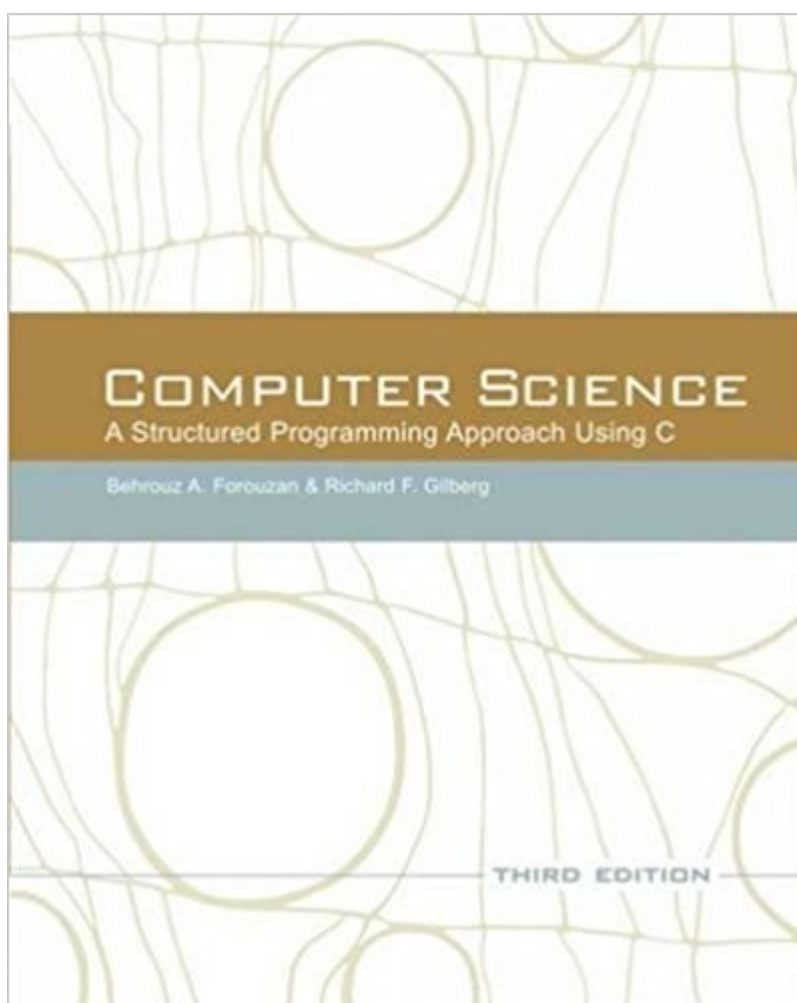


The book was found

Computer Science: A Structured Programming Approach Using C (3rd Edition)



Synopsis

The third edition of *Computer Science: A Structured Programming Approach Using C* continues to present both computer science theory and C-language syntax with a principle-before-implementation approach. Forouzan and Gilberg employ a clear organizational structure, supplemented by easy-to-follow figures, charts, and tables. The new edition has been thoroughly updated to reflect the new C99 standard, and includes a revised chapter sequence to better aid student learning.

Book Information

Paperback: 1184 pages

Publisher: Course Technology; 3 edition (February 6, 2006)

Language: English

ISBN-10: 0534491324

ISBN-13: 978-0534491321

Product Dimensions: 7.4 x 1.4 x 9.1 inches

Shipping Weight: 3.4 pounds (View shipping rates and policies)

Average Customer Review: 3.8 out of 5 stars 32 customer reviews

Best Sellers Rank: #28,699 in Books (See Top 100 in Books) #3 in [Books > Computers & Technology > Programming > Microsoft Programming > C & C++ Windows Programming](#) #23 in [Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C++](#) #151 in [Books > Textbooks > Computer Science > Programming Languages](#)

