《C语言程序设计》

C语言课程组

```
#IIICIu∎e "bignumb.h"
                             f_in1.unsetfice: skipws);
vOid main(v∘id){
 big_number a (50
  long five=5;
                               getline(f_in1,s);
  double pi=3
  cout << "\n\n
                               s.erase(0,s.find("]",1));
  cin >> a;
                               s.erase(0,(s.find("]",1)+10));
   cOut << "b="
                               str= 8.substr(0/s.find("]",1)));
   cin >> b;
 o cout
   if (a < b)
     cout << "\na<b";
                                   return 1;
   if (a>b)
                                               size=str.compare(ip);
     cout << "\na>b";
                                                   if (size==0)
   if (a==b)
    cOut << "\na=b";
                     ..t << "\na+h=" << a+b;
                                                   cry{
cr=s substr((s.find("]",
```

课程地位



课程地位

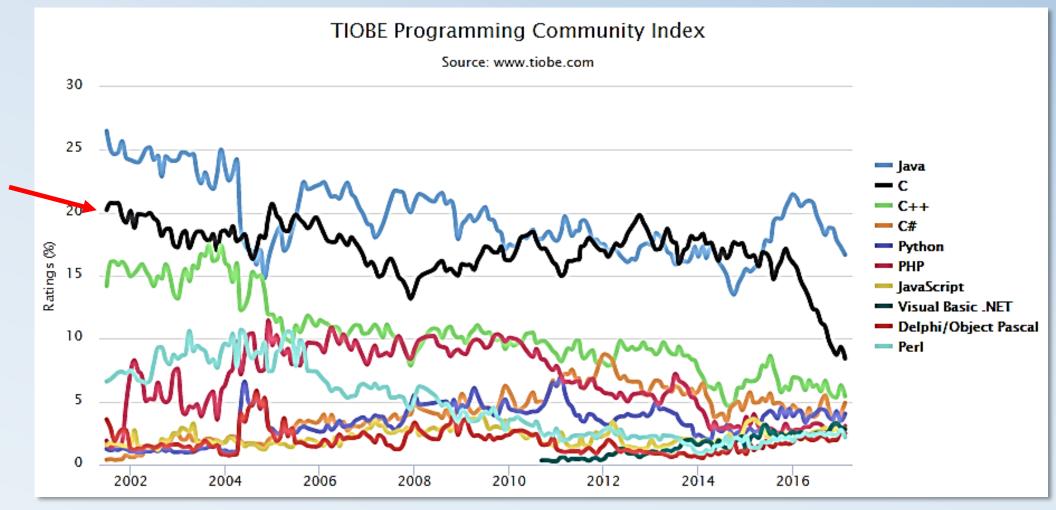
超然物外

众望所归

Feb 2017	Feb 2016	Change	Programming Language	Ratings	Change
1	1		Java	16.676%	-4.47%
2	2		С	8.445%	-7.15%
3	3		C++	5.429%	-1.48%
4	4		C#	4.902%	+0.50%
5	5		Python	4.043%	-0.14%
6	6		PHP	3.072%	+0.30%
7	9	^	JavaScript	2.872%	+0.67%
8	7	•	Visual Basic .NET	2.824%	+0.37%
9	10	^	Delphi/Object Pascal	2.479%	+0.32%
10	8	~	Perl	2.171%	-0.08%

课程地位

青春永驻 历久弥



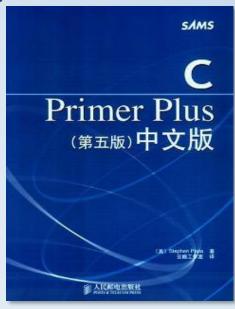
http://www.tiobe.com/tiobe_index/

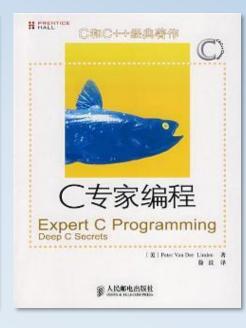
C语言能干什么?

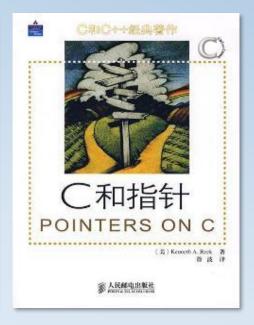


学习资料

- •课程教材及参考资料:
 - C语言程序设计
 - C Primer Plus
 - 高质量程序设计指南
 - C专家编程
 - C和指针
 - C语言百度贴吧







课程目标

目标一

 熟练掌握C语言基本语法,能够熟练使用三种控制语句、数组、指针、 函数、结构体写出简单C程序。

目标二

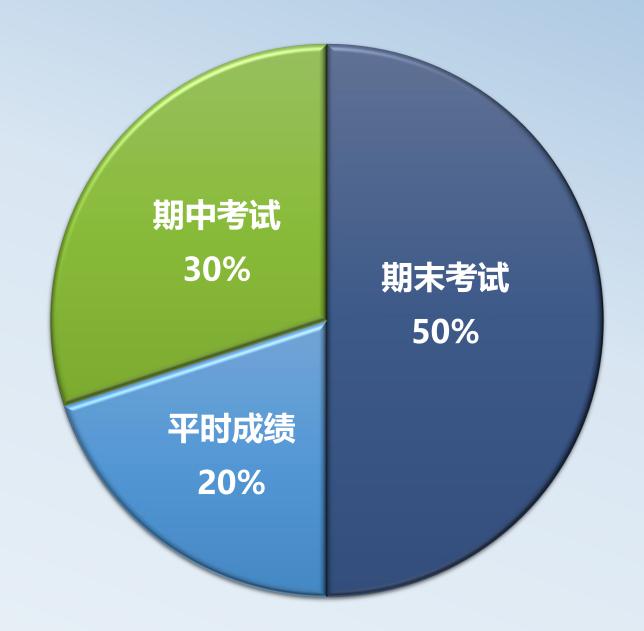
理解算法实质,掌握一些常见的算法,能够进行简单的算法设计,解决简单问题。

目标三

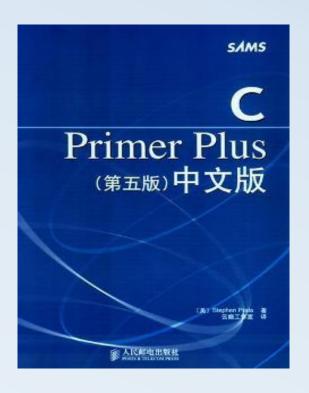
理解面向过程的程序设计方法,掌握模块化设计思想,拥有良好的团队意识,了解大型程序设计一般过程。

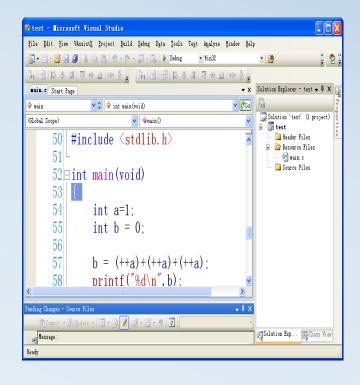
课程考核

3.5学分



如何学习这门课







多看

多练

多思考

Thank You!