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**A FIRST COURSE IN
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Hindustan College of Engineering
Chennai



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To
My dear parents

Preface

C is a popular programming language which is commonly used by scientists and engineers to write programs for any specific application. C is also a widely accepted programming language in the software industries.

This beginner's guide to computer programming is for student programmers to effectively write programs for solving numerical problems. All that is required of a beginner programmer is not experience in computing but interest in computing.

This book is divided into 14 chapters. The first chapter deals with the fundamentals of computing, computer software and hardware, computer peripherals and so on. The second chapter provides exposure for writing algorithm and flowcharting which would help students write programs effectively. The other chapters have a sequence as that expected by teachers and students.

The programs illustrated in the book have been accumulated, experimented and tested by the author during his teaching of the subject to a few thousand students in over a decade. In addition, numerous problems are adapted from university question papers. Short questions and answers and objective questions are an added feature. All these would build confidence of the students and those appearing for interview/viva voce in a practical lab.

The special topic of the book is C graphics and animation which helps students develop simple programs to generate geometrical and graphical objects.

T JEYAPOOVAN

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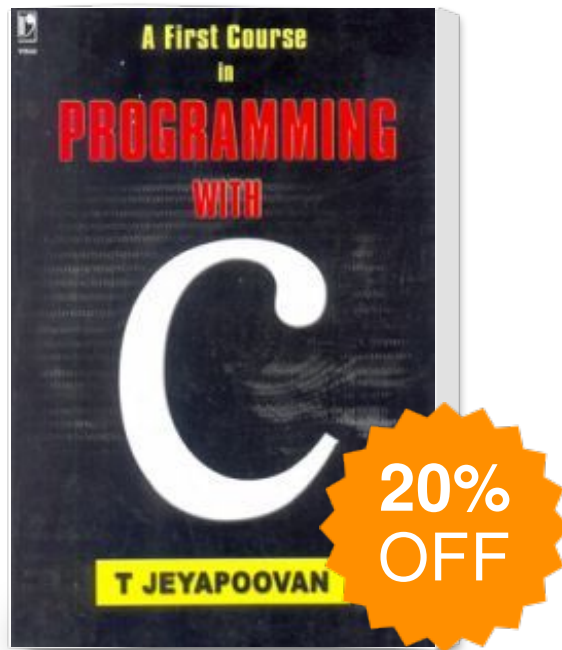
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