

## Latest Java Yashwant Kanetkar

Eventually, you will agreed discover a supplementary experience and talent by spending more cash. still when? reach you say yes that you require to get those all needs gone having significantly cash? Why dont you try to acquire something basic in the beginning? Thats something that will lead you to understand even more approximately the globe, experience, some places, in the same way as history, amusement, and a lot more?

It is your definitely own period to put-on reviewing habit. in the midst of guides you could enjoy now is **Latest Java Yashwant Kanetkar** below.

<i>Latest Java Yashwant Kanetkar</i>	<i>2020-09-16</i>
<b>CARLA ELLIS</b>	

**General Science** Bpb Publications

Solutions to all Exercises in Let Us Python, Cross-check Your Solutions DESCRIPTION Practice! That is what Python Programming is all about. To be able to master Python you need to practise writing a large number of programs in it. As you try to do so, you would find that there are multiple ways of writing any program. So you need to find out whether you have chosen the best way to implement your program. That's where you would find this book useful. Let Us Python contains exercises at the end of each chapter. Solving these exercises would help you build your Python skills. As you do so, many of you would feel the need for a trusted companion who will ratify your answers and programs. Let Us Python Solutions will be that trusted companion. It will help you validate your answers and teach you how to write better Python programs. KEY FEATURES - Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. - Lists down all the important points that you need to know related to various topics in an organized manner. - Prepares you for coding related interview and theoretical questions. - Provides In depth explanation of complex topics and Questions. - Focuses on how to think logically to solve a problem. - Follows a systematic approach that will help you to prepare for an interview in short duration of time. - Exercises are exceptionally useful to complete the reader's understanding of a topic. WHAT WILL YOU LEARN 1. Data types, Control flow instructions, console & File Input/Output 2. Strings, list & tuples, List comprehension 3. Sets & Dictionaries, Functions & Lambdas 4. Dictionary Comprehension 5. Modules, classes and objects, Inheritance 6. Operator overloading, Exception handling 7. Iterators & Generators, Decorators, Command-line Parsing WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages 16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and Inheritance 20. Iterators and Generators 21. Exception Handling 22. File Input/Output 23. Miscellany 24. Multi-threading 25. Synchronization

*Data Structures Through C* Bpb Publications

Learn the basics of most favored dynamic language for application development Key features Major reorganisation of chapters with a view to improve comprehension of concepts involved Comprehensive coverage of all the concepts of Core Java Simple language, crystal clear approach, user friendly book Concepts are duly supported by several examples and self explanatory analogies. DescriptionJava Language is very popularly used for creating applications for PC, Laptop, Tablet, Web and Mobile world Learning a language that can work on so many different platforms can be a challenge. This is where you would find this book immediately useful. It follows simple and easy narration style. It doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on reader's mind. Object Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this book, cover every aspect of Java programming. What will you learn Data types & Control Instructions Classes & Objects Arrays & Strings Inheritance & Polymorphism Interfaces, Packages Exception Handling, Effective IO Multithreading & Synchronization Generics, Collection classes, GUI Using Swing Database Connectivity Using JDBC Who this book is forThis book will prove to be a "e;must have"e; for beginners as well as experienced professionals as it is a stepping stone for learning Java technology. Table of contents1. An Overview of Java 2. Getting Started 3. Java Data Types and Instructions 4. Decision Control Instruction 5. Loop Control Instruction6. Case Control Instruction7. Functions8. Advanced Features of Functions9. Introduction to OOP10. Classes and Objects11. Arrays12. Strings and Enums13. Inheritance14. Polymorphism15. Exception Handling16. Effective Input/ Output17. Multithreading In Java18. Generics19. Collection Classes20. User Interfaces21. JDBC22. Index About the authorYashavant Kanetkar Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yadhavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His LinkedIn profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

**COMPUTER SYSTEM AND PROGRAMMING IN C** Bpb Publications

This book not only have put together 101 challenges in C++ programming ,also have organized them according to features of C programming one needs to use to solve them.This book also have ready made solutions to each of the 101 challenges .In addition ,the book also shows sample runs of these solutions so that you get to know what iutput to give and what output to expect. These Challenges would test and improve your knowledge in every aspect of C Programming.These challenges would test and improve your knowledge in every aspect of C++ programming.Table of contents:Chapter 1: Getting off the ground challengesi Chapter 2: The starters challengesi Chapter 3: Basic C++ challengesi Chapter 4: Class organization challengesi Chapter 5: Class constructor challengesi Chapter 6: Classes and objects challengesi Chapter 7: More classes and objects challengesi Chapter 8: Function challengesi Chapter 9: Function overloading challengesi Chapter 10: Operating overloading challengesi Chapter 11: Free store challengesi Chapter 12: Inheritance challengesi Chapter 13: Virtual function challengesi Chapter 14: Input / output challengesi Chapter 15: Template challengesi Chapter 16: Exception handling challengesi Chapter 17: STL challengesi Chapter 18: Miscellaneous challenges

