Dan Gookin S Guide To Ncurses Programming English

Yeah, reviewing a ebook **dan gookin s guide to ncurses programming english** could grow your close contacts listings. This is just one of the solutions for you to be successful. As understood, talent does not suggest that you have astounding points.

Comprehending as without difficulty as union even more than new will come up with the money for each success. bordering to, the notice as competently as perception of this dan gookin s guide to ncurses programming english can be taken as capably as picked to act.

UNIX Systems Programming for SVR4 David Allan Curry 1996 Provides the nitty gritty details on how UNIX interacts with applications. Inlcudes many extended examples on topics ranging from string manipulation to network programming

Dan Gookin's Guide to Ncurses Programming Dan Gookin 2017-09-08 Get up and running quickly with Ncruses programming. This tutorial covers all the basics, from configuring Ncurses to coding multi-window, full-screen applications for the text mode, terminal window. You must have a foundation in C programming and be familiar with the terminal shell, such as bash.This book has all the information and entertainment you'd expect from a Gookin book. From the author and creator of the original For Dummies title, "DOS For Dummies," as well as multitudinous other books, including "Beginning Programming With C For Dummies."

Flex & Bison John Levine 2009-08-05 If you need to parse or process text data in Linux or Unix, this useful book explains how to use flex and bison to solve your problems quickly. flex & bison is the long-awaited sequel to the classic O'Reilly book, lex & yacc. In the nearly two decades since the original book was published, the flex and bison utilities have proven to be more reliable and more powerful than the original Unix tools. flex & bison covers the same core functionality vital to Linux and Unix program development, along with several important new topics. You'll find revised tutorials for novices and references for advanced users, as well as an explanation of each utility's basic usage and simple, standalone applications you can create with them. With flex & bison, you'll discover the wide range of uses these flexible tools offer. Address syntax crunching that regular expressions tools can't handle Build compilers and interpreters, and handle a wide range of text processing functions Interpret code, configuration files, or any other structured format Learn key programming techniques, including abstract syntax trees and symbol tables Implement a full SQL grammar-with complete sample code Use new features such as pure (reentrant) lexers and parsers, powerful GLR parsers, and interfaces to C++

Programmer's Guide to NCurses Dan Gookin 2007-02-26 Programming the console in UNIX? Here's just what you need. First, you'll get a no-nonsense tutorial guide to the nCurses version 5.5 library, taking you from basic to advanced functions step by step. Then you'll find an A-to-Z reference of more than 175 nCurses functions, cross-referenced and illustrated with examples. With this all-purpose nCurses reference, you?ll: Learn techniques that can be used to program Linux®, FreeBSD®, Mac OS® X, or any other UNIX-based OS. Program, control, and manipulate text on the terminal screen. Control interactive I/O, organize content into windows on the screen, and use color to highlight text and organize information. Use a mouse to further refine input. Create nCurses programs using your choice of editors. Find hundreds of quick, easy-to-understand programming examples. Author Dan Gookin is known for making technology make sense. Buy this book and you'll see why.

PCs For Dummies Dan Gookin 2011-02-09

C++ For Dummies Stephen R. Davis 2000-07-15 Unlike other C++ programming books, C++ For Dummies considers the "why" just as important as the "how." The features of C++ are like pieces of a jigsaw puzzle. Rather than just present the features, this book will help you to really understand how they fit together. After you finish this book, you'll be able to write a reasonable C++ program, and, just as important, you'll understand why and how

it works. C++, as the name implies, is the next generation of the C programming language. The experienced C programmer will find C++ both exciting and frustrating. This book will help you get from C to C++ as painlessly as possible; however, C++ For Dummies, 4th Edition, doesn't assume that the reader knows anything about C language. Anyone, from any programming background, will quickly discover how to Write your first program Create source code Use the Visual C++ help system Build objects Develop C++ pointers Debug your programs This fourth edition of C++ For Dummies begins with basic programming concepts. The book works its way through simple syntax into the care and feeding of basic programs right into object-oriented concepts. Once you've digested the entire content of the book, you should have no trouble impressing your friends and acquaintances at parties. You'll find coverage of all these topics, and more: Declaring variables Performing logical operations Executing loops in a program Writing and using functions Passing pointers to functions Passing objects to functions Using constructors and destructors Declaring static member functions Implementing abstract classes Overloading the assignment operator C++ For Dummies does not cover Windows programming. Finding out how to program Windows in C++ is really a two-step process. First, you need to master C++. That accomplished, you can move on to Windows programming.

