

Unix Shell Programming By Yashwant Kanetkar Solution

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LET US C SOLUTIONS -15TH EDITION Yashavant kanetkar 2018-06-01

Description: Best way to learn any programming language is to create good programs in it. C is not exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program. That's where you would find this book useful. It contains solutions to all the exercises present in Let Us C 15th Edition. If you learn the language elements from Let Us C, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C programmer. I am sure you would appreciate this learning path like the millions of students and professionals have in the past decade.

Table Of Contents: Introduction Chapter 0 : Before We begin Chapter 1 : Getting Started Chapter 2 : C Instructions Chapter 3 : Decision Control Instruction Chapter 4 : More Complex Decision Making Chapter 5 : Loop control Instruction Chapter 6 : More Complex Repetitions Chapter 7 : Case Control Instruction Chapter 8 : Functions Chapter 9 : Pointers Chapter 10 : Recursion Chapter 11 : Data Types Revisited Chapter 12 : The C Preprocessor Chapter 13 : Arrays Chapter 14 : Multidimensional Arrays Chapter 15 : Strings Chapter 16 : Handling Multiple Strings Chapter 17 : Structures Chapter 18 : Console Input/ Output Chapter 19 : File Input/output Chapter 20 : More Issues in Input/Output Chapter 21 : Operations on Bits Chapter 22 : Miscellaneous features Chapter 23 : C Under Linux

Unix: Concepts And Applications Sumitabha Das 2003 The Third Edition Incorporates Major Revisions, Moderate Additions, And Minor Deletions. It Focuses On The Two Major Versions Of Unix - Solaris And Linux. The Two-Part Structure Od The Previous Edition Has Been Maintained. The Fundamental Aspects Of The System Are Covered In Part I, Whereas The Intermediate And Advances Concepts Are Explained In Part II. Salient Features : Two New Chapters On Unix Systems Programming - The File And Process Control. Complete Chapter Devoted To Tcp/Ip Network Of Administration. Enhanced Coverage On Linux. Updated Coverage On The Internetaet And The Http Protocol. End-Of-Chapter Questions Grouped Under Test Your Understanding With Answers In Appendix C And Flex Your Brain. Also Conforms To The Latest Revised Doeacca Level Syllabus Effective July 2003.

Data Structures Through C++ Yashavant Kanetkar 2019-11-12 Learn the fundamentals of Data Structures through C++ DESCRIPTION There are two major hurdles faced by anybody trying to learn Data Structures : Most books attempt to teach it using algorithms rather than complete working programs. A lot is left to the imagination of the reader, instead of explaining it in detail. This is a different Data Structures book. It uses C++ language to teach Data Structures. Secondly, it goes far beyond merely explaining how Stacks, Queues and Linked Lists work. The readers can actually experience (rather than imagine) sorting of an array, traversing of a doubly-linked list, construction of a binary tree, etc. through carefully crafted animations that depict these processes. All these animations are available on the Downloadable DVD. In addition, it contains numerous carefully-crafted figures, working programs and real-world scenarios where different data structures are used. This would help you understand the complicated operations being performed on different data structures easily. Add to that the customary lucid style of

Yashavant Kanetkar and you have a perfect Data Structures book in your hands. KEY FEATURES • Strengthens the foundations, as a detailed explanation of concepts are given • Focuses on how to think logically to solve a problem • Algorithms used in the book are well explained and illustrated step by step • Help students in understanding how data structures are implemented in programs WHAT WILL YOU LEARN Analysis of Algorithms, Arrays, Linked Lists, Sparse Matrices Stacks, Queues, Trees, Graphs, Searching and Sorting WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Data structures. Table of Contents 1. Analysis of Algorithms 2. Arrays 3. Linked Lists 4. Sparse Matrices 5. Stacks 6. Queues 7. Trees 8. Graphs 9. Searching and Sorting

