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Dominik Schoop | Joachim Goll

C als erste Programmiersprache

Vom Einsteiger zum Fortgeschrittenen

7. Auflage

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C Als Erste Programmiersprache Vom Einsteiger Zum Fortgeschrittenen:

C als erste Programmiersprache Manfred Dausmann,Ulrich Bröckl,Joachim Goll,Dominik Schoop,2010-11-18 Durch den Aufschwung der Programmiersprachen C und Java die auf C basieren hat auch die Bedeutung von C extrem zugenommen Der Anfangsunterricht in C als erste Programmiersprache an Fachhochschulen und Gymnasien kann mit diesem Lehrbuch leicht verständlich und dennoch präzise gestaltet werden Anfängern in C werden die Grundlagen vermittelt und darüber hinaus ein detaillierter Einstieg in die professionelle Programmierung und Projektabwicklung mit C geboten Ergänzt wird das Lehrbuch durch eine CD ROM die nicht nur Beispiele und Lösungen der Übungsaufgaben enthält sondern auch kostenlos den Microsoft Compiler Visual C++

C als erste Programmiersprache Joachim Goll,Ulrich Bröckl,Manfred Dausmann,2013-03-09 Durch den Aufschwung der Programmiersprachen C und Java die auf C basieren hat auch die Bedeutung von C extrem zugenommen Der Anfangsunterricht in C als erster Programmiersprache an Fachhochschulen und Gymnasien kann mit diesem Lehrbuch leicht verständlich und dennoch präzise gestaltet werden Anfängern in C werden die Grundlagen vermittelt und darüber hinaus ein detaillierter Einstieg in die professionelle Programmierung und Projektabwicklung mit C geboten Ergänzt wird das wiederum bearbeitete und erweiterte Lehrbuch in der neuen Auflage zudem erstmals durch eine CD ROM die nicht nur Beispiele und Lösungen der Übungsaufgaben enthält sondern auch kostenlos den Microsoft Compiler Visual C++ 6.0 Working Model

Software Engineering Paralleler Systeme Michael Uelschen,2019-07-16 Mit diesem Buch erhalten Sie einen Einblick in unterschiedliche Aspekte des Software Engineerings Der Einsatz paralleler Hardware Architekturen betrifft alle Software Entwickler und Entwicklerinnen vom Supercomputer bis zum eingebetteten System werden Multi und Manycore Systeme eingesetzt Die Herausforderungen an das Software Engineering sind vielfältig wie dieses Buch zeigt Zum einen ist wieder ein stärkeres Verständnis für die Hardware notwendig Ohne eine skalierbare Partitionierung der Software und parallele Algorithmen bleibt die Rechenleistung ungenutzt Zum anderen stehen neue Programmiersprachen im Vordergrund die die Ausführung von parallelen Anweisungen ermöglichen Dieses Buch betrachtet unterschiedliche Aspekte beim Software Engineering paralleler Systeme und berücksichtigt dabei auch eingebettete Systeme Embedded Systems Es verbindet Theorie und praktische Anwendung und ist somit für Studierende und Anwender in der Praxis gleichermaßen geeignet Durch die programmiersprachenunabhängige Darstellung der Algorithmen können sie leicht für die eigene Anwendung angepasst werden Viele praktische Projekte erleichtern das Selbststudium und vertiefen das Gelernte Diese Inhalte behandelt das Buch über Software Engineering In der Einleitung diskutiert Michael Uelschen diverse Anwendungsfälle und Herausforderungen paralleler Systeme In der Folge beschließt er sich unter anderem mit den folgenden Themengebieten Parallele Systeme Parallele Algorithmen CPU Programmierung GPU Programmierung Moderne und funktionale Programmiersprachen Parallele Programmierung und Projekte Obwohl das Hauptaugenmerk des Buches auf dem Software Engineering paralleler Systeme liegt schlägt der Autor

immer wieder eine Brücke zu den eingebetteten Systemen. Er schafft so einen umfangreichen Einblick in die Grundlagen der Softwareentwicklung. **Methoden und Architekturen der Softwaretechnik** Joachim Goll, 2012-02-08. Software ist ein unverzichtbarer Anteil zahlreicher heutiger Systeme. Ihre Erstellung beinhaltet im Idealfall einen standardisierten methodischen Entwicklungsprozess, der für alle am Projekt Beteiligten verständlich ist und quasi die Sprache des Projekts darstellt. Das Hauptziel dieses Buches ist die methodische, stabile und standardisierte Konstruktion von Software-Systemen. Behandelt werden hier insbesondere die einzelnen Schritte der Entwicklung, nämlich das Erstellen von Requirements, funktionsorientierte, datenorientierte und objektorientierte Konzepte für die Systemanalyse und den Systementwurf sowie das Testen von Systemen, Entwurfs- und Architekturmuster sowie aspektorientierte Ansätze. Runden das Spektrum dieses Buches ab. **Praxis der C-Programmierung für UNIX, DOS und MS-Windows 3.1/95/NT**, 2013-03-09. Nur wenige hier.

