.- 2.1 C Program Layout.- 2.2 Basic Input and Output.- 2.2.1 Keyboard Input and Monitor Output.- Reading and Displaying Numbers.- Reading and Displaying Characters and Strings of Characters.- Reading Values With Leading Zeros and Nonblank Separators.- 2.2.2 File I/O.- 2.2.3 I/O Redirection.- 2.3 Reading External Text Files of Unknown Length.- 2.4 Reading a File One Character at a Time.- 2.5 Applications.- 2.5.1 Maximum Deflection of a Beam Under Load.- 2.5.2 Relativistic Mass and Speed of an Electron.- 2.6 Debugging Your Programs.- 2.6.1 Compile-Time Errors.- 2.6.2 Run-Time Errors.- 2.7 Exercises.- 3 Data Types, Operators, and Functions.- 3.1 Specifying and Using Data Types.- 3.2 Operators.- 3.3 Type Casting.- 3.4 Intrinsic Functions.- 3.5 Simple User-Defined Functions.- 3.6 Applications.- 3.6.1 Refraction of Light.- 3.6.2 Inverse Hyperbolic Functions.- 3.7 Debugging Your Programs.- 3.7.1 Problems With Data Types and Casting.- 3.7.2 Probl



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