Prophetic Faith of our Fathers Vol 3

The C Programming Language Brian W. Kernighan 1988 Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

C All-in-One Desk Reference For Dummies Dan Gookin 2011-03-01 Covers everything users need to get up to speed on C programming, including advanced topics to take their programming skill to the next level Walks C programmers through the entire development cycle of a C program-designing and developing the program, writing source code, compiling the code, linking the code to create the executable programs, debugging, and deployment Provides thorough coverage of keywords, program flow, conditional statements, constants and variables, numeric values, arrays, strings, functions, pointers, debugging, prototyping, and much more Addresses some advanced programming topics such as graphics and game programming as well as Windows and Linux programming Includes dozens of sample programs that readers can adapt and modify for their own uses Written by the author of the first-ever For Dummies book-a man known for his ability to take complex material and present it in a way that makes it simple and fun

The History of the Decline and Fall of the Roman Empire Volume 8 Edward Gibbon 2016-05-08 This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work.This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work.As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

C For Dummies Dan Gookin 2004-05-07 while (dead_horse) beat (): If you're like most people, the above seems like nonsense. Actually, it's computer sense—C programming. After digesting C For Dummies, 2nd Edition, you'll understand it. C programs are fast, concise and versatile. They let you boss your computer around for a change. So turn on your computer, get a free compiler and editor (the book tells you where), pull up a chair, and get going. You won't have to go far (page 13) to find your first program example. You'll do short, totally manageable, hands-on exercises to help you make sense of: All 32 keywords in the C language (that's right—just 32 words) The functions—several dozen of them Terms like printf(), scanf(), gets (), and puts () String variables, numeric variables, and constants Looping and implementation Floating-point values In case those terms are almost as intimidating as the idea of programming, be reassured that C For Dummies was written by Dan Gookin, bestselling author of DOS For Dummies, the book that started the whole library. So instead of using expletives and getting headaches, you'll be using newly acquired skills and getting occasional chuckles as you discover how to: Design

and develop programs Add comments (like post-it-notes to yourself) as you go Link code to create executable programs Debug and deploy your programs Use lint, a common tool to examine and optimize your code A helpful, tear-out cheat sheet is a quick reference for comparison symbols, conversion characters, mathematical doodads, C numeric data types, and more. C For Dummies takes the mystery out of programming and gets you into it quickly and painlessly.

C Programming For Dummies Dan Gookin 2020-09-29 Get an A grade in C As with any major language, mastery of C can take you to some very interesting new places. Almost 50 years after it first appeared, it's still the world's most popular programming language and is used as the basis of global industry's core systems, including operating systems, high-performance graphics applications, and microcontrollers. This means that fluent C users are in big demand at the sharp end in cutting-edge industries—such as gaming, app development, telecommunications, engineering, and even animation—to translate innovative ideas into a smoothly functioning reality. To help you get to where you want to go with C, this 2nd edition of C Programming For Dummies covers everything you need to begin writing programs, guiding you logically through the development cycle: from initial design and testing to deployment and live iteration. By the end you'll be au fait with the do's and don'ts of good clean writing and easily able to produce the basic—and not-so-basic—building blocks of an elegant and efficient source code. Write and compile source code Link code to create the executable program Debug and optimize your code Avoid common mistakes Whatever your destination: tech industry, start-up, or just developing for pleasure at home, this easy-to-follow, informative, and entertaining guide to the C programming language is the fastest and friendliest way to get there!

