

Programming Principles And Practice Using C

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The C++ Programming Language - Bjarne Stroustrup 1991

The second edition reflects the changes that have occurred as the C++ language has grown and developed over the last five years. This definitive guide, written by the designer of C++, now provides coverage of all of the features available in the most recent release, including multiple inheritance, typesafe linkage, and abstract classes. Includes two new chapters on how to design C++ programs.

Beginning C++17 - Ivor Horton 2018-03-24

Learn how to program using the updated C++17 language. You'll start with the basics and progress through step-by-step examples to become a working C++ programmer. All you need are Beginning C++17 and any recent C++ compiler and you'll soon be writing real C++ programs.

There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program examples, and all chapters include exercises for you to test and practice your knowledge. Code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++17, and to all conventions and best practices of so-called modern C++. Beginning C++17 also introduces the elements of the C++ Standard Library that provide essential support for the C++17 language. What You'll Learn Define variables and make decisions Work with arrays and loops, pointers and references, strings, and more Write your own functions, types, and operators Discover the essentials of object-oriented programming Use overloading, inheritance, virtual functions and polymorphism Write generic function templates and class templates Get up to date with modern C++ features: auto type declarations, move semantics, lambda expressions, and more Examine the new additions to C++17 Who This Book Is For Programmers new to C++ and those who may be looking for a refresh primer on the C++17 programming language in general.

C# for Programmers - Harvey M. Deitel 2005-11-21

The practicing programmer's DEITEL® guide to C# and the powerful Microsoft .NET Framework Written for programmers with a background in C++, Java, or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UML™ ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical, Example-Rich Coverage Of: C# 2.0, .NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and

ADO.NET 2.0 Networking and .NET Remoting XML, Web Services

Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UML™ ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived Issues of the DEITEL® BUZZ ONLINE Get corporate training information

C++ FAQs - Marshall P. Cline 1998-12-11

In a concise and direct question-and-answer format, C++ FAQs, Second Edition brings you the most efficient solutions to more than four hundred of the practical programming challenges you face every day. Moderators of the on-line C++ FAQ at [comp.lang.c++](http://comp.lang.c++.), Marshall Cline, Greg Lomow, and Mike Girou are familiar with C++ programmers' most pressing concerns. In this book, the authors concentrate on those issues most critical to the professional programmer's work, and they present more explanatory material and examples than is possible on-line. This book focuses on the effective use of C++, helping programmers avoid combining seemingly legal C++ constructs in incompatible ways. This second edition is completely up-to-date with the final ANSI/ISO C++ Standard. It covers some of the smaller syntax changes, such as "mutable"; more significant changes, such as RTTI and namespaces; and such major innovations as the C++ Standard Library, including the STL. In addition, this book discusses technologies such as Java, CORBA, COM/COM+, and ActiveX—and the relationship all of these have with C++. These new features and technologies are iconed to help you quickly find what is new and different in this edition. Each question-and-answer section contains an overview of the problem and solution, fuller explanations of concepts, directions for proper use of language features, guidelines for best practices and practices to avoid, and plenty of working, stand-alone examples. This edition is thoroughly cross-referenced and indexed for quick access. Get a value-added service! Try out all the examples from this book at www.codesaw.com. CodeSaw is a free online learning tool that allows you to experiment with live code from your book right in your browser.

C++ Crash Course - Josh Lospinoso 2019-09-24

A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading C++ Crash Course, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for intermediate to advanced programmers, C++ Crash Course cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including: • Fundamental types, reference types, and user-defined types • The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm • Compile-time polymorphism with templates and run-time polymorphism with virtual classes • Advanced expressions, statements, and functions • Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities • Containers, iterators, strings, and algorithms • Streams and files, concurrency, networking, and application development With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you

build a strong C++ foundation.

Atomic Habits - James Clear 2018-10-16

The #1 New York Times bestseller. Over 4 million copies sold! Tiny Changes, Remarkable Results No matter your goals, Atomic Habits offers a proven framework for improving--every day. James Clear, one of the world's leading experts on habit formation, reveals practical strategies that will teach you exactly how to form good habits, break bad ones, and master the tiny behaviors that lead to remarkable results. If you're having trouble changing your habits, the problem isn't you. The problem is your system. Bad habits repeat themselves again and again not because you don't want to change, but because you have the wrong system for change. You do not rise to the level of your goals. You fall to the level of your systems. Here, you'll get a proven system that can take you to new heights. Clear is known for his ability to distill complex topics into simple behaviors that can be easily applied to daily life and work. Here, he draws on the most proven ideas from biology, psychology, and neuroscience to create an easy-to-understand guide for making good habits inevitable and bad habits impossible. Along the way, readers will be inspired and entertained with true stories from Olympic gold medalists, award-winning artists, business leaders, life-saving physicians, and star comedians who have used the science of small habits to master their craft and vault to the top of their field. Learn how to: make time for new habits (even when life gets crazy); overcome a lack of motivation and willpower; design your environment to make success easier; get back on track when you fall off course; ...and much more. Atomic Habits will reshape the way you think about progress and success, and give you the tools and strategies you need to transform your habits--whether you are a team looking to win a championship, an organization hoping to redefine an industry, or simply an individual who wishes to quit smoking, lose weight, reduce stress, or achieve any other goal.

