# Practical C Programming A Nutshell Handbook

With more than 700,000 copies sold to date, Java in a Nutshell from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the "in a Nutshell" category another impressive tune-up. In this latest revision, readers will find Java in a Nutshell, 5th Edition, does more than just cover the extensive changes implicit in 5.0, the newest version of Java. It's undergone a complete makeover--in scope, size, and type of coverage--in order to more closely meet the needs of the modern Java programmer. To wit, Java in a Nutshell, 5th Edition now places less emphasis on coming to Java from C and C++, and adds more discussion on tools and frameworks. It also offers new code examples to illustrate the working of APIs, and, of course, extensive coverage of Java 5.0. But faithful readers take comfort: it still hasn't lost any of its core elements that made it such a classic to begin with. This handy reference gets right to the heart of the program with an accelerated introduction to the Javaprogramming language and its key APIs--ideal for developers wishing to start writing code right away. And, as was the case in previous editions, Java in a Nutshell, 5th Edition is once again chock-full of poignant tips, techniques, examples, and practical advice. For as longas Java has existed, Java in a Nutshell has helped developers maximize the capabilities of the program's newest versions. And this latest edition is no different.

Practical C ProgrammingO'Reilly Media

The 10th International Conference on the Principles and Practice of Constraint Programming (CP 2003) was held in Toronto, Canada, during September 27 – October 1, 2004. Information about the conference can be found on the Web at http://ai.uwaterloo.ca/~cp2004/ Constraint programming (CP) is about problem modelling, problem solving, programming, optimization, software engineering, databases, visualization, user interfaces, and anything to do with satisfying complex constraints. It reaches into mathematics, operations research, arti?cial intelligence, algorithms, c- plexity, modelling and programming languages, and many aspects of computer science. Moreover, CP is never far from applications, and its successful use in industry and government goes hand in hand with the success of the CP research community. Constraintprogrammingcontinuesto beanexciting,?ourishingandgrowing research?eld,astheannualCPconferenceproceedingsamplywitness.Thisyear, from 158 submissions, we chose 46 to be published in full in the proceedings. Instead of selecting one overall best paper, we picked out four “distinguished” papers – though we were tempted to select at least 12 such papers. In addition we included 16 short papersin the proceedings– these were presentedas posters at CP 2004. This volume includes summaries of the four invited talks of CP 2004. Two speakers from industry were invited. However these were no ordinary industrial representatives,buttwoofthe leadingresearchersinthe

CPcommunity:Helmut Simonis of Parc Technologies, until its recent takeover by Cisco Systems; and Jean Francoi ? s Puget, Director of Optimization Technology at ILOG. The other two invited speakers are also big movers and shakers in the researchcommunity.

Reinhard Wilhelm's career in Computer Science spans more than a third of a century. This Festschrift volume, published to honor him on his 60th Birthday on June 10, 2006, includes 15 refereed papers by leading researchers, his graduate students and research collaborators, as well as current and former colleagues, who all attended a celebratory symposium held at Schloss Dagstuhl, Germany.

There are lots of introductory C books, but this is the first one that has the no-nonsense, practical approach that has made Nutshell Handbooks® famous. C programming is more than just getting the syntax right. Style and debugging also play a tremendous part in creating programs that run well and are easy to maintain. This book teaches you not only the mechanics of programming, but also describes how to create programs that are easy to read, debug, and update. Practical rules are stressed. For example, there are fifteen precedence rules in C (&& comes before || comes before ?:). The practical programmer reduces these to two: Multiplication and division come before addition and subtraction. Contrary to popular belief, most programmers do not spend most of their time creating code. Most of their time is spent modifying someone else's code. This books shows you how to avoid the all-too-common obfuscated uses of C (and also to recognize these uses when you encounter them in existing programs) and thereby to leave code that the programmer responsible for maintenance does not have to struggle with. Electronic Archaeology, the art of going through someone else's code, is described. This third edition introduces popular Integrated Development Environments on Windows systems, as well as UNIX programming utilities, and features a large statistics-generating program to pull together the concepts and features in the language.