The Prophetic Faith of Our Fathers LeRoy Edwin Froom 1950

21st Century C Ben Klemens 2012-10-15 Throw out your old ideas of C, and relearn a programming language that's substantially outgrown its origins. With 21st Century C, you'll discover up-to-date techniques that are absent from every other C text available. C isn't just the foundation of modern programming languages, it is a modern language, ideal for writing efficient, state-of-the-art applications. Learn to dump old habits that made sense on mainframes, and pick up the tools you need to use this evolved and aggressively simple language. No matter what programming language you currently champion, you'll agree that C rocks. Set up a C programming environment with shell facilities, makefiles, text editors, debuggers, and memory checkers Use Autotools, C's de facto cross-platform package manager Learn which older C concepts should be downplayed or deprecated Explore problematic C concepts that are too useful to throw out Solve C's string-building problems with C-standard and POSIX-standard functions Use modern syntactic features for functions that take structured inputs Build high-level object-based libraries and programs Apply existing C libraries for doing advanced math, talking to Internet servers, and running databases

Effective C Robert C. Seacord 2020-08-11 A detailed introduction to the C programming language for experienced programmers. The world runs on code written in the C programming language, yet most schools begin the curriculum with Python or Java. Effective C bridges this gap and brings C into the modern era--covering the modern C17 Standard as well as potential C2x features. With the aid of this instant classic, you'll soon be writing professional, portable, and secure C programs to power robust systems and solve real-world problems. Robert C. Seacord introduces C and the C Standard Library while addressing best practices, common errors, and open debates in the C community. Developed together with other C Standards committee experts, Effective C will teach you how to debug, test, and analyze C programs. You'll benefit from Seacord's concise explanations of C language constructs and behaviors, and from his 40 years of coding experience. You'll learn: • How to identify and handle undefined behavior in a C program • The range and representations of integers and floating-point values • How dynamic memory allocation works and how to use nonstandard functions • How to use character encodings and types • How to perform I/O with terminals and filesystems using C Standard streams and POSIX file descriptors • How to understand the C compiler's translation phases and the role of the preprocessor • How to test, debug, and analyze C programs Effective C will teach you how to write professional, secure, and portable C code that will stand the test of time and help strengthen the foundation of the computing world.

PCs For Dummies Quick Reference Dan Gookin 2007-04-23 All the PC essentials at your fingertips! If you like your answers quick and your information up-to-date, look no further. This concise, superbly organized reference walks you through setting up a PC, the new interface and features of Windows Vista, using basic applications,

organizing your stuff, getting on the Internet, networking (wired and wireless), burning CDs, upgrading your hardware, revving up your PC for high-speed game playing, and much more!

Head First C# Andrew Stellman 2008-12-26 A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ.

The History of Cape Cod Frederick Freeman 2020-03-09

Warning Miracle

Word For Dummies Dan Gookin 2021-12-29 Whether you've used older versions of this popular program or have never processed a single word, this hands-on guide gets you going with the latest version of Microsoft Word. In no time, you'll begin editing, formatting, proofing, and dressing up your Word documents like a pro. In this leading book about the world's number one word processing application, Dan Gookin talks about using Microsoft Word in friendly, easy-to-follow terms. Focusing on the needs of the beginning Word user, it provides everything you need to know about Word—without any painful jargon. Inside: Discover useful keyboard shortcuts Create and edit text with ease Apply fancy formatting Build your own templates Mix in graphics and tables Juggle multiple documents Review edits and add comments Master the art of mail merge

Hacking the Planet with Notcurses Nick Black 2020-03-31 Nick Black, prolific Free Software developer and designer of Notcurses, introduces character graphics and Text User Interface design. The examples use the modern Notcurses library, but many of the lessons are applicable to TUI programming using NCURSES or Newt. Topics include the history of and current practice of terminals, Unicode (through 2020's Unicode 13.0), handling input from keyboards and mice, effective use of RGB DirectColor, palette-indexed pseudocolor, and alpha blending, loading images and video, construction of reusable TUI widgets, and more. These concepts are developed using rich examples. Nick graduated with a handful of degrees from the Georgia Institute of Technology, and has hacked away in the code mines of NVIDIA, Google, and several successful startups. He is a Senior Member of the ACM, and a consulting scientist at Dirty South Supercomputing and Waffles.