On the Banks of the Mayyazhi Em Mukundan 1999

Working With C (For Doe - 'A' & 'B' Level) Yashavant P. Kanetkar 2003-03-01 This book assumes no background knowledge of programming, and still provides an exhaustive understanding of C and its applications. Packed with Sample Programs and practical ideas for C applications, this book is ideal for programmers who are new to C, and wish to explore the immense potential of this language. The author provides every aspect of C in detail. Some of the important features of this book are - Over 150 fully tested programming examples, Exercises at end of each chapter, Exhaustive discussion on Pointers, Advanced concepts like structures, union and bitwise operators discussed in detail, Appendix on common programming errors, Contents arranged as per DOEA and B level examination syllabus. All these features make this book ideal for a computer student, teacher or a professional programmer. In short, if you are ready to tab the power of C this book would provide you quite a few treasures.

Let Us C Yashavant P. Kanetkar 2008 Considered to be one of the best-selling programming books ever written, the eighth edition has now been edited, revised, and updated. A CD-ROM with demos, code, compiler, executables, and MATLAB examples has been added to the book. Simplicity and an easy narration style are the hallmarks of the book, which have made its previous seven editions immensely successful. Today's C programmer (still the language of choice in science, engineering, game programming and for handheld devices) has to master the complexities of the language and contend with its usage in environments like Windows, Linux, and for the Internet. Let Us C, Eighth Edition covers these three aspects of C programming and doesn't assume any programming background. It begins with the basics and steadily builds the pace, so the reader finds it easy to handle more complicated topics later. This popular author has crafted hundreds of excellent programming examples and exercises for every aspect of C programming.

The Spirit Of C Mullish Cooper 1998-01-01 The language C is often described as a middle-level language that permits programs to be written in much the same style as that of modern high-level languages such as FORTRAN, COBOL, BASIC and PASCAL. In The Spirit of C you will know the essentials of this modern language. The book does not expect any programming experience or mathematical expertise from the readers. It provides simple illustrated programs, followed by a list of questions and answers based on text to acquaint the readers with the structure of C language.

Let Us C Yashavant P. Kanetkar 2004-11-01

Embedded Systems Desktop Integration (Embedded Systems Programming With Pcb Board) Yashavant Kanetkar 2007-12-01

Introduction to Data Structures in C Ashok N. Kamthane 2004 Introduction to Data Structures in C is an introductory book on the subject. The contents of the book are designed as per the requirement of the syllabus and the students and will be useful for students of B.E. (Computer/Electronics), MCA, BCA, M.S.

Unix Shell Programming Yashavant P. Kanetkar 2002-01-01 Unix. Possibly, The Longest Living Entity In The Computer Land Where Nothing Survives More Than A Couple Of Years, A Decade At The Most. It Has Been Around For More Than Two Decades, Owing Its Longevity To The Ruggedness Built Into It And Its Commands. This Book Comes In Two Parts. The First Part Is A Journey Into The Vast Expanse That Is Unix. The Intent Is To Make You Aware Of The Underlying Philosophy Used In Development Of Myriads Of Unix Commands Rather Than Telling You All The Variations Available With Them.

Graphics Under C Yashavant Kanetkar 2003-03-01 Whether You Are A Novice Computer User Or An Advanced Programmer, Today's Graphics Oriented Pcs Require That You Explore And Understand A Dazzling Array Of Graphics Techniques And Technologies. Graphics Under C Details The Fundamentals Of Graphics Programming For The Ibm Pc And Compatibles, Teaching C Programmers Of All Levels How To Create Impressive Graphics Easily And Efficiently. Through Detailed Discussions And Sample Programs You'll Gain The Tools And Techniques For Loading Installable Fonts, Programming Vga Registers, Mouse Programming, Color Generation Schemes, Animation, Svga Programming, Fractals, Video Games, Preparing Professional Charts, Drawing Algorithms For Lines And Circles. All These Topics Have Been Supported By Source Code In C, Which You Can Easily Modify To Suit Your Specific Needs.