*A First Course in Programming with C* Hyperion Books

Complete question bank to crack your .NET interview with real-time examples Key Features 200 dedicated questions on MVC and Angular 100 Questions are given for WPF and WCF Skills 150 Questions are dedicated to data access layer technologies like ADO.NET, EF and LINQ Questions on UML, Design pattern and architecture questions Covers.NET interview SQL Server questions Book also discusses current salary trend for .NET and C# developers so that when you go for an interview you should know what current market rate is ? and you negotiate it fairly. Description Book has been around 10 years in the industry and is the number one chosen friend when a C# developer is looking for a job. So do not look any further. Just pick it up. This book covers more than 1000 real time .NET interview questions ranging across 20 categories like .NET fundamentals, OOP, SQL Server, ADO.NET, MVC6, Angular, JQuery, HTML 5, WPF, WCF and so on. The best part of this book is the DVD which has awesome step by step videos to learn MVC and .NET as soon as possible. What will you learn After reading this book, you will be able to understand .NET Framework, OOPS, ADO .NET. You will be able to know ASP .NET WebForms, ASP.NET MVC, JQuery, Angular, HTML 5 and CSS 3, SQL Server, WPF. Who this book is for This book is built in such a way that it is useful for all categories such as technical or non-technical readers. This book is perfect. If you are a fresher and you want to learn about .NET, or if you are a teacher and you want to teach what is asked during an interview in .NET, this book is very helpful. Table of Contents 1. Top 50 Technical and Non-technical Questions 2. Basic .NET Framework 3. OOPS 4. ADO .NET 5. ASP .NET WebForms 6. ASP.NET MVC (Model View Controller) 7. JQuery 8. Angular 9. HTML 5 and CSS 3 10. SQL Server 11. Removing, Web Services and WCF 12. WPF 13. LINQ and Entity Framework 14. Design patterns, UML, Estimation and Project management 15. Ajax 16. Reports 17. Threading 18. XML 19. .NET Interoperability 20. Extra's 21. Algorithms 22. Learn .NET and MVC About the Author Shivprasad Koirala is a Microsoft ASP.NET MVP, self-employed and mostly into Microsoft technology corporate training. He is hypnotized with training and teaching. Till now he has taken more than 2000 corporate training, 80 published books written, with more than 1000 articles. His LinkedIn profile: <https://in.linkedin.com/in/shivkoirala>

**C#.Net Fundas** Sams Publishing

Know the fully working examples and applications of Pointers Key Features Strengthens the foundations, as a detailed explanation of concepts are given Focuses on how to think logically to solve a problem Algorithms used in the book are well explained and illustrated step by step Help students in understanding how pointers Description Pointers are bread and butter of a C Programmer without knowledge of pointers is like a fish which doesn't know how to swim. He needs command over pointers to be able to exploit their immense potential. Pointers are all about power and punch and this book covers everything that has anything to do anything with pointers in a simple, easy to understand way. What will you learn Pointer Terminology Pointers and Arrays Pointers and Structures Pointers and Dynamic Memory Allocation Pointers to Functions Pointers and Variable Argument Lists Pointers and Command-line Arguments Pointers and Linked Lists Pointers and Stacks & Queues Pointers and Trees & Graphs Practical use of Pointers Pointers in C++ Who this book is for Students, Programmers, researchers, and software developers who wish to learn the basics of Data structures. Table of Contents 1. Introduction To Pointers 2. Pointers And Arrays 3. Pointers and Strings 4. Pointers and Structures 5. Pointers and Data Structures 6. Pointers Miscellany 7. Applications Of Pointers 8. Pointers in C++ 9. Appendix A 10. Index About the Author Yashavant Kanetkar Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, moulded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought-after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honoured with the prestigious "Distinguished Alumnus Award" by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "Best .NET Technical Contributor" and "Most Valuable Professional" awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yashavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His LinkedIn profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

