

# Features of C language

- Portability - C Programs can run on any compiler with little or no modification
- Low level features: C provides low level features and is closely related to lower level **assembly Languages**
- Modular programming - software design technique that increases the extent to which software is composed of separate parts, called **modules**
- Has many successor languages which are designed to look like C, e.g., C++, C#, Objective-C, Java, JavaScript, PHP and Perl.

# Portability And The C Language

**Thomas Lauer**



## **Portability And The C Language:**

Portability and the C Language Rex Jaeschke, 1988      **Write Portable Code** Brian Hook, 2005 Contains lessons on cross platform software development covering such topics as portability techniques source control compilers user interfaces and scripting languages      *Cross-Platform Development in C++* Syd Logan, 2007-11-27 Cross Platform Development in C is the definitive guide to developing portable C C application code that will run natively on Windows Macintosh and Linux Unix platforms without compromising functionality usability or quality Long time Mozilla and Netscape developer Syd Logan systematically addresses all the technical and management challenges associated with software portability from planning and design through coding testing and deployment Drawing on his extensive experience with cross platform development Logan thoroughly covers issues ranging from the use of native APIs to the latest strategies for portable GUI development Along the way he demonstrates how to achieve feature parity while avoiding the problems inherent to traditional cross platform development approaches This book will be an indispensable resource for every software professional and technical manager who is building new cross platform software porting existing C C software or planning software that may someday require cross platform support Build Cross Platform Applications without Compromise Throughout the book Logan illuminates his techniques with realistic scenarios and extensive downloadable code examples including a complete cross platform GUI toolkit based on Mozilla s XUL that you can download modify and learn from Coverage includes Policies and procedures used by Netscape enabling them to ship Web browsers to millions of users on Windows Mac OS and Linux Delivering functionality and interfaces that are consistent on all platforms Understanding key similarities and differences among leading platform specific GUI APIs including Win32 NET Cocoa and Gtk Determining when and when not to use native IDEs and how to limit their impact on portability Leveraging standards based APIs including POSIX and STL Avoiding hidden portability pitfalls associated with floating point char types data serialization and types in C Utilizing platform abstraction libraries such as the Netscape Portable Runtime NSPR Establishing an effective cross platform bug reporting and tracking system Creating builds for multiple platforms and detecting build failures across platforms when they occur Understanding the native runtime environment and its impact on installation Utilizing wxWidgets to create multi platform GUI applications from a single code base Thoroughly testing application portability Understanding cross platform GUI toolkit design with Trixul      **Parallel Computing on Heterogeneous Networks** Alexey L. Lastovetsky, 2008-05-02 New approaches to parallel computing are being developed that make better use of the heterogeneous cluster architecture Provides a detailed introduction to parallel computing on heterogenous clusters All concepts and algorithms are illustrated with working programs that can be compiled and executed on any cluster The algorithms discussed have practical applications in a range of real life parallel computing problems such as the N body problem portfolio management and the modeling of oil extraction      **Computer Science with C++** Reeta Sahoo, Gagan Sahoo, A series of Book of Computers The ebook version does not contain CD      **Efficient**

**Java-Centric Grid Computing** ,      **Efficient Java-Centric Grid Computing** Robert Vincent van Nieuwpoort,2003      **C**

**A Software Engineering Approach** Peter A. Darnell,Philip E. Margolis,2012-12-06 A highly readable text designed for beginning and intermediate C programmers While focusing on the programming language the book emphasises stylistic issues and software engineering principles so as to develop programs that are readable maintainable portable and efficient The software engineering techniques discussed throughout the text are illustrated in a C interpreter whose source listing is provided on diskette and highlighted bug alerts offer tips on the common errors made by novice programmers Can be used as the primary course textbook or as the main reference by programmers intent on learning C      **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

**Federal Register** ,1993-05-12      *InfoWorld* ,1984-10-08 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects      [Porting to Win32TM](#) Thomas Lauer,2012-12-06 and Overview book to undertake an expedition into these new and to a large extent unexplored territories explaining along the way what all these things mean to existing programs and their native use under Win32 systems After all before putting such nice things as multiple threads or Unicode into their applications developers have to port them to Win32 in the first place And this is in spite of all the promises from Microsoft somewhat more difficult than I d expected at the very least in certain sections The book is not focused so much on the detailed explanation of all the new functions and possibilities these won t escape you anyway rather its main concern is to make the transition from 16 to 32 bit as easy and smooth as possible for you as the developer and or project lead So let s have a closer look at the individual parts of the text Chapter 1 Fundamental The first chapter is for project leads and developers alike It gives an Aspects and Preliminary overview of the new Win32 systems describes the most important features and compares them with Win16 and also with the competition coming along in the form of OS 2 3 x and UNIX I ll show the important architectural and implementation issues concentrating on Windows NT and detailing the differences for Windows 95 when required      **Professional C++** Christophe Pichaud,2022-11-10 This book contains all the necessary knowledge to learn think and become a professional C developer for building real world and critical software It requires some basic knowledge that could be acquired at the University Engineering Schools or just by reading the right books for the right decision C gave you the ability to create design think and implement such amazing big big stuff without limits The industry is lead by C and C

