

```
1  #include <stdio.h>
2
3  int main() {
4      int a, b, c;
5
6      /* Input three numbers from user */
7      printf("Enter three numbers: ");
8      scanf("%d%d%d", &a, &b, &c);
9
10     if ( a > b && a > c )
11         printf("%d is the largest.", a);
12     else if ( b > a && b > c )
13         printf("%d is the largest.", b);
14     else if ( c > a && c > b )
15         printf("%d is the largest.", c);
16     else
17         printf("Values are not unique");
18
19     return 0;
20 }
```



Enter three numbers: 10

20

15

20 is the largest.

Good C Programming S

Henk Schepers



Good C Programming S:

Proceedings of the Princeton Symposium on Mathematical Programming Harold W. Kuhn, 2015-03-08 This volume contains thirty three selected general research papers devoted to the theory and application of the mathematics of constrained optimization including linear programming and its extensions to convex programming general nonlinear programming integer programming and programming under uncertainty Originally published in 1971 The Princeton Legacy Library uses the latest print on demand technology to again make available previously out of print books from the distinguished backlist of Princeton University Press These editions preserve the original texts of these important books while presenting them in durable paperback and hardcover editions The goal of the Princeton Legacy Library is to vastly increase access to the rich scholarly heritage found in the thousands of books published by Princeton University Press since its founding in 1905

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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 Programming for Beginners Harry. H. Chaudhary, 2014-07-14 *Essential C Programming Language Skills Made Easy C Programming Absolute Beginner s Guide* This C Programming book gives a good start and complete introduction for C Programming for Beginner s Learn the all basics and advanced features of C programming in no time from Bestselling Programming Author Harry H Chaudhary This Book starts with the basics I promise this book will make you 100% expert level champion of C Programming This book contains 1000 Live C Program s code examples and 500 Lab Exercise 200 Brain Wash Topic wise Code book and 20 Live software Development Project s All what you need Isn t it Write powerful C programs without becoming a technical expert This book is the fastest way to get comfortable with C one incredibly clear and easy step at a time You ll learn all the basics how to organize programs store and

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An Introduction to Object-Oriented Programming in C++ Graham M. Seed,2012-12-06 An Introduction to Object Oriented Programming in C with applications in Computer Graphics introduces the reader to programming in C step by step from the simplest of C programs through features such as classes and templates to namespaces Emphasis is placed on developing a good programming technique and demonstrating when and how to use the more advanced features of C through the development of realistic programming tools and classes This revised and extended 2nd edition includes the Standard Template Library STL a major addition to the ANSI C standard full coverage of all the major topics of C such as Templates exception handling RTTI practical tools developed for object oriented computer graphics programming All code program files and exercises are ANSI C compatible and have been compiled on both Borland C v5.5 and GNU Linux g v2.91 compilers

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A Practical Guide to Ubuntu Linux Mark G. Sobell, 2010-08-12 The Most Complete Easy to Follow Guide to Ubuntu Linux The 1 Ubuntu server resource fully updated for Ubuntu 10.4 Lucid Lynx the Long Term Support LTS release many companies will rely on for years Updated JumpStarts help you set up Samba Apache Mail FTP NIS OpenSSH DNS and other complex servers in minutes Hundreds of up to date examples plus comprehensive indexes that deliver instant access to answers you can trust Mark Sobell's A Practical Guide to Ubuntu Linux Third Edition is the most thorough and up to date reference to installing configuring and working with Ubuntu and also offers comprehensive coverage of servers critical for anybody interested in unleashing the full power of Ubuntu This edition has been fully updated for Ubuntu 10.04 Lucid Lynx a milestone Long Term Support LTS release which Canonical will support on desktops until 2013 and on servers until 2015 Sobell walks you through every essential feature and technique from installing Ubuntu to working with GNOME Samba exim4 Apache DNS NIS LDAP g ufw firestarter iptables even Perl scripting His exceptionally clear explanations demystify everything from networking to security You'll find full chapters on running Ubuntu from the command line and desktop GUI administrating systems setting up networks and Internet servers and much more Fully updated JumpStart sections help you get complex servers running often in as little as five minutes Sobell draws on his immense Linux knowledge to explain both the hows and the whys of Ubuntu He's taught hundreds of thousands of readers and never forgets what it's like to be new to Linux Whether you're a user administrator or programmer you'll find everything you need here now and for many years to come The world's most practical Ubuntu Linux book is now even more useful This book delivers Hundreds of easy to use Ubuntu examples Important networking coverage including DNS NFS and Cacti Coverage of crucial Ubuntu topics such as sudo and the Upstart init daemon More detailed usable coverage of Internet server configuration including Apache Web and exim4 email servers State of the art security techniques including up to date firewall setup techniques using gufw and iptables and a full chapter on OpenSSH A complete introduction to Perl scripting for automated administration Deeper coverage of essential admin tasks from managing users to CUPS printing configuring LANs to building a kernel Complete instructions on keeping Ubuntu systems up to date using aptitude Synaptic and the Software Sources window And much more including a 500 term glossary

