

# Index

## A

ALGOL .....4  
Algorithm 575, 584, 589, 590, 595, 596, 598  
ANSI C..... 1, 6, 11, 13, 17, 26, 49, 53  
Anti-Virus.....623  
ASCII .40, 88, 93, 94, 97, 99, 101, 528, 565,  
566, 568, 570, 594, 597  
Assembly Language .....4  
Assembly routines .....61, 67

## B

Backtracking.....598  
BASM.....48, 59, 61  
Battery .....86, 336, 340, 605  
BCPL.....4, 5  
Bell Labs .....4, 5  
Benchmarking .....85  
BGI Driver.....356  
Binary .....134  
BIOS.....43-46  
BIOS tick.....54  
Block Structure.....30  
Boolean.....15  
Boot Sector.....44  
Bootstrap .....44  
Borland .....58, 61, 141, 153, 184  
Bottom-Up.....386  
Browser .....361  
Brute force technique .....608  
Busy Flag.....122

## C

C programming.....13  
C++6, 47, 152, 183, 530, 535, 626, 627, 629  
Calendar .....16, 27

Chebychev.....575  
CHR .....153, 181, 182, 621  
Clipping.....245, 628  
CMOS 45, 91, 336-338, 340, 344, 603, 605-  
607  
Code Obfuscation.....38  
Coding Style,  
Hungarian Coding Style, 8  
WAR coding style, 7, 8, 14, 15, 21  
Indian Hill Style, 7  
Colors,  
16 million.....141  
COM.....346, 383, 535  
Conventional Memory .....45  
CORDIC.....575, 589, 590  
Cracking .....529, 608, 610, 620, 621  
Cryptography .....19

## D

Day of Week .....27  
DBMS .....527  
DEBUG.....79, 81, 254, 535, 621  
Decimal .....23, 24  
Decompilation.....529, 530  
Depth cueing .....239  
Descendent .....629  
Device driver.....345  
Differentiation.....576  
Disassembler .....532, 535  
DJGPP.....627  
DOS programming .....13, 26, 43, 47, 627  
DOS Secrets .....43  
Dot Matrix.....563, 564, 567  
Dynamic memory allocation .....34, 245

## E

Easter day .....584

EEPROM.....83, 252, 335  
 Embedded Systems.....252, 253  
 ENIAC.....579  
 EPROM .....83, 252, 254  
 Epson character .....564  
 Escape codes.....564  
 Extended memory.....46, 340

**F**

Factorial.....22  
 Fibonacci .....22, 530  
 File Format .....79, 81, 621  
 Fire.....225, 227, 229, 232  
 Flickering.....145  
 Floating point formats .....57  
 Font.....153, 566  
 FORTRAN .....4, 61  
 Fractal.....241  
 Frequency .....104

**G**

Game.....113, 211, 245, 627  
 GCD.....23  
 GIF.....79, 138, 183-185, 206, 594  
 GNU .....363, 535, 627  
 Grammar.....382  
 Graphics.. 2, 45, 87, 90, 113, 139-141, 183,  
 241, 245, 356, 565, 568, 627  
 3D Graphics, 239  
 Gregorian Calendar .....27

**H**

Hacker.....608  
 Hexadecimal.....24, 31, 38, 83, 85, 337, 597  
 Hide-paint-show .....145  
 HTML.....32, 361  
 Hungarian Coding Style .....8

**I**

Indentation.....7

Indian Hill Style .....7  
 Inline assembly.....59, 85  
 Interfacing .....248  
 Interrupt 1, 82, 83, 92, 97, 109, 110, 124, 337,  
 346, 364, 566

ISA .....91

**J**

Joystick.....246, 628  
 Jumper .....605

**K**

K & R .....14  
 Keyboard 93-97, 99-101, 106, 123, 251, 345,  
 346, 628

**L**

LAN.....357  
 LCD.....248-251  
 Lexical analyzer .....386  
 Library file.....48, 52, 53, 64, 85, 112, 157  
 Limitations .....46  
 Linked list.....36  
 Linux .....183, 253, 381  
 LSI.....102  
 Lynx .....361  
 LZW .....183, 186, 594, 596, 597

**M**

Machine code .....529  
 Maze .....598-600  
 Memory Layout.....45  
 Memory leak .....34, 35  
 Memory map .....87  
 Memory Overwrite .....34  
 MIDI.....102, 108, 109, 628  
 Mode 13h.....140, 211  
 Monochrome .....87, 90  
 Motherboard.....45, 46, 87  
 Mouse Interrupts .....110  
 Multidimensional array .....35

## 868 A to Z of C

### *N*

Network .....357, 358, 360, 616  
Non-printable characters .....564, 566, 567  
Non-reentrancy Problem .....122  
Novell Netware.....357, 616

### *O*

Object-oriented .....152, 629  
Offset address .....46, 88  
Operating System,  
    UNIX, 4, 14, 66, 386  
    Windows NT, 50, 66, 357, 360, 616, 620  
Overflow.....34

### *P*

Paintbrush.....81, 145, 146  
Palette .....211, 212, 225, 227  
Parallel port .....248  
Parser .....386, 388  
Password.....608, 610, 615  
PC speaker.....102, 108  
PCL.....564  
Perspective projection .....239  
Piano.....99, 104, 106, 109  
PIT .....102  
PKZIP.....81, 610, 611  
Pointers .....34, 118  
Port .....91, 96, 97, 249, 250  
Portability .....13, 212  
POST .....44, 45  
Power.....23, 25, 45  
Pragma.....52  
Preprocessor .....50  
Prime number .....25  
Printer .....43, 134, 250, 563, 564  
Processor .....65, 66, 72  
Project file .....53  
Protected Mode.....66  
Protocol .....124, 361, 362

### *R*

Readability .....7, 14, 38  
Real Mode .....65, 66  
Recursion .....22  
Resolution 39, 40, 81, 87, 141, 184, 211, 233,  
    234, 563, 565, 628  
Reverse Printing .....23  
ROM BIOS .....43, 45, 46, 83, 87, 89  
Roman Letters .....26

### *S*

Scribble .....153, 157, 159, 181, 182  
Security .....528, 603  
Segment address.....46, 80, 88, 90  
Self-replicating .....33  
Self-reproducing.....33  
Signature .....621, 623  
Sound .....102, 103, 109  
SVGA.....87, 141, 233, 628  
Swap.....19, 29, 30

### *T*

TASM.....48, 52, 59, 61, 63, 64, 72, 84  
TCB .....122, 363, 367, 368  
TCP/IP.....361  
TD .....535  
TMG.....4, 5  
Toggling .....19, 145  
TSR ..55, 83, 122-125, 133, 134, 138, 144,  
    232, 617, 622  
Turbo C 13, 26, 47, 49, 53, 62, 64, 65, 81, 84,  
    86, 89, 91, 144, 153, 253, 346, 363, 364, 383

### *U*

Undefined.....18  
UNIX.....4, 14, 66, 386

### *V*

VB .....145, 146, 152, 239, 623

VGA 45, 87, 141, 142, 211, 212, 233, 240,  
628  
Video adapter.....45, 87, 141, 233  
Video RAM .....45, 87, 89, 213  
Virus .....622, 623

**W**

WAR coding style .....7, 8, 14, 15, 21  
Wattcp 361

Website ..... 38  
Windows NT.... 50, 66, 357, 360, 616, 620

**X**

XOR..... 19, 30, 84, 145, 152, 532

**Y**

YACC 386, 388, 526, 527