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management bioinformatics computer security and artificial intelligence After you get this book and start coding you ll soon realize that wow You re a programmer

*FreeDOS Kernel* Pat Villani,1996-01-09 Master operation system development FreeDOS Kernel explains the construction and operation of Pat Villani s DOS C a highly portable single threaded operating system Written in C and with system calls similar to MS DOS the FreeDOS kernel provides an [Application Servers for E-Business](#) Lisa E. Lindgren,2001-01-23 The modern application server is a complex platform that is the linchpin of an enterprise environment that includes a very wide range of technologies web document formatting web protocols server side scripts servlets applets programming languages distributed object technologies security capabilities directory and naming services load balan

[The UNIX Philosophy](#) Mike Gancarz,1995 Written for both the computer layperson and the experienced programmer this book explores the tenents of the UNIX operating system in detail dealing with powerful concepts in a comprehensive straightforward manner It is a book to be read before tackling the highly technical texts on UNIX internals and programming

[C++ A Language for Modern Programming](#) ,2023-10-04 Book Description C Programming A Journey to the Heart of a Versatile Language is a comprehensive guide to learning and mastering C one of the most powerful and versatile programming languages available This book goes beyond the basics offering readers a deep understanding of C s capabilities limitations and its intricate tapestry of uses in the ever evolving landscape of software development Written by an experienced C programmer and educator this book covers a wide range of topics from fundamental C concepts to advanced applications in various fields Each section is packed with practical examples case studies and exercises to ensure readers gain a deep understanding of the concepts at hand Whether you re a complete novice an experienced programmer looking to expand your skills or a professional seeking to harness the full potential of C this book is your faithful companion Here are some of the key features of this book Comprehensive coverage of C fundamentals including data types variables functions classes objects inheritance polymorphism templates generics exception handling and the Standard Template Library STL In depth exploration of advanced C features such as concepts ranges and coroutines Real world examples and hands on exercises to solidify learning and boost confidence Best practices design patterns and advanced techniques to elevate coding skills Focus on developing a problem solving mindset and crafting elegant and efficient software This book is ideal for Anyone interested in learning C programming Experienced programmers looking to expand their C skills Professionals seeking to harness the full potential of C Embark on a journey to the heart of C programming with this comprehensive and engaging guide Discover the language s power and versatility and learn to create software that inspires and empowers 20 chapters 319 pages

**Handbook of Floating-Point Arithmetic** Jean-Michel Muller,Nicolas Brisebarre,Florent de Dinechin,Claude-Pierre Jeannerod,Vincent Lefèvre,Guillaume Melquiond,Nathalie Revol,Damien Stehlé,Serge Torres,2009-11-11 Floating point arithmetic is the most widely used way of implementing real number arithmetic on modern computers However making such an arithmetic reliable and portable yet fast is a very difficult

task As a result floating point arithmetic is far from being exploited to its full potential This handbook aims to provide a complete overview of modern floating point arithmetic So that the techniques presented can be put directly into practice in actual coding or design they are illustrated whenever possible by a corresponding program The handbook is designed for programmers of numerical applications compiler designers programmers of floating point algorithms designers of arithmetic operators and more generally students and researchers in numerical analysis who wish to better understand a tool used in their daily work and research      *Embedded Software Development* Ivan Cibrario Bertolotti,Tingting Hu,2017-12-19

Embedded Software Development The Open Source Approach delivers a practical introduction to embedded software development with a focus on open source components This programmer centric book is written in a way that enables even novice practitioners to grasp the development process as a whole Incorporating real code fragments and explicit real world open source operating system references in particular FreeRTOS throughout the text Defines the role and purpose of embedded systems describing their internal structure and interfacing with software development tools Examines the inner workings of the GNU compiler collection GCC based software development system or in other words toolchain Presents software execution models that can be adopted profitably to model and express concurrency Addresses the basic nomenclature models and concepts related to task based scheduling algorithms Shows how an open source protocol stack can be integrated in an embedded system and interfaced with other software components Analyzes the main components of the FreeRTOS Application Programming Interface API detailing the implementation of key operating system concepts Discusses advanced topics such as formal verification model checking runtime checks memory corruption security and dependability Embedded Software Development The Open Source Approach capitalizes on the authors extensive research on real time operating systems and communications used in embedded applications often carried out in strict cooperation with industry Thus the book serves as a springboard for further research

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