Test Your C Skills Yashavant P. Kanetkar 2002-01-01

Absolute Beginner's Guide to C Greg Perry 1994-04-08 For beginning programmers, this updated edition answers all C programming questions. This bestseller talks to readers at their level, explaining every aspect of how to get started and learn the C language quickly. Readers also find out where to learn more about C. This book includes tear-out reference card of C functions and statements, a hierarchy chart, and other valuable information. It uses special icons, notes, clues, warnings, and rewards to make understanding easier. And the clear and friendly style presumes no programming knowledge.

Expert C Programming Peter Van der Linden 1994 Software -- Programming Languages.

UNIX and Shell Programming Behrouz A. Forouzan 2003 Designed as one of the first true textbooks on how to use the UNIX operating system and suitable for a wide variety of UNIX-based courses, UNIX and Shell Programming goes beyond providing a reference of commands to offer a guide to basic commands and shell programming. Forouzan/Gilberg begin by introducing students to basic commands and tools of the powerful UNIX operating system. The authors then present simple scripting concepts, and cover all material required for understanding shells (e.g., Regular Expressions, grep, sed, and awk) before introducing material on the Korn, C, and Bourne shells. Throughout, in-text learning aids encourage active learning and rich visuals support concept presentation. For example, sessions use color so students can easily distinguish user input from computer output. In addition, illustrative figures help student visualize what the command is doing. Each chapter concludes with problems, including lab sessions where students work on the computer and complete sessions step-by-step. This approach has proven to be successful when teaching this material in the classroom.

Shell Programming in Unix, Linux and OS X Stephen G. Kochan 2016-08-30 Shell Programming in Unix, Linux and OS X is a thoroughly updated revision of Kochan and Wood's classic Unix Shell Programming tutorial. Following the methodology of the original text, the book focuses on the POSIX standard shell, and teaches you how to develop programs in this useful programming environment, taking full advantage of the underlying power of Unix and Unix-like operating systems. After a quick review of Unix utilities, the book's authors take you step-by-step through the process of building shell scripts, debugging them, and understanding how they work within the shell's environment. All major features of the shell are covered, and the large

number of practical examples make it easy for you to build shell scripts for your particular applications. The book also describes the major features of the Korn and Bash shells. Learn how to... Take advantage of the many utilities provided in the Unix system Write powerful shell scripts Use the shell's built-in decision-making and looping constructs Use the shell's powerful quoting mechanisms Make the most of the shell's built-in history and command editing capabilities Use regular expressions with Unix commands Take advantage of the special features of the Korn and Bash shells Identify the major differences between versions of the shell language Customize the way your Unix system responds to you Set up your shell environment Make use of functions Debug scripts Contents at a Glance 1 A Quick Review of the Basics 2 What Is the Shell? 3 Tools of the Trade 4 And Away We Go 5 Can I Quote You on That? 6 Passing Arguments 7 Decisions, Decisions 8 'Round and 'Round She Goes 9 Reading and Printing Data 10 Your Environment 11 More on Parameters 12 Loose Ends 13 Rolo Revisited 14 Interactive and Nonstandard Shell Features A Shell Summary B For More Information **Unix Power Tools** Shelley Powers 2003 By its very nature, Unix is a " power tools " environment. Even beginning Unix users quickly grasp that immense power exists in shell programming, aliases and history mechanisms, and various editing tools. Nonetheless, few users ever really master the power available to them with Unix. There is just too much to learn! Unix Power Tools, Third Edition, literally contains thousands of tips, scripts, and techniques that make using Unix easier, more effective, and even more fun. This book is organized into hundreds of short articles with plenty of references to other sections that keep you flipping from new article to new article. You'll find the book hard to put down as you uncover one interesting tip after another. With the growing popularity of Linux and the advent of Mac OS X, Unix has metamorphosed into something new and exciting. With Unix no longer perceived as a difficult operating system, more and more users are discovering its advantages for the first time. The latest edition of this best-selling favorite is loaded with advice about almost every aspect of Unix, covering all the new technologies that users need to know. In addition to vital information on Linux, Mac OS X, and BSD, Unix Power Tools, Third Edition, now offers more coverage of bcash, zsh, and new shells, along with discussions about modern utilities and applications. Several sections focus on security and Internet access, and there is a new chapter on access to Unix from Windows, addressing the heterogeneous nature of systems today. You'll also find expanded coverage of software installation and packaging, as well as basic information on Perl and Python. The book's accompanying web site provides some of the best software available to Unix users, which you can download and add to your own set of power tools. Whether you are a newcomer or a Unix power user, you'll find yourself thumbing through the gold mine of information in this new edition of Unix Power Tools to add to your store of knowledge. Want to try something new? Check this book first, and you're sure to find a tip or trick that will prevent you from learning things the hard way.