The C++ Programming Language - Bjarne Stroustrup 2000

C++ Concurrency in Action - Anthony Williams 2019-02-07

Summary This bestseller has been updated and revised to cover all the latest changes to C++ 14 and 17! C++ Concurrency in Action, Second Edition teaches you everything you need to write robust and elegant multithreaded applications in C++17. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You choose C++ when your applications need to run fast. Well-designed concurrency makes them go even faster. C++ 17 delivers strong support for the multithreaded, multiprocessor programming required for fast graphic processing, machine learning, and other performance-sensitive tasks. This exceptional book unpacks the features, patterns, and best practices of production-grade C++ concurrency. About the Book C++ Concurrency in Action, Second Edition is the definitive guide to writing elegant multithreaded applications in C++. Updated for C++ 17, it carefully addresses every aspect of concurrent development, from starting new threads to designing fully functional multithreaded algorithms and data structures. Concurrency master Anthony Williams presents examples and practical tasks in every chapter, including insights that will delight even the most experienced developer. What's inside Full coverage of new C++ 17 features Starting and managing threads Synchronizing concurrent operations Designing concurrent code Debugging multithreaded applications About the Reader Written for intermediate C and C++ developers. No prior experience with concurrency required. About the Author Anthony Williams has been an active member of the BSI C++ Panel since 2001 and is the developer of the just::thread Pro extensions to the C++ 11 thread library. Table of Contents Hello, world of concurrency in C++! Managing threads Sharing data between threads Synchronizing concurrent operations The C++ memory model and operations on atomic types Designing lock-based concurrent data structures Designing lock-free concurrent data structures Designing concurrent code Advanced thread management Parallel algorithms Testing and debugging multithreaded applications

Programming Languages and Systems - Helmut Seidl 2012-03-14

This book constitutes the refereed proceedings of the 21st European Symposium on Programming, ESOP 2012, held in Tallinn, Estonia, as part of ETAPS 2012, in March/April 2012. The 28 full papers, presented together with one full length invited talk, were carefully reviewed and selected from 92 submissions. Papers were invited on all aspects of programming language research, including: programming paradigms and styles, methods and tools to write and specify programs and languages, methods and tools for reasoning about programs, methods and tools for implementation, and concurrency and distribution.

Programming Concepts in C++ - Robert Burns 2014-07-22

Programming Concepts in C++ is one in a series of books that introduce the basic concepts of computer programming, using a selected programming language. Other books in the series use languages like Java and Python, but all focus on concepts and not on any particular language. The presentation of the material is the same in each language, and much of the text is identical. Code samples are specific to the selected language, and some unique language features are unavoidably included, but the presentation is largely language-independent. A unique feature of the book is that it explains how to acquire, install, and use freely available software to edit, compile, and run console programs on just about any system, including Windows and Mac. Its examples use command line compiling, so that the presentation remains focused on programming concepts and avoids becoming a training tool for a specific IDE. The three-part organization of material starts with the basics of sequential processing, then adds branching and looping logic and subprograms, and ends with arrays and objects. It turns a beginner with no programming experience into a programmer, prepared to continue their training in C++ or just about any other specific programming language.

Programming - Bjarne Stroustrup 2014

An introduction to programming by the inventor of C++, Programming prepares students for programming in the real world. This book assumes that they aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. It explains fundamental concepts and techniques in greater depth than traditional introductions. This approach gives students a solid foundation for writing useful, correct, maintainable, and efficient code. This book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. It presents modern C++ programming techniques from the start, introducing the C++ standard library to simplify programming tasks.

