

The C Unix Programmers Guide

POSIX Programmers Guide-Donald Lewine 1991-04 Software -- Operating Systems.

UNIX System V, Release 4-UNIX System Laboratories 1992 This manual provides an explanation of the UNIX programming environment and utilities with a focus on program analysis, maintenance, and development. Readers will become familiar with the tools that accompany the C compilation system, including compilers, debuggers, file formats, link editors, and libraries.

UNIX System V/386, Release 3.2- 1989 The two volumes of the Programmer's guide provide information about doing UNIX on one of the relatively new 386 machines. Intended for the moderately sophisticated programmer; expert programmers will find this set lacks the depth of information they need. Assumes knowledge of terminal use, of a UNIX system editor, and of the UNIX directory/file structure. Annotation copyrighted by Book News, Inc., Portland, OR

UNIX System V Release 4-American Telephone and Telegraph Company 1990

UNIX System V, Release 4- 1992

UNIX Systems Programming-Kay A. Robbins 2003 bull; Learn UNIX essentials with a concentration on communication, concurrency, and multithreading techniques bull; Full of ideas on how to design and implement good software along with unique projects throughout bull; Excellent companion to Stevens' Advanced UNIX System Programming

Advanced UNIX Programming-Marc J. Rochkind 2004-04-29 The classic guide to UNIX® programming-completely updated! UNIX application programming requires a mastery of system-level services. Making sense of the many functions-more than 1,100 functions in the current UNIX specification-is a daunting task, so for years programmers have turned to Advanced UNIX Programming for its clear, expert advice on how to use the key functions reliably. An enormous number of changes have taken place in the UNIX environment since the landmark first edition. In Advanced UNIX Programming, Second Edition, UNIX pioneer Marc J. Rochkind brings the book fully up to date, with all-new, comprehensive coverage including: POSIX Solaris™ Linux® FreeBSD Darwin, the Mac™ OS X kernel And more than 200 new system calls Rochkind's fully updated classic explains all the UNIX system calls you're likely to need, all in a single volume! Interprocess communication, networking (sockets), pseudo terminals, asynchronous I/O, advanced signals, realtime, and threads Covers the system calls you'll actually use-no need to plow through hundreds of improperly implemented, obsolete, and otherwise unnecessary system calls! Thousands of lines of example code include a Web browser and server, a keystroke recorder/player, and a shell complete with pipelines, redirection, and background processes Emphasis on the practical-ensuring portability, avoiding pitfalls, and much more! Since 1985, the one book to have for mastering UNIX application programming has been Rochkind's Advanced UNIX Programming. Now completely updated, the second edition remains the choice for up-to-the-minute, in-depth coverage of the essential system-level services of the UNIX family of operating systems.

UNIX System Programming-Keith Haviland 1999 This text concentrates on the programming interface that exists between the UNIX kernel and applications software that runs in the UNIX environment - the UNIX system call interface. The techniques required by systems programmers are developed in depth and illustrated by a wealth of examples.

Programmer's Guide to NCurses-Dan Gookin 2007-05-14 Programming the console in UNIX? Here's just what you need. First, you'll get a no-nonsense tutorial guide to the nCurses version 5.5 library, taking you from basic to advanced functions step by step. Then you'll find an A-to-Z reference of more than 175 nCurses functions, cross-referenced and illustrated with examples. With this all-purpose nCurses reference, you'll: Learn techniques that can be used to program Linux®, FreeBSD®, Mac OS® X, or any other UNIX-based OS. Program, control, and manipulate text on the terminal screen. Control interactive I/O, organize content into windows on the screen, and use color to highlight text and organize information. Use a mouse to further refine input. Create nCurses programs using your choice of editors. Find hundreds of quick, easy-to-understand programming examples. Author Dan Gookin is known for making technology make sense. Buy this book and you'll see why.