An Introduction to Literature Sylvan Barnet 1997 Gathers examples of literature from Shakespeare to August Wilson, Leo Tolstoy to Amy Tan, and William Blake to Derek Walcott

Beginning Programming with C For Dummies Dan Gookin 2013-10-10 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.

Real World Instrumentation with Python John M. Hughes 2010-11-15 Learn how to develop your own applications to monitor or control instrumentation hardware. Whether you need to acquire data from a device or automate its functions, this practical book shows you how to use Python's rapid development capabilities to build interfaces that include everything from software to wiring. You get step-by-step instructions, clear examples, and hands-on tips for interfacing a PC to a variety of devices. Use the book's hardware survey to identify the interface type for your particular device, and then follow detailed examples to develop an interface with Python and C. Organized by interface type, data processing activities, and user interface implementations, this book is for anyone who works with instrumentation, robotics, data acquisition, or process control. Understand how to define the scope of an application and determine the algorithms necessary, and why it's important Learn

how to use industry-standard interfaces such as RS-232, RS-485, and GPIB Create low-level extension modules in C to interface Python with a variety of hardware and test instruments Explore the console, curses, TkInter, and wxPython for graphical and text-based user interfaces Use open source software tools and libraries to reduce costs and avoid implementing functionality from scratch

Dan Gookin's Guide to Curl Programming Dan Gookin 2019-11 It's almost as common these days for programmers to access information on the Internet as it is to open a file. To meet this goal when programming C, the libcurl library is used, and this is the book that shows you how it all works.As with his other titles, tech wizard and author Dan Gookin offers a thorough and entertaining exploration into writing C code to access the Internet. Programming the libcurl library is covered in-depth. Various forms of file transfer are presented. Sample code is plentiful and well-documented. Humor is peppered throughout.Expand what your C code can do by reading this book. Grasp the subtleties and details of the libcurl library and the harness the power it can give your programs.

DOS for Dummies Dan Gookin 1993-03 Windows may rule the world of popular computing on PCs around the globe, but DOS still has a place in the hearts and minds of computer users who vaguely remember what a C prompt looks like. Even if DOS (with all its arcane commands and its drab, boring look) isn't your idea of the best way to get things done on a PC, you'll find plenty of fast and friendly help on hand with the third edition of DOS For Dummies. Here's a plain-speaking reference guide to all the command-line stuff and nonsense that makes DOS work, whether you're a native DOS user or are an occasional dabbler who needs the operating system to run all those cool games under Windows. DOS For Dummies, 3rd Edition, avoids all the technical jargon to cut to the heart of things with clear, easy-to-understand explanations and step-by-step help for Changing disks and drives Dealing with the DOS prompt Managing files Running DOS inside Windows Installing and running DOS-based software programs Working with the printer and serial ports Using the mouse and keyboard Troubleshooting problems Understanding DOS error messages All the basic DOS commands, from APPEND to XCOPY, are demystified to make life in DOS much more bearable. This handy guide has plenty of helpful tips and tricks for bending DOS to your will, without having to dedicate your life (and all your free time) to mastering this little corner of the PC. Author Dan Gookin's first edition of DOS For Dummies became an international best-seller. He considers himself a computer "guru" whose job it is to remind everyone that computers are not to be taken too seriously. His approach to computers is light and humorous, yet very informative. Gookin mixes his knowledge of computers with a unique, dry sense of humor that keeps you informed – and awake.