Fundamentals of Computer Programming with C# - Svetlin Nakov 2013-09-01

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming,

C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733
Modern C++ Programming with Test-Driven Development Jeff Langr 2013-10-10

If you program in C++ you've been neglected. Test-driven development (TDD) is a modern software development practice that can dramatically reduce the number of defects in systems, produce more maintainable code, and give you the confidence to change your software to meet changing needs. But C++ programmers have been ignored by those promoting TDD--until now. In this book, Jeff Langr gives you hands-on lessons in the challenges and rewards of doing TDD in C++. *Modern C++ Programming With Test-Driven Development*, the only comprehensive treatment on TDD in C++ provides you with everything you need to know about TDD, and the challenges and benefits of implementing it in your C++ systems. Its many detailed code examples take you step-by-step from TDD basics to advanced concepts. As a veteran C++ programmer, you're already writing high-quality code, and you work hard to maintain code quality. It doesn't have to be that hard. In this book, you'll learn: how to use TDD to improve legacy C++ systems how to identify and deal with troublesome system dependencies how to do dependency injection, which is particularly tricky in C++ how to use testing tools for C++ that aid TDD new C++11 features that facilitate TDD As you grow in TDD mastery, you'll discover how to keep a massive C++ system from becoming a design mess over time, as well as particular C++ trouble spots to avoid. You'll find out how to prevent your tests from being a maintenance burden and how to think in TDD without giving up your hard-won C++ skills. Finally, you'll see how to grow and sustain TDD in your team. Whether you're a complete unit-testing novice or an experienced tester, this book will lead you to mastery of test-driven development in C++. What You Need A C++ compiler running under Windows or Linux, preferably one that supports C++11. Examples presented in the book were built under gcc 4.7.2. Google Mock 1.6 (downloadable for free; it contains Google Test as well) or an alternate C++ unit testing tool. Most examples in the book are written for Google Mock, but it isn't difficult to translate them to your tool of choice. A good programmer's editor or IDE. cmake, preferably. Of course, you can use your own preferred make too. CMakeLists.txt files are provided for each project. Examples provided were built using cmake version 2.8.9. Various freely-available third-party libraries are used as the basis for examples in the book. These include: cURL JsonCpp Boost (filesystem, date_time/gregorian, algorithm, assign) Several examples use the boost headers/libraries. Only one example uses cURL and JsonCpp.

Principles of Data Structures Using C and C++ - Vinu V. Das 2006
About the Book: Principles of DATA STRUCTURES using C and C++ covers all the fundamental topics to give a better understanding about the subject. The study of data structures is essential to every one who comes across with computer science. This book is written in accordance with the revised syllabus for B. Tech./B.E. (both Computer Science and Electronics branches) and MCA. students of Kerala University, MG University, Calicut University, CUSAT Cochin (deemed) University. NIT Calicut (deemed) University, Anna University, UP Technical University, Amritha Viswa (deemed) Vidyapeeth, Karunya (deemed).

The C++ Programming Language - Bjarne Stroustrup 2013
Offers information on using the C++ programming language using the new C++11 standard, covering such topics as concurrency, facilities, standard libraries, and design techniques.

Objective-C Programming Aaron Hillegass 2013-11-20
Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the

journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, *Objective-C Programming: The Big Nerd Ranch Guide* covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools
Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics
The Annotated C++ Reference Manual- Ellis 2007-02

C++ In-Depth - Bjarne Stroustrup 2001

Bjarne Stroustrup's own C++ In-Depth Series is now available all together in one attractive gift box, at a special reduced price! All books in this series have been hand-picked by Bjarne Stroustrup, the creator of the C++ programming language, as being worthy additions to the C++ literature. They give programmers concise, focused guides to specific topics. The series' practical approach is designed to lift professionals to the next level in their programming skills. They are all written by acknowledged experts. The books included are: *Modern C++ Design*, by Andrei Alexandrescu *Accelerated C++*, by Andrew Koenig and Barbara Moo *Essential C++*, by Stan Lippman *Exceptional C++*, by Herb Sutter *More Exceptional C++*, by Herb Sutter These are five great books of use to all C++ programmers. They are gathered into one handsome and sturdy gift box, and they are specially priced at over \$30 off the cost of buying them individually. The C++ In-Depth Box Set will be a welcome gift for any C++ programmer. 0201775816B12112002