Software -- Programming Languages.

To configure and maintain an operating system is serious business. With UNIX and its wide variety of "flavors," it can be especially difficult and frustrating, and networking with UNIX adds still more challenges. UNIX Administration: A Comprehensive Sourcebook for Effective Systems & Network Management is a one-stop handbook for the administration and maintenance of UNIX systems and networks. With an outstanding balance of concepts and practical matters, it covers the entire range of administrative tasks, from the most basic to the advanced, from system startup and shutdown to network security and kernel reconfiguration. While focusing on the primary UNIX platforms, the author discusses all of the most common UNIX “flavors,” including Solaris, Linux, HP-UX, AIX and SGI IRIX. Three chapters of case studies offer a practical look at UNIX implementation issues: UNIX installation, disk space upgrade, and several emergency situations that every administrator must expect to face at some point. Diverse yet detailed, filled with examples and specific procedures, this is the one

book that both the novice and the seasoned professional need to learn UNIX administration and effectively perform their daily system and network-related duties.

C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language.The new second edition of "Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this new edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code.In short, to-the-point chapters, all aspects of programming are covered including style, software engineering, programming design, object-oriented design, and debugging.It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Steve Oualline's clear, easy-going writing style and hands-on approach to learning make "Practical C++ Programming a nearly painless way to master this complex but powerful programming language.

A practical introduction to SNMP for system network administrators. Starts with the basics of SNMP, how it works and provides the technical background to use it effectively.

The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New “synthesis” chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. “Extension” chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics. Interviews SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash

Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter

Explores C# fundamentals, programming elements, the development of desktop and Internet applications, and such .NET attributes as remoting, threads, synchronization, streams, and interoperation with COM objects.

To-the-point, authoritative, no-nonsense solutions have always been a trademark of O'Reilly books. The In a Nutshell books have earned a solid reputation in the field as the well-thumbed references that sit beside the knowledgeable developer's keyboard. C++ in a Nutshell lives up to the In a Nutshell promise. C++ in a Nutshell is a lean, focused reference that offers practical examples for the most important, most often used, aspects of C++.C++ in a Nutshell packs an enormous amount of information on C++ (and the many libraries used with it) in an indispensable quick reference for those who live in a deadline-driven world and need the facts but not the frills.The book's language reference is organized first by topic, followed by an alphabetical reference to the language's keywords, complete with syntax summaries and pointers to the topic references. The library reference is organized by header file, and each library chapter and class declaration presents the classes and types in alphabetical order, for easy lookup. Cross-references link related methods, classes, and other key features. This is an ideal resource for students as well as professional programmers.When you're programming, you need answers to questions about language syntax or parameters required by library routines quickly. What, for example, is the C++ syntax to define an alias for a namespace? Just how do you create and use an iterator to work with the contents of a standard library container? C++ in a Nutshell is a concise desktop reference that answers these questions, putting the full power of this flexible, adaptable (but somewhat difficult to master) language at every C++ programmer's fingertips.

Dictionary of Sport Psychology: Sport, Exercise, and Performing Arts is a comprehensive reference with hundreds of concise entries across sports, martial arts, exercise and fitness, performing arts and cultural sport psychology. This dictionary uses a global approach to cover philosophical and cultural backgrounds, theory, methodology, education and training and fields of application. Each entry includes phenomenon, subject description and definition, related theory and research, practice and application across sports and related performance domains. An authoritative, balanced and accessible presentation of the state-of-the-art in key subject areas, this dictionary is a must-have reference for anyone studying or practicing sport psychology. Provides a diverse cultural perspective to ensure the broadest coverage of internationalization Covers a broad scope of terms and concepts Includes extended performance domains, such as music, dance, theater arts and the circus Utilizes an alphabetical approach so entries are easily found and quickly referenced Contains entries written by leading researchers and scholars across the globe

"Effective AWK Programming" covers every aspect of the AWK 3.0.3 and 3.0.4 language. It offers up-to-date coverage of the POSIX standard for AWK, and distinguishes standard AWK features from GNU AWK-specific features. The author sheds light on "dark corners" of the language, devotes two chapters to example programs, and includes a summary of how the AWK language evolved.