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Scientific and Technical Aerospace Reports, 1983 Lists citations with abstracts for aerospace related reports obtained from world wide sources and

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Software and Compilers for Embedded Systems Henk Schepers, 2004-10-29 This volume contains the proceedings of the 8th International Workshop on Software and Compilers for Embedded Systems SCOPES 2004 held in Amsterdam The Netherlands on September 2 and 3 2004 Initially the workshop was referred to as the International Workshop on Code Generation for Embedded Systems The first took place in 1994 in Schloss Dagstuhl Germany From its beginnings the intention of the organizers has been to create an interactive atmosphere in which the participants can discuss and profit from the assembly of international experts in the field The name SCOPES has been used since the fourth edition in Stuttgart many in 1999 when the scope of the workshop was extended to also cover general issues in embedded software design Since then SCOPES has been held again in Stuttgart in 2001 Berlin Germany in 2002 Vienna Austria in 2003 and now in Amsterdam The Netherlands In response to the call for papers almost 50 very strong papers were submitted from all over the world All submitted papers were reviewed by at least three experts to ensure the quality of the workshop In the end the program committee selected 17 papers for presentation at the workshop These papers are divided into the following categories application specific co design system and application synthesis data flow analysis data partitioning task scheduling and code generation In addition to the selected contributions the keynote address was delivered by Mike Uhler from MIPS Technologies An abstract of his talk is also included in this volume

Software Patents Gregory A. Stobbs, 2012-01-01 Never before has one resource broken down the process for drafting software patent specifications and claims into manageable segments *Software Patents Third Edition* will show you how to draft accurate complete patent applications applications that will be approved by the patent office and that will stand in court if challenged It discusses what a software patent is and the legal protection it offers who holds software patents and for what inventions and the steps you can take to protect software inventions in the worldwide marketplace The book also explores internet and e-commerce patents and information protection using the software patent Completely revised and updated in a new looseleaf format *Software Patents Third Edition* is your authoritative source for expert guidance on Strategic software patent protection Prior art searches Drafting claims Drafting the software patent specification Requirements for software patent drawings Patent Office examination guidelines International software patent protection Beta testing software inventions Integrating software patents with industry standards Invalidity defenses in software patent litigation

Embedded Systems Handbook 2-Volume Set Richard Zurawski, 2018-10-08 During the past few years there has been a dramatic upsurge in research and development implementations of new technologies and deployments of actual solutions and technologies in the diverse application areas of embedded systems These areas include automotive electronics industrial automated systems and building automation and control Comprising 48 chapters and the contributions of 74 leading experts from industry and academia the *Embedded Systems Handbook Second Edition* presents a comprehensive view of embedded systems their design verification networking

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Crafting Interpreters Robert Nystrom,2021-07-27 Despite using them every day most software engineers know little about how programming languages are designed and implemented For many their only experience with that corner of computer science was a terrifying compilers class that they suffered through in undergrad and tried to blot from their memory as soon as they had scribbled their last NFA to DFA conversion on the final exam That fearsome reputation belies a field that is rich with useful techniques and not so difficult as some of its practitioners might have you believe A better understanding of how programming languages are built will make you a

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