Linux Command Line and Shell Scripting Bible Richard Blum 2020-12-08 Advance your understanding of the Linux command line with this invaluable resource Linux Command Line and Shell Scripting Bible, 4th Edition is the newest installment in the indispensable series known to Linux developers all over the world. Packed with concrete strategies and practical tips, the latest edition includes brand-new content covering: Understanding the Shell Writing Simple Script Utilities Producing Database, Web & Email Scripts Creating Fun Little Shell Scripts Written by accomplished Linux professionals Christine Bresnahan and Richard Blum, Linux Command Line and Shell Scripting Bible, 4th Edition teaches readers the fundamentals and advanced topics necessary for a comprehensive understanding of shell scripting in Linux. The book is filled with real-world examples and usable scripts, helping readers navigate the challenging Linux environment with ease and convenience. The book is perfect for anyone who uses Linux at home or in the office and will quickly find a place on every Linux enthusiast's bookshelf. **C Programming Absolute Beginner's Guide** Greg M. Perry 2013 Provides instructions for writing C code to create games and mobile applications using the new C11 standard.

God's Mischief Em Mukundan 2002 As Post-Colonial Mayyazhi (Mahe) Where History And Time Flowed With The Water Under The Rusted Iron Bridge Tries To Come To Terms With Its New-Found Independence, Young Men Leave To Seek Their Fortunes Abroad. And Many Of The Older Generation, Orphaned By The Departure Of The French, Struggle To Eke Out A Living Even As They Remember Their Days Of Plenty Under Their Foreign Masters... Caught Up In Their Suffering, Kumaran Vaidyar Does Everything He Can To Keep The People Of His Beloved Mayyazhi From Starving, But Entrusts His Own Children To The Care Of His Beloved Wife, Who Is No More. Meanwhile, Father Alphonse Waves His Magic Wand And Changes Pebbles Into Candy And Waits For His Good-For-Nothing Son To Return. Through All This, Untroubled By The Woes Of The Elders, Shivan, Shashi And Elsie Spend An Idyllic Childhood In Sunny, Sleepy Mayyazhi. Until The Day Of Reckoning Catches Up With Them And They Pay The Price Of Growing Up. Mukundan S Two Seminal Mayyazhi Novels, On The Banks Of The Mayyazhi And God S Mischief, Are, At One Level, The Saga Of Mahe (Mayyazhi) With Its Legacy Of French Colonialism. At Another, They Are, Despite An Exuberant Parade Of Myths And Legends, A Chronology Of The Futile Search Of The Exiled Through The Crowded Alleys Of History. Mukundan Has...Made Mahe Into The Malgudi Of Malayalam Literature. S. Prasannarajan, Times Of India Mukundan S Novels Provide A Reading Of The History Of Colonialism Unavailable In A Historian S Ruvre. Prof. K.N. Panikkar, Interrogating Colonialism: Novel As Imagined History.

Masterminds of Programming Federico Biancuzzi 2009-03-21 Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today.

Masterminds of Programming includes individual interviews with: Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love: Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimschy: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and lead developer of C# If you're interested in the people whose vision and hard work helped shape the computer industry, you'll find Masterminds of Programming fascinating.