Customer Reviews

1. Introduction to Computers 2. Introduction to the C Language 3. Structure of a C Program 4. Functions 5. Selection-Making Decisions 6. Repetition 7. Text Input/Output 8. Arrays 9. Pointers 10. Pointer Applications 11. Strings 12. Enumerated, Structure, and Union Types 13. Binary Input/Output 14. Bitwise Operators 15. Lists Appendices A: Character Sets B: Keywords C: Flowcharting D: Numbering Systems E: Integer and Float Libraries F: Function Libraries G: Preprocessor Commands H: Command-Line Arguments I: Pointers to Void and to Functions J: Storage Classes and Type Qualifiers K: Program Development L: Understanding Complex Declarations

Behrouz A. Forouzan has more than 32 years of electronics and computer science experience in industry and academia. His industry experience includes designing electronic systems. After leaving

the industry, he joined De Anza College as a professor of computer science. In addition to this text, he has authored and co-authored nine other textbooks including: Computer Science: A Structured Approach Using C, Computer Science: A Structured Approach Using C++, and Data Structures: A Pseudocode Approach with C++. Richard F. Gilberg has more than 40 years of computer science experience in industry and academia. His industrial experience includes the development of large application systems, database administration, system testing, and data administration. After leaving the industry, he joined De Anza College as a professor of computer science. In addition to this text, he has also co-authored several others including Computer Science: A Structured Approach Using C, Computer Science: A Structured Approach Using C++, and Data Structures: A Pseudocode Approach with C++.

Not the best text book, but had no choice for my class.

Quick smooth deal, Thanks.

Great product, required for my computer coding class. Very informative. Great book to skim since there's a lot of useful information. If your having trouble on the homework, just whip this book out and you will almost always get an example similar to the problem.

Purchased this book for a programming class I'm taking in college. This book is so good, I don't even pay attention during class. The book is all I need!

This is a good book. I used for my freshman year in engineering. I sold it when the semester ended. However, I bought it again because I needed to review some material and I knew it was a good source. Recommended!!!

It's a very reliable source of information. A very great investment I made for any book. I very much recommend it!

This book is pretty well written and really help you understand the materials better. This book is pretty well organized and very easy to follow

It got me through class, but very difficult to understand.

[Download to continue reading...](#)

Computer Science: A Structured Programming Approach Using C (3rd Edition) Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) Python Programming: The Complete Step By Step Guide to Master Python Programming and Start Coding Today! (Computer Programming Book 4) The Structured Studio: French Horn: A structured guide to teaching private lessons Programming Fundamentals Using Java: A Game Application Approach (Computer Science) Practical Programming: An Introduction to Computer Science Using Python 3 (Pragmatic Programmers) C++ and Python Programming: 2 Manuscript Bundle: Introductory Beginners Guide to Learn C++ Programming and Python Programming C++ and Python Programming 2 Bundle Manuscript. Introductory Beginners Guide to Learn C++ Programming and Python Programming Python Programming: An Introduction to Computer Science, 3rd Ed. C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP) (Volume 10) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP Book 10) Logic and Structured Design for Computer Programmers 1st Grade Computer Basics : The Computer and Its Parts: Computers for Kids First Grade (Children's Computer Hardware Books) Extremal Combinatorics: With Applications in Computer Science (Texts in Theoretical Computer Science. An EATCS Series) Computer Science for the Curious: Why Study Computer Science? (The Stuck Student's Guide to Picking the Best College Major and Career) Fundamentals of Discrete Math for Computer Science: A Problem-Solving Primer (Undergraduate Topics in Computer Science) ESP8266: Programming NodeMCU Using Arduino IDE - Get Started With ESP8266 (Internet Of Things, IOT, Projects In Internet Of Things, Internet Of Things for Beginners, NodeMCU Programming, ESP8266) PLC Programming Using RSLogix 500: Advanced Programming Concepts! (Volume 2) Head First Programming: A learner's guide to programming using the Python language

[Contact Us](#)

[DMCA](#)

[Privacy](#)

