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There is a great tradition for sports at IITK. Students, faculty and staff all participate in the many sports played at IIT Kanpur enthusiastically. There are many sporting events held at IIT Kanpur each year. These are at the hall of residence level, institute level and there are also inter-collegiate events.

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They were recorded and edited with the help of Mookit team at IIT K (sincere thanks to them). The course starts from the very basics of programming in C

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like input/output, operators, loops, etc....

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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.Table of contents:Chapter 1: Basic Control Flow ChallengesChapter 2: Decision Making ChallengesChapter 3: Looping Challenges Chapter 4: Function ChallengesChapter 5: Pointer ChallengesChapter 6: Recursion ChallengesChapter 7: Preprocessor ChallengesChapter 8: Array ChallengesChapter 9: Multidimensional Array ChallengesChapter 10: String ChallengesChapter 11: Structure ChallengesChapter 12: File input/output ChallengesChapter 13: Bitwise operations ChallengesChapter 14: Miscellaneous features

Learn real-world C programming as per the latest ANSI standard DESCRIPTION In this heterogeneous world a program that is compiler dependent is simply unacceptable. ANSI C Programming teaches you C language in such a manner that you are able to write truly portable programs. This book doesn’t assume any programming background. It begins with the basics and steadily builds the pace so that the reader fins it easy to handle complicated topics towards the end. Each chapter has been designed to create a deep and lasting impression on the reader’s mind. “If taught through examples, any concept becomes easy to gasp”. This bok follows this dictum faithfully, Yashavant has crafted well thought out programming examples for every aspects of C programming. KEY FEATURES Learn real-world C programming as per the latest ANSI standard All programs work on DOS, Windows as well as Linux Detailed explanation of difficult concepts like “Pointers” and “Bitwise operators” End of chapter exercises drawn from different universities Written by best-selling author of Let Us C WHAT WILL YOU LEARN Algorithms, control instructions, strings, bitwise operators, flowcharts, functions Structures, enumerations, data types, pointers, unions, dynamic memory allocation Storage classes, arrays, File IO, linked list WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of ANSI C Programming. Table of Contents 1. Before We Begin 2. Introduction To Programming 3. Algorithms For Problem Solving 4. Introduction To C Language 5. The Decision Control Structure 6. The Loop Control Structure 7. The Case Control Structure 8. Functions & Pointers 9. Data Types Revisited 10. The C Preprocessor 11. Arrays 12. Puppeting On Strings 13. Structures 14. Self Referential Structures and Linked Lists 15. Console Input/Output 16. File Input/Output 17. More Issues In Input/Output 18. Operations On Bits 19. Miscellaneous Features

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 though-out, fully working programming examples -End-of-chapter exercises that would help you practise the skills learned in the chapter.CONTENTSFundamentals of ComputersProgramming BasicsDigital ComputersProblem Solving ApproachesBasic OperationsAlgorithmsFunctional ComponentsFlowchartsNumbering SystemsTypes of LanguagesBinary ArithmeticAssembler, Compiler, Linker, LoaderFundamentals of C ProgrammingBuilding Blocks of C ProgrammingStructure of a C ProgramDecision Control InstructionWriting & Executing ProgramsLoop Control InstructionStandard I/O OperationsCase Control InstructionFundamental Data TypesBreak & Continue KeywordsStorage ClassesFunctionsTypes of OperatorsParameter PassingTypes of ExpressionsRecursive FunctionsArrays & Other Data TypesPointers and Their UsageArray Notation & representationIntroduction to PointersManipulating Array ElementsTypes of PointersMulti-dimensional ArraysFile PointersStructuresFile OperationsUnionsCommand-line ArgumentsEnumsPreprocessor Directives

Designed Strictly As Per The Syllabus Of U.P. Technical University, This Book Provides A Systematic Introduction To Computer Hardware And Software. After Explaining The Historical Development Of Computer Technology Through Different Generations, The Book Describes The Basic Hardware Components. Peripheral Devices Are Explained Next Followed By A Detailed Introduction To Operating Systems Including Dos, Unix And Windows. Various Features Of The Internet Are Then Described Including Internet Mail Tools Like Pine And Elm And Editors Like Edit And Vi. The Basic And Advanced Features Of C Programming Are Then Explained With Suitable Examples. Examples And Problems Are Included In Various Chapters.The Book Concludes With An Introduction To Recent Developments Like Object Oriented Programming, Java, Ub Script, Wireless Application Protocol (Wap), Hyper Text Markup Language (Html) And Xml. A Question Bank At The End Of The Book Would Be Extremely Useful In Enabling The Student To Test His Understanding Of Computer Technology.

