

Table of Contents (Summary)

| | | |
|-----|--|-------|
| | Intro | xxvii |
| 1 | Getting Started with C: <i>Diving in</i> | 1 |
| 2 | Memory and Pointers: <i>What are you pointing at?</i> | 41 |
| 2.5 | Strings: <i>String theory</i> | 83 |
| 3 | Creating Small Tools: <i>Do one thing and do it well</i> | 103 |
| 4 | Using Multiple Source Files: <i>Break it down, build it up</i> | 157 |
| | C Lab 1: <i>Arduino</i> | 207 |
| 5 | Structs, Unions, and Bitfields: <i>Rolling your own structures</i> | 217 |
| 6 | Data Structures and Dynamic Memory: <i>Building bridges</i> | 267 |
| 7 | Advanced Functions: <i>Turn your functions up to 11</i> | 311 |
| 8 | Static and Dynamic Libraries: <i>Hot-swappable code</i> | 351 |
| | C Lab 2: <i>OpenCV</i> | 389 |
| 9 | Processes and System Calls: <i>Breaking boundaries</i> | 397 |
| 10 | Interprocess Communication: <i>It's good to talk</i> | 429 |
| 11 | Sockets and Networking: <i>There's no place like 127.0.0.1</i> | 467 |
| 12 | Threads: <i>It's a parallel world</i> | 501 |
| | C Lab 3: <i>Blasteroids</i> | 523 |
| i | Leftovers: <i>The top ten things (we didn't cover)</i> | 539 |
| ii | C Topics: <i>Revision roundup</i> | 553 |

Table of Contents (the real thing)

Intro

Your brain on C. Here you are trying to *learn* something, while here your *brain* is, doing you a favor by making sure the learning doesn't *stick*. Your brain's thinking, "Better leave room for more important things, like which wild animals to avoid and whether naked snowboarding is a bad idea." So how *do* you trick your brain into thinking that your life depends on knowing C?

| | |
|---------------------------------|--------|
| Who is this book for? | xxviii |
| We know what you're thinking | xxix |
| Metacognition | xxxi |
| Bend your brain into submission | xxxiii |
| Read me | xxxiv |
| The technical review team | xxxvi |
| Acknowledgments | xxxvii |