Data Structures and Program Design in C Robert Kruse 2007-09

Let us Java Kanetkar Yashavant 2019-09-20 Learn the basics of most favored dynamic language for application development Key features Major reorganisation of chapters with a view to improve comprehension of concepts involved Comprehensive coverage of all the concepts of Core Java Simple language, crystal clear approach, user friendly book Concepts are duly supported by several examples and self explanatory analogies. DescriptionJava Language is very popularly used for creating applications for PC, Laptop, Tablet, Web and Mobile world Learning a language that can work on so many different platforms can be a challenge. This is where you would find this book immediately useful. It follows simple and easy narration style. It 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 complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on reader's mind. Object Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this book, cover every aspect of Java programming. What will you learn Data types & Control Instructions Classes & Objects Arrays & Strings Inheritance & Polymorphism Interfaces, Packages Exception Handling, Effective IO Multithreading & Synchronization Generics, Collection classes, GUI Using Swing Database Connectivity Using JDBC Who this book is

forThis book will prove to be a "e;must have"e; for beginners as well as experienced professionals as it is a stepping stone for learning Java technology. Table of contents1. An Overview of Java 2. Getting Started 3. Java Data Types and Instructions 4. Decision Control Instruction 5. Loop Control Instruction6. Case Control Instruction7. Functions8. Advanced Features of Functions9. Introduction to OOP10. Classes and Objects11. Arrays12. Strings and Enums13. Inheritance14. Polymorphism15. Exception Handling16. Effective Input/ Output17. Multithreading In Java18. Generics19. Collection Classes20. User Interfaces21. JDBC22. Index About the authorYashavant Kanetkar Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yadhavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His Linkedin profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

Beginning Shell Scripting Eric Foster-Johnson 2005-04-01 Covering all major platforms-Linux, Unix, Mac OS X, and Windows-this guide shows programmers and power users how to customize an operating system, automate commands, and simplify administration tasks using shell scripts Offers complete shell-scripting instructions, robust code examples, and full scripts for OS customization Covers shells as a user interface, basic scripting techniques, script editing and debugging, graphing data, and simplifying administrative tasks In addition to Unix and Linux scripting, the book covers the latest Windows scripting techniques and offers a complete tutorial on Mac OS X scripting, including detailed coverage of mobile file systems, legacy applications, Mac text editors, video captures, and the Mac OS X Open Scripting Architecture

Let Us Python (Second Edition) Yashavant Kanetkar 2020-02-11 Learn Python Quickly, A Programmer-Friendly Guide DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. KEY FEATURES Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare for an interview in short duration of time. Exercises are exceptionally useful to complete the reader's understanding of a topic. WHAT WILL YOU LEARN Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators,

Command-line Parsing WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages 16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and Inheritance 20. Iterators and Generators 21. Exception Handling 22. File Input/Output 23. Miscellany 24. Multi-threading 25. Synchronization

Let Us C: Authentic Guide to C PROGRAMMING Language 17th Edition (English Edition) Yashavant Kanetkar 2020-09-04 Learn the hand-crafted notes on C programming Key Features Strengthens the foundations, as a detailed explanation of programming language concepts are given Lucid explanation of the concept Well thought-out, fully working programming examples End-of-chapter exercises that would help you practice the skills learned in the chapter Hand-crafted "KanNotes" at the end of the each chapter that would help the reader remember and revise the concepts covered in the chapter Focuses on how to think logically to solve a problem Description The new edition of this classic book has been thoroughly revamped, but remains faithful to the principles that have established it as a favourite amongst students, teachers and software professionals round the world. "Simplicity"- that has been the hallmark of this book in not only its previous sixteen English editions, but also in the Hindi, Gujrati, Japanese, Korean, Chinese and US editions. 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. What will you learn C Instructions Decision Control Instruction, Loop Control Instruction, Case Control Instruction Functions, Pointers, Recursion Data Types, The C Preprocessor Arrays, Strings Structures, Console Input/Output, File Input/Output Who this book is for Students, Programmers, researchers, and software developers who wish to learn the basics of C++ programming language. Table of Contents 1. Getting Started 2. C Instructions 3. Decision Control Instruction 4. More Complex Decision Making 5. Loop Control Instruction 6. More Complex Repetitions 7. Case Control Instruction 8. Functions 9. Pointers 10. Recursion 11. Data Types Revisited 12. The C Preprocessor 13. Arrays 14. Multidimensional Arrays 15. Strings 16. Handling Multiple Strings 17. Structures 18. Console Input/Output 19. File Input/Output 20. More Issues In Input/Output 21. Operations On Bits 22. Miscellaneous Features 23. Interview FAQs Appendix A- Compilation and Execution Appendix B- Precedence Table Appendix C- Chasing the Bugs Appendix D- ASCII Chart Periodic Tests I to IV, Course Tests I, II Index About the Authors Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "Distinguished Alumnus Award" by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. His LinkedIn profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