Over the period of last few decades, the 'C' language has become an icon for computer programmers. The field of computer science has undergone tremendous change, and the rate of obsolescence of concepts, programming platforms, tools and utilities is extremely high. However, in spite of such vast changes, the only thing that has retained its stability is the 'C' language. Even today, millions of students, hobbyists and professional programmers enjoy the sturdiness, reliability and user friendliness of the 'C' language. Today 'C' enjoys the undisputable recognition in the computing paradigm for diversified applications, from the basic programming, microcontrollers, and spreadsheets to system programming. In this book, most of the usual theoretical features have been skipped, for these have been widely published in previous books. Rather than introducing the underpinning theory, the authors approach has been "learning-through-doing", which is one that often appeals to programmers. Theory is followed by practical implementation, and in this way the book will cover programming aspects in a self-tutor manner providing an excellent overview, from basic to advance programming. Topics discussed include: GCC interface First time 'C' User Decision and looping structures Arrays and pointers Functions, structures and union Linear data structures

This two-volume set LNAI 12748 and 12749 constitutes the refereed proceedings of the 22nd International Conference on Artificial Intelligence in Education, AIED 2021, held in Utrecht, The Netherlands, in June 2021.* The 40 full papers presented together with 76 short papers, 2 panels papers, 4 industry papers, 4 doctoral consortium, and 6 workshop papers were carefully reviewed and selected from 209 submissions. The conference provides opportunities for the cross-fertilization of approaches, techniques and ideas from the many fields that comprise AIED, including computer science, cognitive and learning sciences, education, game design, psychology, sociology, linguistics as well as many domain-specific areas. *The conference was held virtually due to the COVID-19 pandemic.

Contributed articles.

This book is designed for the course on Programming and Problem Solving through C Language offered to students taking the DOEACC s O level certificate examination. The book will also be useful to the Diploma students who take a paper on C Programming.

This book contains selected questions related to C++14 with detailed solutions to all of these which will help the reader to hone her skills to solve a particular problem. Primary sources of this collection are: Advanced C++ FAQs: Volume 1 : Fundamentals Advanced C++ FAQs: Volume 2 : Generic Programming Advanced C++ FAQs: Volumes 1 & 2 This book is not an introduction to C++. It assumes that the reader is aware of the basics of C++98 and C++03 and wants to expand her horizon to latest and greatest in C++14(aka C++1y). The problems are marked on a scale of one(*) (simplest) to five stars(*****)(hardest). Forthcoming volumes will strengthen this particular approach spanning various areas of C++. variable templates Constexpr static data members of class templates constexpr function templates static data member template specialization of variable template default argument and specialization of variable template lambda and variable template variable templates variables vary auto variable templates valid specialization but error ? variable templates and lambda revisited Incremental improvement to integral constant is same musings auto variable template and generic lambda constexpr member functions and implicit const constexpr vs static vs uninitialized constexpr vs member function revisited deprecated attribute Member initializers and aggregate class Data Member initializers time duration literals ... Compile Time binary Literal Operator Square Literal Operator Type Transformation Aliases unique ptr vs make unique as function argument make unique as perfect forwarding guy make unique and new make unique and default initialization with T[] Extend make unique : Support list initialization T[] Extend make unique : Value Initialize T[] Extend make unique : T[N] allocate unique Compile-time integer sequences Simplified Creation of std::integer sequence std::index sequence Custom Sequence : Addition Custom Sequence : Split Extract from tuple convert std::array to std::tuple Piecewise construction of std::pair Compile Time Integer Sequence Simplified sfinae and represent type of function metafunction : check presence of type member std::common type and sfinae Contextual Conversion Single quotation mark as digit separator Binary Literals auto return type in function declaration return type deduction for function return type deduction for lambdas decltype(auto) return type deduction for function templates explicit instantiation and auto return type deduction and virtual deduce return type generalized lambda capture generic lambda and product vector generic lambda generic lambda definition conversion function of generic lambda generic lambda quiz Preventing Name Hijacking Find First Null Pointer in a Container Generic Operator Functors Exchange Utility Addressing Tuple By Type Quoted manipulators Null Iterator std::move is rvalue cast C++14 Compiler

These days computers have become ubiquitous in almost all areas of education, be it science, engineering, arts or any other. Particularly biology and other natural science students often have to struggle with enormous data related to the field applications of scientific information. And computational technology becomes much more important when multiple factors have to be considered, compromised or contained in the field of environmental management. Primarily, C language is used in the field of academics. In this book the authors have provided a simple and direct approach to the practical utilisation of C programming for Environmental Management degree course and other natural science and technology students. The treatment of the subject is very simple and user-friendly so that anyone not familiar with C language but having basic acquaintance with computers can also use it and be benefited.

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