[Programming with JAVA - A Primer](#) Apress

Description: Best way to learn any programming language is to create good programs in it. C is not exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program. That's where you would find this book useful. It contains solutions to all the exercises present in Let Us C 15th Edition. If you learn the language elements from Let Us C, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C programmer. I am sure you would appreciate this learning path like the millions of students and professionals have in the past decade. Table Of Contents: Introduction Chapter 0 : Before We begin Chapter 1 : Getting Started Chapter 2 : C Instructions Chapter 3 : Decision Control Instruction Chapter 4 : More Complex Decision Making Chapter 5 : Loop control Instruction Chapter 6 : More Complex Repetitions Chapter 7 : Case Control Instruction Chapter 8 : Functions Chapter 9 : Pointers Chapter 10 : Recursion Chapter 11 : Data Types Revisited Chapter 12 : The C Preprocessor Chapter 13 : Arrays Chapter 14 : Multidimensional Arrays Chapter 15 : Strings Chapter 16 : Handling Multiple Strings Chapter 17 : Structures Chapter 18 : Console Input/ Output Chapter 19 : File Input/output Chapter 20 : More Issues in Input/Output Chapter 21 : Operations on Bits Chapter 22 : Miscellaneous features Chapter 23 : C Under Linux

*Let Us C* BPB Publications

Programming with JAVA, 3e, incorporates all the updates and enhancements added to JAVA 2 and J2SE 5.0 releases. The book presents the language concepts in extremely simple and easy-to-understand style with illustrations and examples wherever necessary. Salient Features Fully explains the entire Java language. Discusses Java's unique features such as packages and interfaces. Shows how to create and implement applets. Illustrates the use of advanced concepts like multithread and graphics. Covers exception handling in depth. Debugging exercises and two full-fledged projects. Includes model questions from the Sun Certified JAVA Programmer Exam.

**Understanding Pointers** BPB Publications

Java for Web with Servlets, JSP and EJB is the one book you need to master Java web programming. It covers all the technologies needed to program web applications in Java using Servlets 2.3, JSP 1.2, EJB 2.0 and client-side programming with JavaScript. These technologies are explained in the context of real-world projects, such as an e-commerce application, a document management program, file upload and programmable file download, and an XML-based online book project. In addition to excellent content, this book includes licenses to two Java web components from BrainySoftware.com. You receive a full license of the Programmable File Download component for commercial and non-commercial deployment. You are also granted to a license to deploy the author's popular File Upload bean for non-commercial use, which has been licensed by the Fortune 500 company Commerce One and purchased by major corporations such as Saudi Business Machine, Ltd. and Baxter Healthcare Corporation.

**Data Structures Through C++** BPB Publications

This Book Gives You A Better Reason To Eye Such Sleek Software With Confidence. The First Book Of Its Kind, C Projects Is A Veritable Treasure For All Those Who Have A Working Knowledge Of C, And An Incentive To Learn C For Those Who Haven'T. It Puts The Unbounded Potential Of C To Work In A Wide Range Of Software's. C Projects Gives You More Than 16000 Lines Of C Source Code. And That'S A Lot Of Code! No Longer Are These Software'S Out Of Reach; You Can Now Enter The Fascinating World Of Creating Professional Level Software's, And Greet The Arrival Of Any New Package With The Wisdom Of One Who Knows!

**Understanding Pointers in C & C++: Fully Working Examples and Applications of Pointers (English Edition)** BPB Publications

Unlike many C programming books written by C programmers, this brief, self-teaching introduction was written by an instructor familiar with the needs of students. The book defines key programming terms as it teaches the basics of C programming. It contains numerous real world programming examples showing first the algorithm, immediately followed by the program for the algorithm, and then its output. End of chapter exercises with "hints" help to review and master the material under discussion. An appendix with fifteen "C Lab projects" with their solutions is also included. Features: \* Defines key programming terms as it teaches the C programming language \* Covers major topics such as arrays and pointers, structures and unions, file handling, and more \* Includes numerous real world programming examples showing first the algorithm, followed by the program itself, then the desired output

**Let Us Java: Strong Foundation for JAVA Programming (English Edition)** Mercury Learning and Information

This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.