Learning a language--any language--involves a process wherein you learn to rely less and less on instruction and more increasingly on the aspects of the language you've

mastered. Whether you're learning French, Java, or C, at some point you'll set aside the tutorial and attempt to converse on your own. It's not necessary to know every subtle facet of French in order to speak it well, especially if there's a good dictionary available. Likewise, C programmers don't need to memorize every detail of C in order to write good programs. What they need instead is a reliable, comprehensive reference that they can keep nearby. C in a Nutshell is that reference. This long-awaited book is a complete reference to the C programming language and C runtime library. Its purpose is to serve as a convenient, reliable companion in your day-to-day work as a C programmer. C in a Nutshell covers virtually everything you need to program in C, describing all the elements of the language and illustrating their use with numerous examples. The book is divided into three distinct parts. The first part is a fast-paced description, reminiscent of the classic Kernighan & Ritchie text on which many C programmers cut their teeth. It focuses specifically on the C language and preprocessor directives, including extensions introduced to the ANSI standard in 1999. These topics and others are covered: Numeric constants Implicit and explicit type conversions Expressions and operators Functions Fixed-length and variable-length arrays Pointers Dynamic memory management Input and output The second part of the book is a comprehensive reference to the C runtime library; it includes an overview of the contents of the standard headers and a description of each standard library function. Part III provides the necessary knowledge of the C programmer's basic tools: the compiler, the make utility, and the debugger. The tools described here are those in the GNU software collection. C in a Nutshell is the perfect companion to K&R, and destined to be the most reached-for reference on your desk.

Explains how to configure Windows Me for maximum control and flexibility, avoid the Home Networking and System Restore wizard, and use Windows Script Host to eliminate annoyances.

Digital libraries are now a reality and yet their implementation and use is still not at an optimum. This text examines the various options for setting up digital libraries from digitising information in the first place to providing the interface to access the information held by the digital global library.

Corporate communication is a dynamic interplay of complementary and often competing orientations: unity and variety, consistency, and creativity. This title offers a coherent, integrative approach by examining the topic and tasks from the framework of the Competing Values Perspective. This perspective allows for the exploration of corporate communication as a unified, highly interdependent function.

As the first book to share the necessary algorithms for creating code to experiment with design problems in the processing language, this book offers a series of generic procedures that can function as building blocks and encourages you to then use those building blocks to experiment, explore, and channel your thoughts, ideas, and principles into potential solutions. The book covers such topics as structured shapes, solid geometry, networking and databases, physical computing, image processing, graphic user interfaces, and more.

A comprehensive guide to understanding the language of C offers solutions for everyday programming tasks and provides all the necessary information to understand and use common programming techniques. Original. (Intermediate).