The Design of the UNIX Operating System Maurice J. Bach 1986 This book describes the internal algorithms and the structures that form the basis of the UNIX operating system and their relationship to the programmer interface. The system description is based on UNIX System V Release 2 supported by AT&T, with some features from Release 3.

Unix and Shell Programming B. M. Harwani 2013 Beginning with the

description of operating system in general the book discusses features that made Unix the most suitable operating system of its time. An overview of file management in Unix and commonly used Unix commands is then provided. Further, it delves into the detailed description of file system and compression techniques, processes and signals, vi editor, system calls, and awk scripting. Detailed description about different types of editors and shell programming (including Bourne, C, and interactive Korn shell) has also been provided. Chapters dedicated to debugging and system development, language development, text formatting tools, interprocess communication, and system administration are covered in the later part of the book. To aid students, the book provides numerous examples and complete program scripts that will help in grasping the key concepts effectively. Web Resources: For StudentsDT Chapter-wise executable and complete shell scripts and codes given in the bookDT Mail Organizer - project that sends mail to a desired recipient on a given date.DT Inventory Management System - project that explains maintenance of inventory using MySQL database server DT Debugging exercises with solutions For FacultyDT Chapter-wise PPTsDT Answers to select review exercises given in the book

Data Structures Through C Yashavant P. Kanetkar 2003-02-01

Python for Unix and Linux System Administration Noah Gift 2008-08-22 Python is an ideal language for solving problems, especially in Linux and Unix networks. With this pragmatic book, administrators can review various tasks that often occur in the management of these systems, and learn how Python can provide a more efficient and less painful way to handle them. Each chapter in Python for Unix and Linux System Administration presents a particular administrative issue, such as concurrency or data backup, and presents Python solutions through hands-on examples. Once you finish this book, you'll be able to develop your own set of command-line utilities with Python to tackle a wide range of problems. Discover how this language can help you: Read text files and extract information Run tasks concurrently using the threading and forking options Get information from one process to another using network facilities Create clickable GUIs to handle large and complex utilities Monitor large clusters of machines by interacting with SNMP programmatically Master the IPython Interactive Python shell to replace or augment Bash, Korn, or Z-Shell Integrate Cloud Computing into your infrastructure, and learn to write a Google App Engine Application Solve unique data backup challenges with customized scripts Interact with MySQL, SQLite, Oracle, Postgres, Django ORM, and SQLAlchemy With this book, you'll learn how to package and deploy your Python applications and libraries, and write code that runs equally well on multiple Unix platforms. You'll also learn about several Python-related technologies that will make your life much easier.

The C Programming Language Brian W. Kernighan 1988 Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

101 CHALLENGES IN C++ PROGRAMMING Yashavant kanetkar 2018-05-31 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.These challenges would test and improve your knowledge in every aspect of C++ programming. Table of contents:Chapter 1: Getting off the ground challengesi Chapter 2: The starters challengesi Chapter 3: Basic C++ challengesi Chapter 4: Class organization challengesi Chapter 5: Class constructor challengesi Chapter 6: Classes and objects challengesi Chapter 7: More classes and objects challengesi Chapter 8: Function challengesi Chapter 9: Function overloading challengesi Chapter 10: Operating overloading challengesi Chapter 11: Free store challengesi Chapter 12: Inheritance challengesi Chapter 13: Virtual function challengesi Chapter 14: Input / output challengesi Chapter 15: Template challengesi Chapter 16: Exception handling challengesi Chapter 17: STL challengesi Chapter 18:

Miscellaneous challenges

UNDERSTANDING POINTERS IN C 1997

C# .Net Yashavant Kanetkar

Understanding Pointers By - Yashavant Kanetkar 2003-03-01 A C

programmer without knowledge of pointers is like a fish which doesn't know how to swim. He needs command over pointers to be able to exploit their immense potential. Pointers are all about power and punch and this book covers everything that has anything to do with pointers in a simple, way to understand way. The topics covered include: Pointers and Arrays Pointers and Structures Pointers and Dynamic Memory Allocation Pointers to Functions Pointers and Variable Argument Lists Practical use of Pointers Pointers and Doubly linked Lists Pointers and Circular Lists Pointers and Binary Trees Pointers and Threaded Binary Trees

C Projects Kanetkar 2002-01-01 This Book Gives You A Better Reason To Eye Such Sleek Software With Confidence. The First Book Of Its Kind, C Projects Is A Veritable Treasure For All Those Who Have A Working Knowledge Of C, And An Incentive To Learn C For Those Who Haven'T. It Puts The Unbounded Potential Of C To Work In A Wide Range Of Software's. C Projects Gives You More Than 16000 Lines Of C Source Code. And That'S A Lot Of Code! No Longer Are These Software'S Out Of Reach; You Can Now Enter The Fascinating World Of Creating Professional Level Software's, And Greet The Arrival Of Any New Package With The Wisdom Of One Who Knows!

Exploring C Yashavant Kanetkar 2003-08-01

Writing Tsr'S Through C Kanetkar 2002-01-01 This Book Takes You Into The Exciting World Of Terminate And Stay Resident Programs. A World Which Most Dos Programmers Don'T Dare To Test Their Strengths With From The First Toddling Steps To The Professional Tsrs, This Book Has Everything. It Contains An In-Depth Coverage Of Advanced Topics Like Pop Up Tsrs, Tsrs & Swappable Date Area, Development Of Tsr Engine, Vaccines & Viruses, Tsrifying Existing Utilities, Etc. More Than 5000 Lines Of Source Code And A Direct And Lucid Approach Distinguishes This Book From Others. After Reading This Book, You Will Have A Proficiency In Writing Tsrs That You Never Imagined Possible.

ANSI C Programming Kanetkar Yashavant 2019-11-04 Learn real-world C programming as per the latest ANSI standard 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

"e;Pointers"e; and "e;Bitwise operators"e; End of chapter exercises drawn from different universities Written by best-selling author of Let Us CDescriptionIn 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 finds 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. "e;If taught through examples, any concept becomes easy to gasp"e;. This book follows this dictum faithfully, Yashavant has crafted well thought out programming examples for every aspects of C programming. 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 forStudents, Programmers, researchers, and software developers who wish to learn the basics of ANSI C Programming. Table of contents1. Before We Begin2. Introduction To Programming3. Algorithms For Problem Solving4. Introduction To C Language5. The Decision Control Structure6. The Loop Control Structure7. The Case Control Structure8. Functions & Pointers9. Data Types Revisited10. The C Preprocessor10. Arrays11. Puppeting On Strings12. Structures13. Self Referential Structures and Linked Lists14. Console Input/Output15. File Input/Output16. More Issues In Input/Output17. Operations On Bits18. Miscellaneous FeaturesAppendix A - Precedence TableAppendix B - Chasing the BugsAppendix C - ASCII ChartIndex About the authorYashavant Kanetkar's programming books have almost become a legend. Through his original works in the form of books and Quest Video courseware CDs on C, C++, Data Structures, VC++, .NET, Embedded Systems, etc. Yashavant Kanetkar has created, moulded and groomed lacs of IT careers in the last decade and half. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards byMicrosoft. His current passion includes Device Driver and Embedded System Programming. Yashavant has recently been honored with a "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yashavant'scurrent affiliations include being a Director of KICIT and KSET. His Linkedin profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)