Android Phones & Tablets For Dummies Dan Gookin 2017-12-07 Outsmart your new Android Getting a smartphone or tablet can be intimidating for anyone, but this user-friendly guide is here to help you to get the most out of all your new gadget has to offer! Whether you're upgrading from an older model or totally new to the awesome world of Androids, this book makes it easier than ever to get up and running with the latest technology. From setup and configuration to taking advantage of all those intricate bells and whistles, Android Phones & Tablets For Dummies helps you unleash everything your Android can do for you. If you're looking to use your phone or tablet for texting, emailing, accessing the Internet, or anything in between, you'll want to keep this go-to reference close by every step of the way. • Make sense of the phone features • Find your way around with navigation • Capture moments on the camera • Seamlessly sync with a PC or Mac Who needs a headache when dealing with a new device? This book makes it totally pain free!

PCs For Dummies Dan Gookin 2015-11-19 The bestselling PC reference on the planet—now available in its 13th edition Completely updated to cover the latest technology and software, the 13th edition of PCs For Dummies tackles using a computer in friendly, human terms. Focusing on the needs of the beginning computer user, while also targeting those who are familiar with PCs, but need to get up to speed on the latest version of Windows. This hands-on guide takes the dread out of working with a personal computer. Leaving painful jargon and confusing terminology behind, it covers Windows 10 OS, connecting to and using services and data in the cloud, and so much more. Written by Dan Gookin, the original For Dummies author, it tells you how to make a PC purchase, what to look for in a new PC, how to work with the latest operating system, ways to protect your files, what you can do online, media management tips, and even basic topics you're probably too shy to ask a friend about. Determine what you need in a PC and how to set it up Configure your PC, hook up a printer, and connect to the Internet Find your way around Windows 10 OS with ease and confidence Play movies and music, view photos, and explore social media If you're a first-time PC user at home or at work or just need to brush up on the latest technological advancements, the new edition of this bestselling guide gets you up and running fast.

OPERATING SYSTEM DESIGN: THE XINU APPROACH Douglas Comer 1989 Software -- Operating Systems.

WORD 2016 FOR DUMMIES Dan Gookin 2015-09-30 The bestselling beginner's guide to Microsoft Word Written by the author of the first-ever For Dummies book, Dan Gookin, this new edition of Word For Dummies quickly and painlessly gets you up to speed on mastering the world's number-one word processing software. In a friendly, human, and often irreverent manner, it focuses on the needs of the beginning Word user, offering clear and simple guidance on everything you need to know about Microsoft Word 2016, minus the chin-scratching tech jargon. Whether you've used older versions of this popular program or have never processed a single word, this hands-on guide will get you going with the latest installment of Microsoft Word. In no time, you'll begin editing, formatting, proofing, and dressing up your Word documents like a pro. Plus, you'll get easy-to-follow guidance on mastering more advanced skills, like formatting multiple page elements, developing styles, building distinctive templates, and adding creative flair to your documents with images and tables. Covers the new and improved features found in the latest version of the software, Word 2016 Shows you how to master a word processor's seven basic tasks Explains why you can't always trust the spell checker Offers little-known keyboard shortcuts If you're new to Word and want to spend more time on your actual work than figuring out how to make it work for you, this new edition of Word 2016 For Dummies has you covered.

HISTORY OF BARNSTEAD [N.H.] FROM ITS FIRST SETTLEMENT IN 1727 TO 1872 Jeremiah Peabody Jewett 1872

PROGRAMMING WITH CURSES John Strang 1986 Understanding windows; Terminal independence; The curses library; Sample program; Quick reference.

PCS FOR DUMMIES Dan Gookin 2013-02-05 The all-time bestselling PC reference, fully updated for the newest technologies! Previous editions of this fun and friendly PC guide have sold more than three million copies, making it the bestselling PC reference in the world. Dan Gookin, the author whose straightforward and entertaining style is the foundation of the For Dummies series, gives you the same easy-to-follow guidance in this edition, fully updated for Windows 8, using the cloud, and all the newest PC bells and whistles. It's perfect for the absolute beginner as well as for anyone switching to the latest hardware and software. Updated with information on all the latest upgrades, this edition of a worldwide bestseller covers all the essentials of using a PC, and presents them in a fun, non-intimidating style Popular technology author Dan Gookin starts at the beginning with all the basics that other books assume everyone knows Covers setting up your PC, exploring the Windows 8 interface, using network hardware and software, getting online and browsing with the newest version of Internet Explorer, setting up an e-mail account, connecting to the cloud, and using cloud-based services Shows you how to install and upgrade programs and manage files and folders Explores working with digital photos, downloading music, watching movies, and participating in social media PCs For Dummies, 12th Edition is the jargon-free, easy-to-use guide to everything you need to know about your PC.