You probably suspect, on some level, that computers might be hazardous to your

health. You might vaguely remember a study that you read years ago about miscarriages being more frequent for data entry operators. Or you might have run into a co-worker wearing splints and talking ominously about Workers' Comp insurance. Or you might notice that when you use a computer too long, you get stiff and your eyes get dry.But who wants to worry about such things? Surely, the people wearing splints must be malingerers who don't want to work? Surely, the people who design keyboards and terminals must be working to change their products if they are unsafe? Surely, so long as you're a good worker and keep your mind on your job, nothing bad will happen to you?The bad news is: You can be hurt by working at a computer. The good news is that many of the same factors that pose a risk to you are within your own control. You can take action on your own to promote your own health -- whether or not your terminal manufacturer, keyboard designer, medical provider, safety trainer, and boss are working diligently to protect you.The Computer User's Survival Guide looks squarely at all the factors that affect your health on the job, including positioning, equipment, work habits, lighting, stress, radiation, and general health.Through this guide you will learn: a continuum of neutral postures that you can at utilize at different work tasks how radiation drops off with distance and what electrical equipment is responsible for most exposure how modern office lighting is better suited to working on paper than on a screen, and what you can do to prevent glare simple breathing techniques and stretches to keep your body well oxygenated and relaxed, even when you sit all day how reading from a screen puts unique strains on your eyes and what kind of vision breaks will keep you most productive and rested what's going on "under the skin" when your hands and arms spend much of the day mousing and typing, and how you can apply that knowledge to prevent overuse injuries The Computer User's Survival Guide is not a book of gloom and doom. It is a guide to protecting yourself against health risks from your computer, while boosting your effectiveness and your enjoyment of work.
"The world and all that is in it expresses reality. Every therapy session, each moment in your life, is a koan to be solved, an opportunity to learn about your deeper being. How you respond is your choice. You always have the option to respond with your most enlightened nature." —from Zen Meditation in Psychotherapy A thoughtful and pragmatic guide for integrating Zen meditation into traditional psychotherapy Grounded in both neuroscientific and clinical evidence that supports the use of Zen meditation to improve clients' mental health, this inspiring "how-to" guide encourages creative use of its techniques to suit your personal therapeutic style as well as your clients' needs. Zen Meditation in Psychotherapy provides you with methods that can be seamlessly integrated into ongoing treatments for a broad range of psychological problems, as well as with ways to enhance your own life, both professionally and personally. It covers: General protocol for integrating meditation into treatments at every phase Applying meditation for problems such as depression, anger, addiction, and weight management Meditative ways to reduce anxiety, stress, and burnout Meditative training to enhance therapeutic sensitivities Filled with vivid case examples and writings from traditional texts, modern interpretations, meditation research, and illustrative legends, Zen Meditation in Psychotherapy encourages a therapeutic process in which clients move their attention from outside concerns to inner mindfulness. With a range of techniques that embrace the diversity and uniqueness of clients, this book offers methods and tools for seeing feelings and problems directly and objectively, which can lead to a profound

shift in perspective.

Get started with writing simple programs in C while learning the skills that will help you work with practically any programming language Key Features Learn essential C concepts such as variables, data structures, functions, loops, and pointers Get to grips with the core programming aspects that form the base of many modern programming languages Explore the expressiveness and versatility of the C language with the help of sample programs Book Description C is a powerful general-purpose programming language that is excellent for beginners to learn. This book will introduce you to computer programming and software development using C. If you're an experienced developer, this book will help you to become familiar with the C programming language. This C programming book takes you through basic programming concepts and shows you how to implement them in C. Throughout the book, you'll create and run programs that make use of one or more C concepts, such as program structure with functions, data types, and conditional statements. You'll also see how to use looping and iteration, arrays, pointers, and strings. As you make progress, you'll cover code documentation, testing and validation methods, basic input/output, and how to write complete programs in C. By the end of the book, you'll have developed basic programming skills in C, that you can apply to other programming languages and will develop a solid foundation for you to advance as a programmer. What you will learn Understand fundamental programming concepts and implement them in C Write working programs with an emphasis on code indentation and readability Break existing programs intentionally and learn how to debug code Adopt good coding practices and develop a clean coding style Explore general programming concepts that are applicable to more advanced projects Discover how you can use building blocks to make more complex and interesting programs Use C Standard Library functions and understand why doing this is desirable Who this book is for This book is written for two very diverse audiences. If you're an absolute beginner who only has basic familiarity with operating a computer, this book will help you learn the most fundamental concepts and practices you need to know to become a successful C programmer. If you're an experienced programmer, you'll find the full range of C syntax as well as common C idioms. You can skim through the explanations and focus primarily on the source code provided.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Community and primary health care nursing is a rapidly growing field. Founded on the social model of health, the primary health care approach explores how social, environmental, economic and political factors affect the health of the individual and communities, and the role of nurses and other health care practitioners in facilitating an equitable and collaborative health care process. An Introduction to Community and Primary Health Care provides an engaging introduction to the theory, skills and range of professional roles in community settings. This edition has been fully revised to include current research and practice, and includes three new chapters on health informatics, refugee health nursing and developing a career in primary health care. Written by an expert team, this highly readable text is an indispensable resource for any reader undertaking a course in community and primary health care and developing their career in the community.

