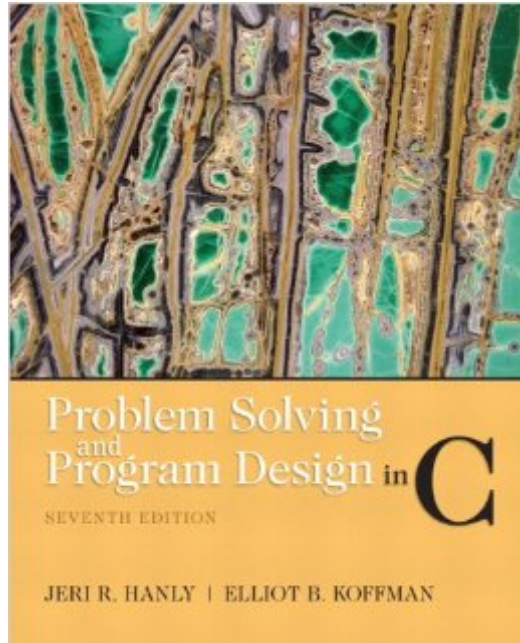


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Problem Solving And Program Design In C (7th Edition)



Synopsis

Problem Solving and Program Design in C is one of the best-selling introductory programming textbooks using the C programming language. It embraces a balanced approach to program development and an introduction to ANSI C. The book provides a gradual introduction to pointers and covers programming with functions early in the text. In later chapters, students learn to implement fundamental data structures such as lists, stacks, queues, and trees in a language that fosters their understanding of stack- and heap-dynamic memory allocation and programmer-controlled pointers. To enhance students' learning experience it offers the right amount of pedagogical features that include end-of-section and chapter exercises, examples and case studies, syntax and program style display boxes, error discussions and end-of-chapter projects.

Book Information

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Customer Reviews

I don't understand how could someone give one star to this book. In this book, there's almost every thing a beginner needs to learn. First and foremost, a beginner must learn to use a "systematic" method to design his programs, so there's a whole chapter on top-down design, and a whole chapter on modular programming, AND at the end of each chapter there's a case study enforcing good program design by applying a consistent framework: problem, analysis (data requirements), design (initial algorithm, refinements and structure chart). Every step is followed by some explanations, implementation and testing. To learn to solve problems "systematically" a

beginner needs to see a consistent method in action, that's the purpose of this framework and the case study. To solve problem a beginner needs to learn how to use the usual elementary tools of the trade: selection, loops, recursion, etc. A beginner needs to learn to apply those tools to ask things, to test things, to search things, to sort things, etc. All of which are clearly and fully explained. For each, "tool" and technic, the authors give a taxonomy of their use (loops using sentinelle value, loops using flag, etc.) along with examples and they apply those tools and technics in a case study at the end of each chapter. The authors even take the time to teach you how to trace the execution of each new kind of statement (selection, loop) and recursion. I mean what more can someone want. There's even a clear introduction of linked lists and trees. This book is thick, 890 pages, because it's meant to teach programming, that is solving problems by using a specific set of tools and technics, the book is not meant to teach a specific language. It's not a book about C, it's a book using C.

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