TERMCAP AND TERMINFO John Strang 1988 Software -- Operating Systems.

RAMBLES ABOUT PORTSMOUTH Charles Warren 1802-1868 Brewster 2021-09-10 This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

THE TOWN OF ROXBURY Francis Samuel Drake 1905

WORD 2007 FOR DUMMIES Dan Gookin 2011-02-10 Dan Gookin's For Dummies guides to Word have consistently led the pack, selling more than 1.7 million copies in previous editions The author's irreverent sense of humor and crystal-clear prose make getting up to speed on Word a snap Thoroughly updated to cover Word's new interface, new file format options, and new collaboration and connectivity features An essential resource for everyone who

wants to hit the ground running with Word 2007 and make the most of all the new features

Smart Homes For Dummies Danny Briere 2011-02-09 Do you long to listen to your favorite CD from anywhere in your house? To set up a wireless network so you can access the Internet in any room? To install an iron-clad security system? To fire up the coffee pot while you're still asleep and wake up with automated lighting? Smart home technology can help you do just that! Smart Homes For Dummies, Third Edition, shows you how easy it can be to create and live in a cutting-edge, fully connected home—without breaking your bank account. With this user-friendly guide, you'll discover all the latest trends and gadgets in home networking, automation, and control that will help you make life more enjoyable and comfortable for your entire family. We help you plan for things such as flat-screen TVs, intercom systems, whole-home audio systems, gaming consoles, and satellite systems. We talk about your wiring (and wireless) options and introduce you to the latest technologies, such as VoIP and Bluetooth. You'll see how to: Build your home network on a budget Turn your home into an entertainment center Access the Internet from any room Get VoIP on your phone network Boost in-home wireless and cell phone signals Connect your computer to your TV Secure your home and property Increase your home's resale value Avoid common networking pitfalls And much, much more Complete with a resource list for more information and neat toys of the future, Smart Homes For Dummies is your plain-English, twenty-first century guide to a fully wired home!

Linux in a Nutshell Ellen Siever 2005 Over the last few years, Linux has grown both as an operating system and a tool for personal and business use. Simultaneously becoming more user friendly and more powerful as a back-end system, Linux has achieved new plateaus: the newer filesystems have solidified, new commands and tools have appeared and become standard, and the desktop--including new desktop environments--have proved to be viable, stable, and readily accessible to even those who don't consider themselves computer gurus. Whether you're using Linux for personal software projects, for a small office or home office (often termed the SOHO environment), to provide services to a small group of colleagues, or to administer a site responsible for millions of email and web connections each day, you need quick access to information on a wide range of tools. This book covers all aspects of administering and making effective use of Linux systems. Among its topics are booting, package management, and revision control. But foremost in Linux in a Nutshell are the utilities and commands that make Linux one of the most powerful and flexible systems available. Now in its fifth edition, Linux in a Nutshell brings users up-to-date with the current state of Linux. Considered by many to be the most complete and authoritative command reference for Linux available, the book covers all substantial user, programming, administration, and networking commands for the most common Linux distributions. Comprehensive but concise, the fifth edition has been updated to cover new features of major Linux distributions. Configuration information for the rapidly growing commercial network services and community update services is one of the subjects covered for the first time. But that's just the beginning. The book covers editors, shells, and LILO and GRUB boot options. There's also coverage of Apache, Samba, Postfix, sendmail, CVS, Subversion, Emacs, vi, sed, gawk, and much more. Everything that system administrators, developers, and power users need to know about Linux is referenced here, and they will turn to this book again and again.

Beginning Programming with C For Dummies Dan Gookin 2013-10-28 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.