

## *Efficient C Performance Programming Techniques*

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*get started with writing simple programs in c while learning the skills that will help you work with practically any programming language key features learn essential c concepts such as variables data structures functions loops arrays and pointers get to grips with the core programming aspects that form the base of many modern programming languages explore the expressiveness and versatility of the c language with the help of sample programs book description c is a powerful general purpose programming language that is excellent for beginners to learn this book will introduce you to computer programming and software development using c if you're an experienced developer this book will help you to become familiar with the c programming language this c*

programming book takes you through basic programming concepts and shows you how to implement them in c throughout the book you ll create and run programs that make use of one or more c concepts such as program structure with functions data types and conditional statements you ll also see how to use looping and iteration arrays pointers and strings as you make progress you ll cover code documentation testing and validation methods basic input output and how to write complete programs in c by the end of the book you ll have developed basic programming skills in c that you can apply to other programming languages and will develop a solid foundation for you to advance as a programmer what you will learn understand fundamental programming concepts and implement them in c write working programs with an emphasis on code indentation and readability break existing programs intentionally and learn how to debug code adopt good coding practices and develop a clean coding style explore general programming concepts that are applicable to more advanced projects discover how you can use building blocks to make more complex and interesting programs use c standard library functions and understand why doing this is desirable who this book is for this book is written for two very diverse audiences if you re an absolute beginner who only has basic familiarity with operating a computer this book will help you learn the most fundamental concepts and practices you need to know to become a successful c programmer if you re an experienced programmer you ll find the full range of c syntax as well as common c idioms you can skim through the explanations and focus primarily on the source code provided

mastering c language in depth is a structured guide for beginners who want to build a strong foundation in programming it covers everything from the basics of c syntax and data types to functions arrays pointers structures file handling and modular programming along the way you ll practice memory management debugging and compilation gaining a clear view of how code interacts with the system the explanations are simple and practical supported by examples and exercises that help you learn by doing the book aligns with modern c standards but focuses on timeless fundamentals that apply to any programming language whether you re preparing for college interviews or your first development project this book helps you write efficient reliable and well structured c programs with confidence

from this book readers will learn how to use the c programming language to write correct efficient portable programs the emphasis is on complete interesting useful examples while covering the complete c language modern topics of data and functional abstraction reusable code and portable efficient data structures are covered

far too many programmers and software designers consider efficient c to be an oxymoron they regard c as inherently slow and inappropriate for performance critical applications consequently c has had little success penetrating domains such as networking operating system kernels device drivers and others efficient c explodes that myth written by two authors with first hand experience wringing the last ounce of performance from commercial c applications this book demonstrates the potential of c to produce highly efficient programs the book reveals practical everyday object oriented design principles and c coding techniques that can yield large performance improvements it points out common pitfalls in both design and code that generate hidden operating costs this book focuses on combining c s power and flexibility with high performance and scalability resulting in the best of both worlds specific topics include temporary objects memory management templates inheritance virtual functions inlining reference counting stl and much more with this book you will have a valuable compendium of the best performance techniques at your fingertips  
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gpu parallel program development using cuda teaches gpu programming by showing the differences among different families of gpus this approach prepares the reader for the next generation and future generations of gpus the book emphasizes concepts that will remain relevant for a long time rather than concepts that are platform specific at the same time the book also provides platform dependent explanations that are as valuable as generalized gpu concepts the book consists of three separate parts it starts by explaining parallelism using cpu multi threading in part i a few simple programs are used to demonstrate the concept of dividing a large task into multiple parallel sub tasks and mapping them to cpu threads multiple ways of parallelizing the same task are analyzed

and their pros cons are studied in terms of both core and memory operation part ii of the book introduces gpu massive parallelism the same programs are parallelized on multiple nvidia gpu platforms and the same performance analysis is repeated because the core and memory structures of cpus and gpus are different the results differ in interesting ways the end goal is to make programmers aware of all the good ideas as well as the bad ideas so readers can apply the good ideas and avoid the bad ideas in their own programs part iii of the book provides pointer for readers who want to expand their horizons it provides a brief introduction to popular cuda libraries such as cublas cufft npp and thrust the opencl programming language an overview of gpu programming using other programming languages and api libraries such as python opencv opengl and apple's swift and metal and the deep learning library cudnn

describes the c compilation system for unix system v release 4.0 or later it also provides pointers on transitioning to ansi iso c the guide covers how to comply with standard c debugging from the cli multiprocess debugging using debug with gnu's c profiling utilities and using the cscope browser

this book is for the knowledgeable c programmer this is a second book that gives the c programmers advanced tips and tricks this book will help the c programmer reach new heights as a professional organized to make it easy for the reader to scan to sections that are relevant to their immediate needs

hips 2003 is a forum for researchers in the areas of applications computational models language design compilers system architecture and programming tools to discuss new developments in programming parallel and grid systems the proceedings covers the design and implementation of high level programming models for parallel and grid environments it also looks at current programming models such as mpi and openmp and covers implementation techniques for openmp on smp systems

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teach yourself cgi programming in a week third edition follows the same format and uses the same learning tools as other books in the sams teach yourself series this new edition covers implementing cgi with c and active server page technology in addition to perl also covered are windows cgi programming and how to use cgi to interact with java vbscript and javascript the book takes the reader from the basics of cgi learning for example how to implement and customize existing cgi programs that have been written by others to the point where he can use cgi to create his own programs from scratch the book will also provide numerous real life examples of cgi scripts database search tools survey forms interactive games order forms guest books and more the final sections of the book will cover advanced cgi programming debugging techniques solutions for common cgi problems etc cgi is the next step beyond simple html allowing users to add forms and other types of interactivity to pages updated and revised to cover active server pages perl 5 c windows cgi javascript vbscript applescript and new cgi development tools learn how to add interactivity and programs to pages with cgi

this book is a thorough introduction to java message service jms the standard java application program interface api from sun microsystems that supports the formal communication known as messaging between computers in a network jms provides a common interface to standard messaging protocols and to special messaging services in support of java programs the messages exchange crucial data between computers rather than between users information such as event notification and service requests messaging is often used to coordinate programs in dissimilar systems or written in different programming languages using the jms interface a programmer can invoke the messaging services of ibm's mqseries progress software's sonicmq and other popular messaging product vendors in addition jms supports messages that contain serialized java objects and messages that contain extensible markup language xml pages messaging is a powerful new paradigm that makes it easier to uncouple different parts of an enterprise application messaging clients work by sending messages to a message server which is responsible for delivering the messages to their destination

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