**101 CHALLENGES IN C++ PROGRAMMING** Infinity Science Press LLC

This book has been written in such a way that you will learn to work on IOT experiments by using IOT kits, Board and Sensors, Arduino tools, Development steps, interaction, verification, Hardware setup, sketch and many more. This book will give you knowledge in programmer's way. Hence rather than discussing IoT in general, this book shows you how to create working IoT experiments using KICIT IoT Kit. CONTENTS IoT Kit Overview LED Pattern Switch Based LED Counter Analog I/O-Fade LEDs Using Potentiometer Using Mills Remote Control Based Melody Player Motor Speed Control Accelerometer Based Rotation Control Wireless Connectivity Send Email Digital Clock WAMP Server Based Temperature Logger Internet/

Intranet Based LED Control Internet Based TEMP Logger with Tweets Internet Based Home Automation Street Light Control Home Security System Water Level Monitor Multicolor Control Soil Moisture Monitor & SD-Card Logger Arduino Pins and Concepts

*Test Your C Skills* "O'Reilly Media, Inc."

As most of you are aware, the road to a successful career in Software starts with a series of Written Technical Tests conducted by most IT companies in India. These companies test your fundamental skills in programming and design in three major areas- C Programming, Data Structures and C++ Programming. Most of you may have prepared for that "dream test" without knowing the exact pattern, the level and the difficulty of questions that appear in such tests. As a result, you are not able to give your best performance in these tests. This "Interview Questions" series addresses these concerns and is aimed at giving you the necessary practice and confidence to help you crack these tests. This series presents a whole gamut on questions on different topics in each of these three subjects- C, DS and C++. This volume is dedicated to topics like : Contents Data types Operators Pointers Advanced Storage Classes Arrays Structures Control Instructions Functions Pointer Concepts Preprocessor Directives Strings Unions

**C Projects** BPB Publications

Unix. Possibly, The Longest Living Entity In The Computer Land Where Nothing Survives More Than A Couple Of Years, A Decade At The Most. It Has Been Around For More Than Two Decades, Owing Its Longevity To The Ruggedness Built Into It And Its Commands. This Book Comes In Two Parts. The First Part Is A Journey Into The Vast Expanse That Is Unix. The Intent Is To Make You Aware Of The Underlying Philosophy Used In Development Of Myriads Of Unix Commands Rather Than Telling You All The Variations Available With Them.

**Exploring C** BPB Publications

Learn the basics of most favoured dynamic language for application development Key Features Major reorganisation of chapters with a view to improve comprehension of concepts involved Comprehensive coverage of all the concepts of Core Java Simple language, crystal clear approach, user-friendly book Concepts are duly supported by several examples and self-explanatory analogies. Description Java Language is very popularly used for creating applications for PC, Laptop, Tablet, Web and Mobile world Learning a language that can work on so many different platforms can be a challenge. This is where you would find this book immediately useful. It follows a simple and easy narration style. It doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on the reader's mind. Object-Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this book, cover every aspect of Java programming. What will you learn Data types & Control Instructions Classes & Objects Arrays & Strings Inheritance & Polymorphism Interfaces, Packages Exception Handling, Effective IO Multithreading & Synchronization Generics, Collection classes, GUI Using Swing Database Connectivity Using JDBC Who this book is for This book will prove to be a "must have" for beginners as well as experienced professionals as it is a stepping stone for learning Java technology. Table of Contents 1. An Overview of Java 2. Getting Started 3. Java Data Types and Instructions 4. Decision Control Instruction 5. Loop Control Instruction 6. Case-Control Instruction 7. Functions 8. Advanced Features of Functions 9. Introduction to OOP 10. Classes and Objects 11. Arrays 12. Strings and Enums 13. Inheritance 14. Polymorphism 15. Exception Handling 16. Effective Input/ Output 17. Multithreading In Java 18. Generics 19. Collection Classes 20. User Interfaces 21. JDBC 22. Index About the Author Yashavant Kanetkar Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. His LinkedIn profile: linkedin.com/in/yashavant-kanetkar-9775255

**Let Us C** BPB Publications

C is a popular programming language which is commonly used by scientists and engineers to write programs for any specific application. C is also a widely accepted programming language in the software industries. This beginner's guide to computer programming is for student programmers to effectively write programs for solving numerical problems. All that is required of a beginner programmer is not experience in computing but interest in computing. The programs illustrated in the book have been accumulated, experimented and tested by the author during his teaching of the subject to a few thousand students in over a decade. In addition, numerous problems are adapted from university question papers. Short questions and answers and objective questions are an added feature. All these would build confidence of the students and those appearing for interview/viva voce in a practical lab. The special topic of the book is C graphics and animation which helps students develop simple programs to generate geometrical and graphical objects.