A comprehensive guide with practical instructions for learning data structures, low-level programming, high-performance computing, networking and IoT to help you understand the latest standards in C programming such as C11 and C18 Key Features Tackle various

challenges in C programming by making the most of its latest features Understand the workings of arrays, strings, functions, pointers, advanced data structures, and algorithms Become well-versed with process synchronization during multitasking and server-client process communication Book Description Used in everything from microcontrollers to operating systems, C is a popular programming language among developers because of its flexibility and versatility. This book helps you get hands-on with various tasks, covering the fundamental as well as complex C programming concepts that are essential for making real-life applications. You'll start with recipes for arrays, strings, user-defined functions, and pre-processing directives. Once you're familiar with the basic features, you'll gradually move on to learning pointers, file handling, concurrency, networking, and inter-process communication (IPC). The book then illustrates how to carry out searching and arrange data using different sorting techniques, before demonstrating the implementation of data structures such as stacks and queues. Later, you'll learn interesting programming features such as using graphics for drawing and animation, and the application of general-purpose utilities. Finally, the book will take you through advanced concepts such as low-level programming, embedded software, IoT, and security in coding, as well as techniques for improving code performance. By the end of this book, you'll have a clear understanding of C programming, and have the skills you need to develop robust apps. What you will learn Discover how to use arrays, functions, and strings to make large applications Perform preprocessing and conditional compilation for efficient programming Understand how to use pointers and memory optimally Use general-purpose utilities and improve code performance Implement multitasking using threads and process synchronization Use low-level programming and the inline assembly language Understand how to use graphics for animation Get to grips with applying security while developing C programs Who this book is for This intermediate-level book is for developers who want to become better C programmers by learning its modern features and programming practices. Familiarity with C programming is assumed to get the most out of this book.

This new book is the definitive primer for UML, and starts with the foundational concepts of object-orientation in order to provide the proper context for explaining UML.

The new edition of this classic O'Reilly reference provides clear, detailed explanations of every feature in the C language and runtime library, including multithreading, type-generic macros, and library functions that are new in the 2011 C standard (C11). If you want to understand the effects of an unfamiliar function, and how the standard library requires it to behave, you'll find it here, along with a typical example. Ideal for experienced C and C++ programmers, this book also includes popular tools in the GNU software collection. You'll learn how to build C programs with GNU Make, compile executable programs from C source code, and test and debug your programs with the GNU debugger. In three sections, this authoritative book covers: C language concepts and language elements, with separate chapters on types, statements, pointers, memory management, I/O, and more The C standard library, including an overview of standard headers and a detailed function reference Basic C programming tools in the GNU software collection, with instructions on how use them with the Eclipse IDE

This text provides a complete overview of Cocoa's Objective-C Frameworks - vital tools for anyone interested in developing applications for Mac OS X. It provides developers who may be experienced with other application toolkits the grounding they'll need to start developing Cocoa applications.

One of Java's most striking claims is that it provides a secure programming environment. Yet despite endless discussion, few people understand precisely what Java's claims mean and how it backs up those claims. If you're a developer, network administrator or anyone else who must understand or work with Java's security mechanisms, Java Security is the in-depth exploration you need. Java Security, 2nd Edition, focuses on the basic platform features of

Java that provide security--the class loader, the bytecode verifier, and the security manager--and recent additions to Java that enhance this security model: digital signatures, security providers, and the access controller. The book covers the security model of Java 2, Version 1.3, which is significantly different from that of Java 1.1. It has extensive coverage of the two new important security APIs: JAAS (Java Authentication and Authorization Service) and JSSE (Java Secure Sockets Extension). Java Security, 2nd Edition, will give you a clear understanding of the architecture of Java's security model and how to use that model in both programming and administration. The book is intended primarily for programmers who want to write secure Java applications. However, it is also an excellent resource for system and network administrators who are interested in Java security, particularly those who are interested in assessing the risk of using Java and need to understand how the security model works in order to assess whether or not Java meets their security needs.