Advanced UNIX-Stephen Prata 1985

Advanced Unix Tm: a Programmer's Guide-Stephen Prata 1986 Advanced Unix Encompasses A Wide Range Of Topics. This Book Concentrates On Problem Solving; It Is Primarily A Book On Unix Programming. Since Unix Is An Operating System (A Very Powerful, Elegant, Comprehensive, And Popular Operating System), The Phrase Unix Programming May Seem A Bit Odd. But, Unlike Most Operating Systems, Unix Is Highly Programmable. Programming Is Providing A Sequence Of Instructions To Accomplish A Given Task, And Unix Offers Several Ways To Do That. First, Through Pipes And Redirection, Unix Lets You Combine Simple Unix Commands Into More Complex Ones. Second, The Unix Shell, A Program That Acts As An Interface Between The User And The Operating System Proper, Is Programmable. It Offers The Basic Features Of Most Conventional Computer Languages (Variables, Loops, Decision Making), Using Unix Commands As Its Basic Building Blocks. Third, Because Unix Itself Is Written Largely In The C Programming Language, There Is A Very Extensive Interface Between The Unix System And C Programs, Making C The Language Of Choice For Unix Programming Projects.

The AT&T Documentation Guide- 1993-06 Catalog of the most often requested AT&T documents.

The Professional Programmers Guide To C-Pat McKay 2003-12-16 This introduction to "C" programming takes a single general application and extends it to introduce new concepts, progressing from a simple programme to a complete menu driver system with file handling routines. The text emphasizes the importance of producing well-structured and efficient software and uses graded programme examples throughout which are based on general programmes, rather than engineering and mathematics, and assume no previous knowledge of "C" programming. The text has been designed for the professional programmer, but is equally valuable for students taking HNC/D or Degree level courses, or any range of business, engineering or computer courses.

The C Programmer's Handbook-Morris I. Bolsky 1985

The C Programmer's Handbook-Thom Hogan 1984 Provides reference information about program format, data types, functions, operators, control structures, and library functions

Programmer's Guide to NCurses-Dan Gookin 2007-02-20 Programming the console in UNIX? Here's just what you need. First, you'll get a no-nonsense tutorial guide to the nCurses version 5.5 library, taking you from basic to advanced functions step by step. Then you'll find an A-to-Z reference of more than 175 nCurses functions, cross-referenced and illustrated with examples. With this all-purpose nCurses reference, you'll: Learn techniques that can be used to program Linux®, FreeBSD®, Mac OS® X, or any other UNIX-based OS. Program, control, and manipulate text on the terminal screen. Control interactive I/O, organize content into windows on the screen, and use color to highlight text and organize information. Use a mouse to further refine input. Create nCurses programs using your choice of editors. Find hundreds of quick, easy-to-understand programming examples. Author Dan Gookin is known for making technology make sense. Buy this book and you'll see why.

Designing with Javascript-Nick Heinle 2002 A guide for beginners offers an overview of JavaScript basics and explains how to create Web pages, identify browsers, and integrate sound, graphics, and animation into Web applications

Programming Ruby-David Thomas 2004 A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate)

The Art of UNIX Programming-Eric S. Raymond 2003-09-23 The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

C++-Gregory Satir 1995 A first book for C programmers transitioning to C++, an object-oriented enhancement of the C programming language. Designed to get readers up to speed quickly, this book thoroughly explains the important concepts and features and gives brief overviews of the rest of the language.

Covers features common to all C++ compilers, including those on UNIX, Windows NT, Windows, DOS, and Macs

The ACE Programmer's Guide-Stephen D. Huston 2010-05-15 The ADAPTIVE Communication Environment (ACE) is an open-source software toolkit created to solve network programming challenges. Written in C++, with the help of 30 core developers and 1,700 contributors, this portable middleware has evolved to encapsulate and augment a wide range of native OS capabilities essential to support performance-driven software systems. The ACE Programmer's Guide is a practical, hands-on guide to ACE for C++ programmers building networked applications and next-generation middleware. The book first introduces ACE to beginners. It then explains how you can tap design patterns, frameworks, and ACE to produce effective, easily maintained software systems with less time and effort. The book features discussions of programming aids, interprocess communication (IPC) issues, process and thread management, shared memory, the ACE Service Configurator framework, timer management classes, the ACE Naming Service, and more.

C Programmer's Guide to Serial Communications-Joe Campbell 1987 Communications will play a central role in the computer applications of the next decade. The core of these applications is asynchronous serial communication. This book includes both theoretical and practical discussions of this topic, allowing programmers and technically advanced users to build their own C programming library of functions for serial communications.

