

# Welcome to comp.lang.c!

**Source:** [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.c/2004-06/1259.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2004-06/1259.html)

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Welcome to comp.lang.c!

This post is intended to give the new reader an introduction to reading and posting in this newsgroup. We respectfully request that you read all the way through this post, as it helps make for a more pleasant and useful group for everyone.

If you are new to newsgroups in general, you can learn a lot about how to get the most out of newsgroups by reading the links below:

<http://groups.google.com/googlegroups/basics.html>  
news:news.announce.newusers  
<http://www.geocities.com/nnqweb/>  
<http://www.catb.org/~esr/faqs/smart-questions.html>  
<http://www.caliburn.nl/topposting.html>  
<http://www.netmeister.org/news/learn2quote.html>

With that said, please keep in mind that comp.lang.c is a group for discussion of general issues of the C programming language, as defined by the ANSI/ISO language standard. If you have a problem that is specific to a particular system or compiler, you are much more likely to get complete and accurate answers in a group that specializes in your platform. Some common ones are:

## Languages and Programming

news:comp.lang.c++ The C++ Programming Language  
news:comp.lang.asm.x86 x86 assembly language programming  
news:comp.programming Non-language specific programming  
news:comp.graphics.algorithms Issues of computer graphics

## Compilers

news:gnu.gcc The gcc free C compiler  
news:comp.os.msdos.djgpp x86 version of the free gcc C  
compiler  
news:comp.compilers.lcc The LCC family of C compilers  
including LCC-Win32.

## Operating Systems

news:comp.os.msdos.programmer DOS, BIOS, Memory Models,  
interrupts, screen handling,  
hardware

news:comp.os.ms-windows.programmer.misc MS/Windows: Mice, DLLs, hardware

news:comp.os.ms-windows.programmer.win32 MS 32-bit API

news:comp.os.os2.programmer.misc OS/2 Programming

news:comp.sys.mac.programmer.misc Macintosh Programming

news:comp.unix.programmer General Unix: processes, pipes,  
POSIX, curses, sockets

news:comp.unix.[vendor] Various Unix vendors

news:comp.os.linux.development.apps Linux application programming

The FAQ (Frequently Asked Question) list has a wealth of information for both the new and veteran C programmer. No matter what your experience level, you are encouraged to read the entire list, if only to familiarize yourself with what answers are available to minimize redundant replies. The list may be ftp'd from rtfm.mit.edu, or an online version is available at "<http://www.eskimo.com/~scs/C-faq/top.html>". A handy list of subjects with HTML links is available at the end of this post.

If the FAQ list does not help, then many regular readers of this group are happy to assist with problems of standard C. We have only a few requests that we ask be adhered to, for the benefit of all:

- \* Please put a short summary in the subject line. Descriptions such as "HELP!!!!!" are not helpful, and many regular posters ignore such requests. A good example is, "Problem with pointers and arrays."
- \* State the question or the problem clearly and concisely. Describe what you are trying to do, and the problem you are running into. Include all relevant error messages.
- \* Include the smallest, complete and compilable program that exhibits your problem. As a rule, posters in comp.lang.c will not do homework, but will give helpful hints if you have shown some willingness to try a solution.
- \* comp.lang.c is forum for discussion, and as such some regular posters do not give E-mail replies. Very often follow-ups to postings have corrections, so plan on taking part in the discussion if you post a question. If you do receive e-mail replies, it is considered polite to post a summary.

A note on comp.lang.c etiquette: Accuracy is valued very highly in this newsgroup; therefore posts are frequently corrected, sometimes perhaps too harshly, and often to the annoyance of new posters who consider the correction trivial. Do not take it personally; the best way to fit in with comp.lang.c is to express gratitude for the correction, move on, and be more careful next time.

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Another note on comp.lang.c etiquette: Replies to articles should not be topposted, since this wastes the time of the reader. Instead, your reply should follow (or be interspersed with) the material to which you are replying. The quoted material should have anything not germane to your reply removed, and be headed by appropriate attribution lines.