Hands-On Functional Programming with C++ Alexandru Bolboaca 2019-06-28

Learn functional programming and build robust applications using the latest functional features in C++ Key Features Learn programming concepts such as loops, expressive code, and simple parallelization Understand the working of Lambdas and Currying and write Pure functions Explore event sourcing and other functional patterns to improve the efficiency of your applications Book Description Functional programming enables you to divide your software into smaller, reusable components that are easy to write, debug, and maintain. Combined with the power of C++, you can develop scalable and functional applications for modern software requirements. This book will help you discover the functional features in C++ 17 and C++ 20 to build enterprise-level applications. Starting with the fundamental building blocks of functional programming and how to use them in C++, you'll explore functions, currying, and lambdas. As you advance, you'll learn how to improve cohesion and delve into test-driven development, which will enable you in designing better software. In addition to this, the book covers architectural patterns such as event sourcing to help you get to grips with the importance of immutability for data storage. You'll even understand how to "think in functions" and implement design patterns in a functional way. By the end of this book, you'll be able to write faster and cleaner production code in C++ with the help of functional programming. What you will learn Understand the fundamentals of functional programming Structure your code by understanding the building blocks of functional programming Compare design styles in functional programming and object-oriented programming (OOP) Use the concept of currying to create new functions in C++ Become skilled at implementing design patterns in a functional way Get to grips with multithreading by means of functional programming Learn how to improve memory consumption when using functional constructs Who this book is for This book is for C++ developers who want to learn functional programming but have little to no knowledge of the paradigm. Although no prior knowledge of functional programming is necessary, basic C++ programming experience will help you understand key concepts covered in the book.

The Design and Evolution of C++ - Bjarne Stroustrup 1994-10-08

Computer Graphics - James D. Foley 1996

A guide to the concepts and applications of computer graphics covers such topics as interaction techniques, dialogue design, and user interface software.

Effective Modern C++ Scott Meyers 2014-11-11

Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect forwarding, and smart pointer make functions The relationships among std::move, std::forward, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How std::atomic differs from volatile, how each should be used, and how they relate to C++'s concurrency API How best practices in "old" C++ programming (i.e., C++98) require revision for software development in modern C++ Effective Modern C++ follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. "After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of Effective C++ books. Effective Modern C++ is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now". -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

Absolute C++ - Walter J. Savitch 2013

&>NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0132989921/ISBN-13: 9780132989923. That package includes ISBN-10: 013283071X/ISBN-13: 9780132830713 and ISBN-10: 0132846578/ISBN-13: 9780132846578. MyProgrammingLab should only be purchased when required by an instructor. Praised for providing an engaging balance of thoughtful examples and explanatory discussion, best-selling author Walter Savitch explains concepts and techniques in a straightforward style using understandable language and code enhanced by a suite of pedagogical tools. Absolute C++ is appropriate for both introductory and intermediate C++ programmers. This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

A Tour of C++ - Bjarne Stroustrup 2014-09-13

The C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, thoroughly covers the details of this language and its use in his definitive reference, *The C++ Programming Language, Fourth Edition*. In *A Tour of C++*, Stroustrup excerpts the overview chapters from that complete reference, expanding and enhancing them to give an experienced programmer-in-just-a-few-hours-a-clear-idea-of-what-constitutes-modern-C++. In this concise, self-contained guide, Stroustrup covers most major language features and the major standard-library components—not, of course, in great depth, but to a level that gives programmers a meaningful overview of the language, some key examples, and practical help in getting started. Stroustrup presents the C++ features in the context of the programming styles they support, such as object-oriented and generic programming. His tour is remarkably comprehensive. Coverage begins with the basics, then ranges widely through more advanced topics, including many that are new in C++11, such as move semantics, uniform initialization, lambda expressions, improved containers, random numbers, and concurrency. The tour ends with a discussion of the design and evolution of C++ and the extensions added for C++11. This guide does not aim to teach you how to program (see Stroustrup's *Programming: Principles and Practice Using C++* for that); nor will it be the only resource you'll need for C++ mastery (see Stroustrup's *The C++ Programming Language, Fourth Edition*, for that). If, however, you are a C or C++ programmer wanting greater familiarity with the current C++ language, or a programmer versed in another language wishing to gain an accurate picture of the nature and benefits of modern C++, you can't find a shorter or simpler introduction than this tour provides.

C++ Demystified - Jeff Kent 2004-05-17

Minimal technical jargon, step-by-step discussions, and quizzes at the end of each chapter make this an easy-to-understand guide to C++ programming. Quickly learn what a programming language is and the anatomy of C++, then jump right into creating your own programs with

expert guidance. Discover functions, objects, compilers, linkers, and much more along the way. For the fast and easy way to understanding the fundamentals of C++, this is the resource you need.