**UNDERSTANDING POINTERS IN C** McGraw-Hill Professionals

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

**Java Projects** BPB Publications

Learn Python Quickly, A Programmer-Friendly Guide DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. KEY FEATURES Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare for an interview in short duration of time. Exercises are exceptionally useful to

complete the reader's understanding of a topic. WHAT WILL YOU LEARN  
 Data types, Control flow instructions, console & File Input/Output  
 Strings, list & tuples, List comprehension  
 Sets & Dictionaries, Functions & Lambdas  
 Dictionary Comprehension  
 Modules, classes and objects, Inheritance  
 Operator overloading, Exception handling  
 Iterators & Generators, Decorators, Command-line Parsing  
 WHO THIS BOOK IS FOR  
 Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language.  
 Table of Contents  
 1. Introduction to Python  
 2. Python Basics  
 3. Strings  
 4. Decision Control Instruction  
 5. Repetition Control Instruction  
 6. Console Input/Output  
 7. Lists  
 8. Tuples  
 9. Sets  
 10. Dictionaries  
 11. Comprehensions  
 12. Functions  
 13. Recursion  
 14. Functional Programming  
 15. Modules and Packages  
 16. Namespaces  
 17. Classes and Objects  
 18. Intricacies of Classes and Objects  
 19. Containership and Inheritance  
 20. Iterators and Generators  
 21. Exception Handling  
 22. File Input/Output  
 23. Miscellany  
 24. Multi-threading  
 25. Synchronization  
 AUTHOR BIO  
 Yashavant Kanetkar  
 Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, moulded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students / professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yashavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His LinkedIn profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)  
 Aditya Kanetkar  
 Aditya Kanetkar is currently working as a backend Software Engineer at Microsoft,

Redmond, USA. He has been designing distributed systems software for the last 4 years. He has worked at multiple companies in the past, including Oracle, Redfin, Amazon and Arista Networks. Aditya holds a Master's Degree in Computer Science from Georgia Tech, Atlanta and a Bachelor's Degree in Computer Science and Engineering from IIT Guwahati. His current passion is anything remotely connected to Python, Machine Learning, Distributed Systems, Cloud Computing and and C# related technologies. His LinkedIn Profile: [linkedin.com/in/aditya-kanetkar-a4292397](https://www.linkedin.com/in/aditya-kanetkar-a4292397)

*C Programming* BPB Publications

Getting Started, The Decision Control Structure, The Loop Control Structure, The Case Control Structure, Functions and Pointers  
 Data Types Revisited, The C Preprocessor, Arrays, Strings, Structures, Console Input/ Output, File Input/ Output, More Issues In Input/ Output, Operations On Bits, Miscellaneous Features, C Under Windows, Network & Internet Programmng C Under Linux, More Linux Programming  
 Appendix A- C compilation and Exeuction, B- Precedence Table, C- Chasing the Bugs, D- ASII Chart, Index

**Interview Questions In C Programming** BPB Publications

This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle advanced topics towards the end of the book. Each chapter contains:--  
 Lucid explanation of the concept  
 Well thought-out, fully working programming examples  
 End-of-chapter exercises that would help you practise the skills learned in the chapter.  
 CONTENTS  
 Fundamentals of Computers  
 Programming Basics  
 Digital Computers  
 Problem Solving Approaches  
 Basic Operations  
 Algorithms  
 Functional Components  
 Flowcharts  
 Numbering Systems  
 Types of Languages  
 Binary Arithmetic  
 Assembler, Compiler, Linker, Loader  
 Fundamentals of C Programming  
 Building Blocks of C Programming  
 Structure of a C Program  
 Decision Control Instruction  
 Writing & Executing Programs  
 Loop Control Instruction  
 Standard I/O Operations  
 Case Control Instruction  
 Fundamental Data Types  
 Break & Continue Keywords  
 Storage Classes  
 Functions  
 Types of Operators  
 Parameter Passing  
 Types of Expressions  
 Recursive Functions  
 Arrays & Other Data Types  
 Pointers and Their Usage  
 Array Notation & representation  
 Introduction to Pointers  
 Manipulating Array Elements  
 Types of Pointers  
 Multi-dimensional Arrays  
 File Pointers  
 Structures  
 File Operations  
 Unions  
 Command-line Arguments  
 Enums  
 Preprocessor Directives