This is a very busy group, so these requests are designed to make it as pleasant and efficient an experience as possible. We hope it proves a valuable commodity to you.

### \* OTHER RESOURCES

In addition to comp.lang.c, there is a great deal of information about C programming available on the World Wide Web.

Probably the definitive list of C resources on the web is Lysator Computer Society's Hotlinks to C Resources: "<http://www.lysator.liu.se/c/c-www.html>".

Many code snippets (algorithms) are available from the "snippets" collection by Bob Stout. It's available from <http://www.snippets.org/>, or alternatively via ftp from ftp.cdrom.com in /pub/algorithms.

Web searches can often turn up source code more efficiently than asking for it. Try "<http://www.altavista.com>", or "<http://www.hotbot.com>".

Google allows efficient searching of Usenet. It is very likely that your query was covered recently, and the answer is only a search away. Try "<http://www.google.com>".

### \* The comp.lang.c Frequently Asked Question subject list

The FAQ list is maintained by Steve Summit (scs@eskimo.com). An excellent, much-expanded book version is also available; "C Programming FAQs", published by Addison-Wesley.

The HTML version is located at "<http://www.eskimo.com/~scs/C-faq/top.html>". It may be ftp'd from "<ftp://rtfm.mit.edu>" in the directory /pub/usenet.

The individual sections may be conveniently reached directly by using the following links:

Declarations and Initializers <http://www.eskimo.com/~scs/C-faq/s1.html>  
Structs, Unions, and Enums <http://www.eskimo.com/~scs/C-faq/s2.html>  
Expressions <http://www.eskimo.com/~scs/C-faq/s3.html>  
Pointers <http://www.eskimo.com/~scs/C-faq/s4.html>  
Null Pointers <http://www.eskimo.com/~scs/C-faq/s5.html>  
Arrays and Pointers <http://www.eskimo.com/~scs/C-faq/s6.html>  
Memory Allocation <http://www.eskimo.com/~scs/C-faq/s7.html>  
Characters and Strings <http://www.eskimo.com/~scs/C-faq/s8.html>

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Boolean Expr's and Variables <http://www.eskimo.com/~scs/C-faq/s9.html>  
C Preprocessor <http://www.eskimo.com/~scs/C-faq/s10.html>  
ANSI/ISO Standard C <http://www.eskimo.com/~scs/C-faq/s11.html>  
Stdio <http://www.eskimo.com/~scs/C-faq/s12.html>  
Library Functions <http://www.eskimo.com/~scs/C-faq/s13.html>  
Floating Point <http://www.eskimo.com/~scs/C-faq/s14.html>  
Variable-Length Argument Lists <http://www.eskimo.com/~scs/C-faq/s15.html>  
Strange Problems <http://www.eskimo.com/~scs/C-faq/s16.html>  
Style <http://www.eskimo.com/~scs/C-faq/s17.html>  
Tools and Resources <http://www.eskimo.com/~scs/C-faq/s18.html>  
System Dependencies <http://www.eskimo.com/~scs/C-faq/s19.html>  
Miscellaneous <http://www.eskimo.com/~scs/C-faq/s20.html>

### Acknowledgements:

Tim Behrendsen extensively revised an early version of this article, translating my ramblings into fairly coherent English. Most of the regulars of c.l.c have made useful suggestions at one time or another.

Numerous others have made helpful suggestions to improve this post; I fear that if I were to list them all, the size of the post would double! You know who you are. ;)

Feedback on this post is always welcome. Please send it to

Billy Chambless <bchambless@psistennis.com>

[ NB: The above address appears to be defunct. If you send ]  
[ feedback to me, I will update my semi-weekly post: ]  
[ James Hu <jxh@despammed.com> ]

... or post to the group.

[ last changed: Mon 3 May 2004 ]