The Programmer's Guide to SCSI-Brian Sawert 1998 Brian Sawert teaches the fundamentals of programming SCSI (Small Computer Systems Interface) devices. He relates the design philosophy behind the SCSI standard, including its evolution and variations. This book focuses on software development and addresses fundamental SCSI concepts such as how SCSI devices communicate, how commands are executed, how data is transferred, and the roles played by the initiator and the target.

UNIX for Programmers and Users-Graham Glass 2011-11-21 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. For an introductory course on UNIX. UNIX for Programmers and Users, Third Edition follows in the tradition of previous editions to provide students with complete, up-to-date coverage of UNIX. In this new edition they will find information on basic concepts, popular utilities, shells, networking, systems programming, internals, system administration, and much more.

Unix System V Release 4 Programmer's Guide-American Telephone and Telegraph Company 1990

The Linux Programming Interface-Michael Kerrisk 2010-10-01 The Linux Programming Interface (LPLI) is the definitive guide to the Linux and UNIX programming interface—the interface employed by nearly every application that runs on a Linux or UNIX system. In this authoritative work, Linux programming expert Michael Kerrisk provides detailed descriptions of the system calls and library functions that you need in order to master the craft of system programming, and accompanies his explanations with clear, complete example programs. You'll find descriptions of over 500 system calls and library functions, and more than 200 example programs, 88 tables, and 115 diagrams. You'll learn how to: -Read and write files efficiently -Use signals, clocks, and timers -Create processes and execute programs -Write secure programs -Write multithreaded programs using POSIX threads -Build and use shared libraries -Perform interprocess communication using pipes, message queues, shared memory, and semaphores -Write network applications with the sockets API While The Linux Programming Interface covers a wealth of Linux-specific features, including epoll, inotify, and the /proc file system, its emphasis on UNIX standards (POSIX.1-2001/SUSv3 and POSIX.1-2008/SUSv4) makes it equally valuable to programmers working on other UNIX platforms. The Linux Programming Interface is the most comprehensive single-volume work on the Linux and UNIX programming interface, and a book that's destined to become a new classic.

X Protocol Reference Manual for X11, Release 6-Adrian Nye 1995 This book describes the X Network Protocol which underlies all software for Version 11 of the X Window System. It includes protocol clarifications of X11 Release 5, as well as the most recent version of the ICCCM and the Logical Font Conventions Manual. It can be used with any release of X.

Power Programming with RPC-John Bloomer 1992-02 Computer Systems Organization -- Computer-Communication Networks.

X Toolkit Intrinsic's Ref Man R5-Tim O'Reilly 1992-08 This programmer's reference for the X Toolkit, provides pages for each of the Xt functions, as well as the widget classes defined by Xt and the Athena widgets. This third edition has been re-edited, reorganized, and expanded for X11 Release 5.

EMBOSS Developer's Guide-Jon C. Ison 2011-06-16 The European Molecular Biology Open Software Suite (EMBOSS) is a high quality, well documented package of open source software tools for molecular biology. EMBOSS includes extensive and extensible C programming libraries, providing a powerful and robust toolkit for developing new bioinformatics tools from scratch. The EMBOSS Developer's Guide is the official and definitive guide to developing software under EMBOSS. It includes comprehensive reference information and guidelines, including step-by-step instructions and real-world code examples: • Learn how to write fully-featured tools guided by the people who developed EMBOSS • Step-by-step guide to writing EMBOSS applications, illustrated with functional, deployed code • ACD file development - learn how to customise existing tools without coding, or design and write entirely new application interfaces • EMBOSS API programming guidelines - quickly master application development • Wrapping and porting applications under EMBOSS - learn how to incorporate third-party tools

Memory as a Programming Concept in C and C++-Frantisek Franek 2004 The overwhelming majority of bugs and crashes in computer programming stem from problems of memory access, allocation, or deallocation. Such memory related errors are also notoriously difficult to debug. Yet the role that memory plays in C and C++ programming is a subject often overlooked in courses and in books because it requires specialised knowledge of operating systems, compilers, computer architecture in addition to a familiarity with the languages themselves. Most professional programmers learn entirely through experience of the trouble it causes. This 2004 book provides students and professional programmers with a concise yet comprehensive view of the role memory plays in all aspects of programming and program behaviour. Assuming only a basic familiarity with C or C++, the author describes the techniques, methods, and tools available to deal with the problems related to memory and its effective use.

