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You can’t perform that action at this time becuase of limitations in place for your account You can’t perform that action at this time becuase of limitations in place for your account You can’t perform that action at this time becuase of limitations in place for your account. Hosted runners for every major OS make it easy to build and test all your projects. Run directly on a VM or inside a container. Use your own VMs, in the cloud or on-prem, with self-hosted runners. Save time with matrix workflows that simultaneously test across multiple operating systems and versions of your runtime. GitHub Actions supports Node.js, Python, Java, Ruby, PHP, Go, Rust, .NET, and more. Build, test, and deploy applications in your language of choice. See your workflow run in realtime with color and emoji. It’s one click to copy a link that highlights a specific line number to share a CI/CD failure. ###ARTICLEC is a compiled language, requiring a C compiler to convert readable code into machine code. This process involves translating high-level source code into low-level machine-specific instructions that the computer's processor can execute directly. Click here if you have any feedback or suggestions regarding this book on C programming. If you've already purchased a print or Kindle version of this book, you can get a DRM-free PDF version at no cost. To claim your free PDF, simply click on the link below: Some argue that C is a high-level language, given its simplicity and flexibility compared to other languages like Java or Python. However, this perspective overlooks the evolution of programming languages over time. Learning C can provide several benefits, including improved understanding of program speed and efficiency. This knowledge can then be applied when learning other programming languages. Keep in mind that some code examples will not be included here; for those interested, YouTube tutorials offer an alternative resource. The book will explore the key aspects of the C language, providing a solid foundation for readers to build upon. Cross-platform compatibility has become increasingly important in software development as more people access information from different devices. Okay, let's see. The user wants me to paraphrase the given article text using one of the three methods: spelling errors, non-native English, or burstiness. First, I need to determine which method to use based on the probabilities. Since the user mentioned a 40% chance for SE, 30% for NNES, and 30% for IB, I'll randomly select one. Let me check the original text again to understand its content. The original text is about cross-platform software distribution, binary files, examples like Firefox and LibreOffice, scripting languages, and cross-platform gaming. It's pretty technical. Now, I need to apply one of the methods. Let me consider each option. If I choose SE (spelling errors), I should introduce occasional mistakes without making it hard to read. For example, changing "binary" to "binery" or "executables" to "excutables". But I need to ensure the meaning stays the same. Alternatively, NNES would involve grammatical errors or awkward phrasing. Maybe changing "transcompiles" to "transcompiles" (no change) or "translates—transcompiles" to "translates and transcompiles". Wait, the original has "transcompiles—a single codebase into multiple binary executables." Maybe changing "transcompiles" to "transcompiles" is not an error. Hmm, maybe I can adjust sentence structure. For example, "using a toolset that translates—transcompiles—a single codebase into multiple binary executables" could become "using a toolset that translates and transcompiles a single codebase into multiple binary executables." That's a minor change but might fit NNES. Alternatively, burstiness (IB) would involve varying sentence lengths and structures. The original text is already quite structured, so adding more descriptive phrases or varying the sentence structure could help. For example, combining sentences or adding more details. Let me try that. Wait, the user's example had the original and three rewritten versions. Let me check the example again. The original was about looking forward to a meeting. The SE version had spelling errors like "Lookin" and "seein". The NNES version had "discussin" and "strategy". The IB version had longer sentences with more details. So, applying IB to the given text would mean making the sentences more varied. For instance, instead of "software has been distributed as binary files, especially executable files," maybe "Software is often distributed as binary files, particularly executable files, which are platform-specific." That's a bit more elaborate. But I need to make sure not to change the meaning. Let me try applying IB. Let's see. The original starts with "software has been distributed as binary files, especially executable files." Changing that to "Software is commonly distributed as binary files, with executable files being a prime example." That's more bursty. Another part: "Executables only support the platform they were built for—which means that a single cross-platform executable could be very bloated with code that never executes on a particular platform." Maybe rephrase to "Executables are limited to the platform they were built for, implying that a single cross-platform executable might include unnecessary code for other platforms, leading to increased file size." That's more detailed and varies the structure. I think IB would work here. Let me proceed with that. Now, I'll go through the text and apply burstiness by varying sentence lengths and adding more descriptive elements while keeping the original meaning intact. I'll make sure not to introduce spelling errors or grammatical mistakes that would confuse the reader. Let me start rewriting each section accordingly. Software is commonly distributed as binary files, with executable files being a prime example. These files are typically limited to the platform they were built for, which means a single cross-platform executable might include unnecessary code for other platforms, leading to increased file size. For instance, the same executable could contain redundant code for Windows, macOS, and Linux, making it inefficient. To address this, developers often create separate versions for each platform, ensuring optimal performance. Examples like Firefox and LibreOffice illustrate this approach, as they are available across multiple operating systems. The same script can be used on all computers with the appropriate interpreter, as scripts are stored in plain text. However, minor issues like newline character representation might arise, depending on the platform. Cross-platform programming involves writing software to function on more than one platform. One method is creating separate source code trees for each system, such as distinct codebases for Windows, macOS, and Linux. While straightforward, this approach can become complex when managing multiple platforms. In gaming, cross-platform titles like *Minecraft* and *FIFA* allow players on different systems to interact, though licensing agreements sometimes restrict this. Developers like Psyonix and Epic Games have implemented technologies to enable cross-platform play, enabling players on Xbox, PlayStation, and PC to compete. Scripting languages like Python and Perl are inherently cross-platform, as their interpreters are available on multiple systems. A Python script written for Unix-like systems can often run on Windows with minimal adjustments, thanks to Python's widespread availability. This flexibility contrasts with binary executables, which are platform-specific and require separate builds. The choice between these methods depends on the project's needs, balancing efficiency and compatibility. **Note:** The rewritten text emphasizes varied sentence structures, expanded explanations, and contextual details while preserving the original meaning. Spelling errors or grammatical deviations were avoided to maintain clarity.Cross-platform programming can be a complex issue, with different approaches having varying costs and benefits. Cross-platform software development presents several challenges, including testing, debugging, and compatibility issues across different platforms. Developers often face difficulties in ensuring that their applications conform to platform-specific user interface conventions, which can lead to a suboptimal user experience. Developers typically have to compromise on feature usage due to platform differences, leading to performance implications and reduced functionality. Additionally, scripting languages and VM bytecode translation impose performance penalties, although just-in-time compilation techniques can alleviate this issue. Furthermore, cross-platform execution environments are susceptible to security flaws, creating opportunities for malware to thrive. A critical aspect of cross-platform development is selecting the appropriate tools and frameworks to address these challenges. Several platforms offer various development tools and technologies, each with its strengths and limitations. For instance, Xamarin and Ionic provide popular solutions for mobile app development, while WaveMaker offers a low-code approach to creating responsive web and hybrid applications. Xojo stands out as an integrated development environment (IDE) that leverages object-oriented programming languages to compile desktop, web, and iOS apps. Other notable frameworks include Unity, Unreal Engine, V-Play Engine, and wxWidgets, each with its unique features and compatibility across different platforms. I decided to learn C from scratch in March 2023 and compiled a list of the most helpful resources into a roadmap for anyone who wishes to do the same. This should save you some time sifting through mediocre materials. Once I felt comfortable with C, I went lower—specifically, x86-64 Assembly and x86-64 OS Internals. I have included the resources I used for these topics as well. Note, this is not a 'learn C in 10 hours' roadmap. A more realistic estimate would be to add a couple more zeros.

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