An introduction to embedding systems for C and C++++ programmers encompasses such topics as testing memory devices, writing and erasing Flash memory, verifying nonvolatile memory contents, and much more. Original. (Intermediate).

Carries readers from the beginning through the proficient stages of learning the GNU Emacs editor, covering everything from simple text editing to moderately complicated customization and programming. Original. (Advanced).

A first book for C programmers transitioning to C++, an object-oriented enhancement of the C programming language. Designed to get readers up to speed quickly, this book thoroughly explains the important concepts and features and gives brief overviews of the rest of the language. Covers features common to all C++ compilers, including those on UNIX, Windows NT, Windows, DOS, and Macs

Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

This book constitutes the thoroughly refereed post-proceedings of the 12th International Symposium on Graph Drawing, GD 2004, held in New York, NY,

USA in September/October 2004. The 39 revised full papers and 12 revised short papers presented together with 4 posters and a report on the graph drawing context were carefully selected during two rounds of reviewing and improvement. All current aspects in graph drawing are addressed ranging from foundational and methodological issues to applications for various classes of graphs in a variety of fields.

This book constitutes the revised selected papers of the 11th International Symposium on Foundations and Practice of Security, FPS 2018, held in Montreal, QC, Canada, in March 2018. The 16 full papers, 1 short paper, 1 position paper and 2 invited papers presented in this book, were carefully reviewed and selected from 51 submissions. They cover a range of topics including mobile security; cloud security and big data; IoT security; software security, malware analysis, and vulnerability detection; cryptography; cyber physical security and hardware security; and access control.

A guide for beginners offers an overview of JavaScript basics and explains how to create Web pages, identify browsers, and integrate sound, graphics, and animation into Web applications

This book describes the X Network Protocol which underlies all software for Version 11 of the X Window System. It includes protocol clarifi-cations of X11 Release 5, as well as the most recent version of the ICCCM and the Logical Font Conventions Manual. It can be used with any release of X.

Learn to improve your assessment, investigation, and management of physical health conditions in people with severe mental illness The Maudsley Practice Guidelines for Physical Health Conditions in Psychiatry offers psychiatric and general practitioners an evidence-based and practical guide for the appropriate assessment, investigation, and management of common physical health conditions seen in people with severe mental illness. Written by a renowned team of respected experts in medicine, surgery, pharmacy, dietetics, physiotherapy, and psychiatry, the book bridges the gap between psychiatric and physical health services for the severely mentally ill. The Maudsley Practice Guidelines for Physical Health Conditions in Psychiatry also provides practitioners with expert guidance on making effective referrals to other medical and surgical subspecialties, telling readers what information subspecialties would expect to receive. Its use will improve the quality of clinical care received by mentally ill patients and, by promoting a holistic approach to treatment that considers both body and mind, will enhance the therapeutic relationship between patient and practitioner. The Maudsley Practice Guidelines for Physical Health Conditions in Psychiatry covers the following: Guidance on assessment and management of well over a hundred different medical and surgical presentations commonly seen in people with serious mental illness Management of physical health emergencies in a psychiatric setting Evidence-based approaches to management of physical side effects of psychiatric medications Advice on approaches to promote a healthy lifestyle in people with serious mental illness, such as smoking

cessation and changes to diet and physical activity Perfect for both psychiatrists and general practitioners who wish to improve the quality of care they provide to people with serious mental illness, The Maudsley Practice Guidelines for Physical Health Conditions in Psychiatry will be of use to anyone setting out to navigate the divide between the treatment of psychiatric and physical health conditions.