Software Engineer's Reference Book-John A McDermid 2013-10-22 Software Engineer's Reference Book provides the fundamental principles and general approaches, contemporary information, and applications for developing the software of computer systems. The book is comprised of three main parts, an epilogue, and a comprehensive index. The first part covers the theory of computer science and relevant mathematics. Topics under this section include logic, set theory, Turing machines, theory of computation, and computational complexity. Part II is a discussion of software development methods, techniques and technology primarily based around a conventional view of the software life cycle. Topics discussed include methods such as CORE, SSADM, and SREM, and formal methods including VDM and Z. Attention is also given to other technical activities in the life cycle including testing and prototyping. The final part describes the techniques and standards which are relevant in producing particular classes of application. The text will be of great use to software engineers, software project managers, and students of computer science.

C and Unix Programming-N. S. Kutti 2002

Using C on the UNIX System-David A. Curry 1989 For intermediate to experienced C programmers who want to become UNIX system programmers. Explains system calls and special library routines available on the system. Annotation copyrighted by Book News, Inc., Portland, OR

The Computer User's Survival Guide-Joan Stigliani 1995-10-01 You probably suspect, on some level, that computers might be hazardous to your health. You might vaguely remember a study that you read years ago about miscarriages being more frequent for data entry operators. Or you might have run into a co-worker wearing splints and talking ominously about Workers' Comp insurance. Or you might notice that when you use a computer too long, you get stiff and your eyes get dry.But who wants to worry about such things? Surely, the people wearing splints must be malingerers who don't want to work? Surely, the people who design keyboards and terminals must be working to change their products if they are unsafe? Surely, so long as you're a good worker and keep your mind on your job, nothing bad will happen to you?The bad news is: You can be hurt by working at a computer. The good news is that many of the same factors that pose a risk to you are within your own control. You can take action on your own to promote your own health -- whether or not your terminal manufacturer, keyboard designer, medical provider, safety trainer, and boss are working diligently to protect you.The Computer User's Survival Guide looks squarely at all the factors that affect your health on the job, including positioning, equipment, work habits, lighting, stress, radiation, and general health.Through this guide you will learn: a continuum of neutral postures that you can at utilize at different work tasks how radiation drops off with distance and what electrical equipment is responsible for most exposure how modern office lighting is better suited to working on paper than on a screen, and what you can do to prevent glare simple breathing techniques and stretches to keep your body well oxygenated and relaxed, even when you sit all day how reading from a screen puts unique strains on your eyes and what kind of vision breaks will keep you most productive and rested what's going on "under the skin" when your hands and arms spend much of the day mousing and typing, and how you can apply that knowledge to prevent overuse injuries The Computer User's Survival Guide is not a book of gloom and doom. It is a guide to protecting yourself against health risks from your computer, while boosting your effectiveness and your enjoyment of work.

Checking C Programs with Lint-Jan F. Darwin 1988 Using lint. Dealing with lint's concerns. Using lint in detail. Limits to lint. Under the hood. An evaluation of lint. Future directions. Appendixes. Bibliography. Index.

Advanced Perl Programming-Sriram Srinivasan 1997 Covers advanced features of Perl, how the Perl interpreter works, and presents areas of modern computing technology such as networking, user interfaces, persistence, and code generation.

The Advanced Programmer's Guide to AIX 3.x-Phil Colledge 1994-01-01 This is a guide for the programmer to AIX 3.x, IBM's operating system for the RS/6000. The reader is introduced to AIX 3.x as a development environment, from the basics to complex case studies, including advanced aspects. This book is suitable for programmers with only a basic understanding of the UNIX operating system and the C language, who can use it as a self-study aid. Bridging the gap between detailed academic texts and superficial professional ones, it includes exercises, case studies and questions.

Windows Me Annoyances-David Karp 2001-03-26 Explains how to configure Windows Me for maximum control and flexibility, avoid the Home Networking and System Restore wizard, and use Windows Script Host to eliminate annoyances.

Oracle PL/SQL Programming-Steven Feuerstein 1999 Introducing the latest PL/SQL features of Oracle8i, this detailed manual discusses autonomous transactions, invoker rights, native dynamic SQL, system-level database triggers, access control, and other valuable topics and provides one hundred files of reusable source code and examples on diskette. Original. (Intermediate)

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