Programmiersprachen haben es geschafft, über mehrere Jahrzehnte erfolgreich zu sein. Die Sprache C gehört zweifelsfrei dazu und ist im Gegensatz zu anderen Sprachen, die eine vergleichbar lange Zeit überleben konnten, gerade in den letzten Jahren immer beliebter geworden. Und weil sie in der dominierenden objektorientierten Sprache C komplett enthalten ist, kann man ihr wohl ein noch langes Leben prophezeien. Allerdings gelten in der Informatik Voraussagen schon dann als Langzeit-Prognose, wenn sie einen Zeitraum von fünf Jahren umfassen. C-Programmierung gilt als schwierig. Ich kann aus eigener Erfahrung in der Lehre bestätigen, dass der Anfänger tatsächlich mehr Schwierigkeiten als mit anderen Programmiersprachen hat. Aber nach einer gewissen Durststrecke zählen sich die Meilen auf. Wenn die Anfangs-Schwierigkeiten überwunden sind, können nach vergleichsweise kurzer Zeit schon anspruchsvollere Probleme gelöst werden. Das setzt allerdings voraus, dass auch die Konzepte dafür gelehrt werden, denn es nützt wenig, sich durch die Problematik der Pointer und der rekursiven Strukturen hindurchzuquälen, wenn man nicht auch mit den verketteten Listen und den binären Bäumen, die Datenstrukturen und dazu die rekursive Programmier-technik behandelt, diese Konzepte intensiv benutzen. Schließlich ist der Erfolg beim Erlernen einer Programmiersprache weitgehend auch vom Spaß abhängig, den man bei aller Mühe unbedingt haben sollte. Das schönste Ergebnis: ein funktionierendes Programm aus eigener Fertigung sollte sich allerdings möglichst auch so schön präsentieren wie es die professionell erzeugte Software tut. Dazu sind Kenntnisse der Windows-Programmierung heute unerlässlich.

Einstieg in die Wirtschaftsmathematik Bernd Luderer, Uwe Würker, 2013-03-09. 6. Aufl. istiert werden und dass großer Wert auf die Interpretation der erzielten Ergebnisse gelegt wird. Die Darlegungen des Buches berücksichtigen natürlich, dass ein Student im ersten Semester noch kein fertig ausgebildeter Wirtschaftswissenschaftler ist. Deshalb werden sehr spezielle Termini vermieden. Zur Anregung der selbstständigen Beschäftigung mit dem behandelten Stoff werden viele Übungsaufgaben gestellt, von denen in der Regel auch die Lösungen am Ende des Buches zu finden sind. Schließlich ist die Vielzahl von Abbildungen dazu gedacht, das Vorstellungsvermögen anzuregen und zu verbessern. Das vorliegende Lehrbuch vereint gewissermaßen drei Bücher in einem: einen Vorkurs zum Erwerb oder zur Festigung von Abiturkenntnissen, den eigentlichen

Grundkurs Mathematik für Wirtschaftswissenschaftler der die Gebiete Lineare Algebra Lineare Optimierung und Analysis mehrerer Veränderlicher umfasst sowie eine relativ umfangreiche Einführung in die Finanzmathematik Nicht unerwähnt sollte bleiben dass das Buch so angelegt ist dass es sich auch vorzüglich zum Selbststudium eignet Gegenüber der vorhergehenden Auflage gibt es eine ganze Reihe von Änderungen und Ergänzungen Abschnitte zur Taylorentwicklung von Funktionen zur Cramerschen Regel und der Darstellung der inversen Matrix sowie zu linearen Differenzialgleichungen wurden aufgenommen die Abschnitte zu Folgen und Reihen zur Methode der kleinsten Quadratsumme zu den L'Hospital'schen Regeln und zu Wachstumsbegriffen wurden bearbeitet und erweitert Im Interesse einer besseren Lesbarkeit wurde das Layout neu gestaltet Ferner erfolgte eine Umstellung auf die neue Rechtschreibung sowie auf Euro Schließlich haben wir das gesamte Buch wiederum einer kritischen Durchsicht unterzogen und etliche Ungenauigkeiten beseitigt

Mathe-Manga Statistik Shin Takahashi, 2008-10-28 Statistik ist trocken und macht keinen Spaß Falsch Mit diesem Manga lernt man die Grundlagen der Statistik kennen kann sie in zahlreichen Aufgaben anwenden und anhand der Lösungen seinen Lernfortschritt überprüfen und hat auch noch eine Menge Spaß dabei Eigentlich will die Schülerin Rui nur einen Arbeitskollegen ihres Vaters beeindrucken und nimmt daher Nachhilfe in Statistik Doch schnell bemerkt auch sie wie interessant Statistik sein kann wenn man beispielsweise Statistiken über Nudelsuppen erstellt Nur ihren Lehrer hatte sich Rui etwas anders vorgestellt er scheint ein langweiliger Streber zu sein oder

Design Patterns Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides, 1995 Software Engineering Visual C# 2010 Frank Eller, 2010 **iPhone**

Anwendungsentwicklung für Einsteiger Michael Kain, 2009-10-12 Mit der Präsentation des iPhone ist Apple ein Coup gelungen der die Handy Welt durcheinander gewirbelt hat Noch bedeutender als das Smartphone selbst war jedoch die Präsentation des App Store der mit der G3 Version des iPhone in den iTunes Store eingebunden wurde Seit Sommer 2008 können Entwickler weltweit am Erfolg des iPhone partizipieren und ihre eigenen Applikationen für das fortschrittlichste aller Mobiltelefone entwickeln Dieses Buch führt Sie Schritt für Schritt in die Entwicklung eigener Applikationen ein Kapitel für Kapitel werden die Grundlagen der APIs an Beispielen aufgezeigt und anschaulich erklärt Nutzen Sie dieses Buch als Leitfaden und Sie vermeiden Fehler Für Einsteiger in die Anwendungsentwicklung mit dem iPhone Gute Grundkenntnisse in der Programmierung werden vorausgesetzt

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