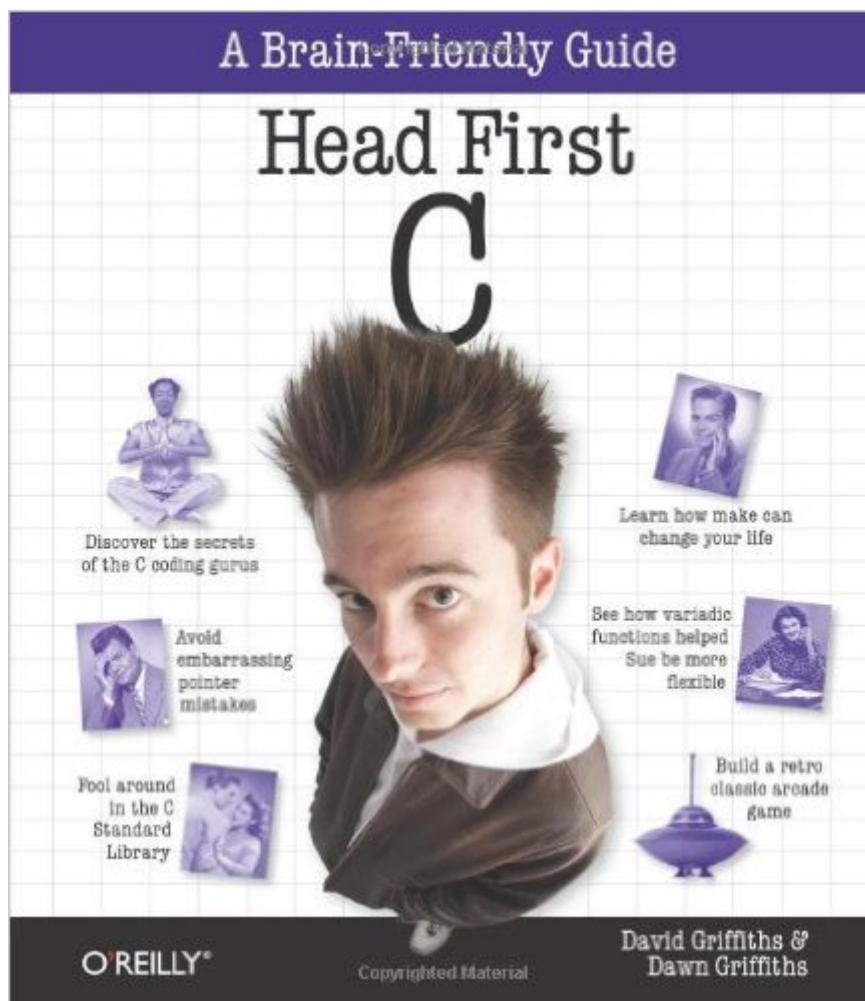


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# Head First C



## Synopsis

Ever wished there was an easier way to learn C from a book? Head First C is a complete learning experience that will show you how to create programs in the C language. This book helps you learn the C language with a unique method that goes beyond syntax and how-to manuals and helps you understand how to be a great programmer. You'll learn key areas such as language basics, pointers and pointer arithmetic, and dynamic memory management, and with advanced topics such as multi-threading and network programming, Head First C can be used as an accessible text book for a college-level course. Also, like a college course, the book features labs: projects intended to stretch your abilities, test your new skills, and build confidence. You'll go beyond the basics of the language and learn how to use the compiler, the make tool and the archiver to tackle real-world problems. We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First C uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

## Book Information

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## Customer Reviews

Over the past five years or so I've dabbled off and on in programming. I'm pretty much self-taught but the downside of that is that without much of a learning path I've always found myself relearning the same basic material over and over again. I always learned just enough to create a half-useful toy program but never enough to do anything real. Over the years I've slowly grown more

knowledgeable just by mere exposure to programming material, but I've always had one specific roadblock: Most books (and tutorials) are content to just tell you the "easy" way to do something without explaining what goes on behind the scenes. The programming languages today (C++, Java, Python, etc) are all built to improve on the perceived flaws of the languages that came before them. This makes these modern languages very useful and powerful, but it also means that a learning programmer might find themselves lost in a bunch of tools and concepts that they don't understand the need for or the workings of. As someone who can't learn unless they understand the "why" behind everything they're doing, I finally decided that if I wanted to advance as a programmer I should just go learn the language that influenced nearly every other language that came after it: C. The sales pitch for Head First C immediately appealed to me. The book is marketed at those who have a familiarity with programming concepts but want to learn how to work with C so that they can understand what the computer is doing at a lower level. As the book's description explains, many of the C books on the market assume knowledge that today's users and budding programmers don't have. This book claimed to set out to fix this problem. So, I picked the book up and worked my way through it.

I wanted a refresher on C in order to get the basics back for coding Objective-C. I tried several of the older books I had but because I have used it in the distance past and therefore understood most of what I was looking at I was having trouble focusing. The books couldn't keep my attention. I have read Head First Design Patterns. Because of the unique style in which the Head First books are written I found it kept my attention even though I had a lot of experience with patterns. When I saw Head First C I was hoping it could do the same for me, and it definitely did!!! The book is for beginners, or someone who wants to be reintroduced to the basics. I thought its coverage was good enough to give a reader a solid start down the path of C. I have the summary table of content below:

Getting Started with C: Diving in	Memory and Pointers: What are you pointing at?	Strings: String theory
Creating Small Tools: Do one thing and do it well	Using Multiple Source Files: Break it down, build it up	C Lab 1: Arduino
Structs, Unions, and Bitfields: Rolling your own structures	Data Structures and Dynamic Memory: Building bridges	Advanced Functions: Turn your functions up to 11
Static and Dynamic Libraries: Hot-swappable code	C Lab 2: OpenCV	Processes and System Calls: Breaking boundaries
Interprocess Communication: Its good to talk	Sockets and Networking: There's no place like 127.0.0.1	Threads: Its a parallel world
C Lab 3: Blasteroids	Leftovers: The top ten things (we didn't cover)	C Topics: Revision roundup
There is no code download for the book. This is ok since the samples are pretty small throughout the book.		

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Head First C#, 2E: A Learner's Guide to Real-World Programming with Visual C# and .NET (Head First Guides) How To Treat Head Lice In 14 Minutes: Treatment, Removal, Home Remedies, Hair Lice Shampoo, How To Kill Lice Eggs, Body Lice Nits, How Do You Get, Head Lice Facts Book How to get rid of head lice.: Treating and preventing head lice Head Lice Removal: Learn how to deal with a head lice infestation and what precautions you can take to prevent re-infestation Head Lice Treatment: How to Treat Head Lice Using Essential Oils Head Lice Treatment That Works! How to Safely and Effectively Get Rid of and Prevent Head Lice Head Lice (Head-To-Toe Health) Head First SQL: Your Brain on SQL -- A Learner's Guide Head First HTML5 Programming: Building Web Apps with JavaScript Head First Ajax Head First C Head First HTML and CSS Head First HTML with CSS & XHTML Head First Java Head First Servlets and JSP, Second Edition Head Lice (First Facts) By Sarah Cheyette - Mommy, My Head Hurts: A Doctor's Guide to Your Child's Headache: 1st (first) Edition My Very First First-Aid Book: A Simple Guide to First Aid for Younger Children First Grade Us History: The First Americans: First Grade Books (Children's American History Books) Three came with gifts: The story of the first hospital, the first school and the first cloister in Canada and their heroic founders

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