C++ Primer - Stanley Lippman 2012-08-06

Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. *C++ Primer, Fifth Edition*, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today's best coding styles and program design techniques Understand the "rationale behind the rules": why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned Access the source code for the extended examples from informit.com/title/0321714113 *C++ Primer, Fifth Edition*, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

Giving Voice to Values - Mary C. Gentile 2010-08-24

How can you effectively stand up for your values when pressured by your boss, customers, or shareholders to do the opposite? Drawing on actual business experiences as well as on social science research, Babson College business educator and consultant Mary Gentile challenges the assumptions about business ethics at companies and business schools. She gives business leaders, managers, and students the tools not just to recognize what is right, but also to ensure that the right things happen. The book is inspired by a program Gentile launched at the Aspen Institute with Yale School of Management, and now housed at Babson College, with pilot programs in over one hundred schools and organizations, including INSEAD and MIT Sloan School of Management. She explains why past attempts at preparing business leaders to act ethically too often failed, arguing that the issue isn't distinguishing what is right or wrong, but knowing how to act on your values despite opposing pressure. Through research-based advice, practical exercises, and scripts for handling a wide range of ethical dilemmas, Gentile empowers business leaders with the skills to voice and act on their values, and align their professional path with their principles. *Giving Voice to Values* is an engaging, innovative, and useful guide that is essential reading for anyone in business.

Beginning C++ Through Game Programming - Michael Dawson 2011

Describes the basics of computer game programming with C++, covering such topics as variables, loops, arrays, references, pointers, and polymorphism.

Jumping Into C++ - Alex Allain 2013-04

"Jumping into C++ covers every step of the programming process, including: * getting the tools you need to program and how to use them * basic language features like variables, loops and functions * how to go from an idea to code * a clear, understandable explanation of pointers * strings, file IO, arrays, references * classes, object oriented programming, and advanced class design * data structures and the standard template library (STL). Key concepts are reinforced with quizzes and over 75 practice problems. You'll also get over 70 sample source code files to use or adapt. [...]" (extrait du résumé de quatrième de couverture).

Practical C++ Programming - Steve Oualline 2003

Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.

Beginning C - Ivor Horton 2007-12-22

C is the programming language of choice when speed and reliability are required. It is used for many low-level tasks, such as device drivers and operating-system programming. For example, much of Windows and Linux is based on C programming. The updated 4th edition of *Beginning C* builds on the strengths of its predecessors to offer an essential guide for anyone who wants to learn C or desires a 'brush-up' in this compact, fundamental language. This classic from author, lecturer and respected academic Ivor Horton is the essential guide for anyone looking to learn the C language from the ground up.

Intuitive Eating, 2nd Edition - Evelyn Tribole, M.S., R.D. 2007-04-01

We've all been there-angry with ourselves for overeating, for our lack of willpower, for failing at yet another diet that was supposed to be the last one. But the problem is not you, it's that dieting, with its emphasis on rules and regulations, has stopped you from listening to your body. Written by two prominent nutritionists, *Intuitive Eating* focuses on nurturing your body rather than starving it, encourages natural weight loss, and helps you find the weight you were meant to be. Learn: *How to reject diet mentality forever *How our three Eating Personalities define our eating difficulties *How to feel your feelings without using food *How to honor hunger and feel fullness *How to follow the ten principles of *Intuitive Eating*, step-by-step *How to achieve a new and safe relationship with food and, ultimately, your body With much more compassionate, thoughtful advice on satisfying, healthy living, this newly revised edition also includes a chapter on how the *Intuitive Eating* philosophy can be a safe and effective model on the path to recovery from an eating disorder.

Programming Languages: Principles and Practices - Kenneth C. Loudon 2011-01-26

Kenneth Loudon and Kenneth Lambert's new edition of *PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE*, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog; many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming languages. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Effective STL - Scott Meyers 2001

C++'s Standard Template Library is revolutionary, but learning to use it well has always been a challenge for students. In *Effective STL*, best-selling author Scott Meyers (*Effective C++*, *More Effective C++*) reveals the critical rules of thumb employed by the experts -- the things they almost always do or almost always avoid doing -- to get the most out of the library. This book offers clear, concise, and concrete guidelines to C++ programmers. While other books describe what's in the STL, *Effective STL* shows the student how to use it. Each of the book's 50 guidelines is backed by Meyers' legendary analysis and incisive examples, so the student will learn not only what to do, but also when to do it - and why.

Professional C++ - Nicholas A. Solter 2005-01-07

Geared to experienced C++ developers who may not be familiar with the more advanced features of the language, and therefore are not using it to its full capabilities *Teaches* programmers how to think in C++-that is, how to design effective solutions that maximize the power of the language The authors drill down into this notoriously complex language, explaining poorly understood elements of the C++ feature set as well as common pitfalls to avoid Contains several in-depth case studies with working code that's been tested on Windows, Linux, and Solaris platforms

Programming - Bjarne Stroustrup 2009

The inventor of C++ gives perhaps the most important introduction to programming ever written.

C++ Primer Plus - Stephen Prata 2011-10-18

C++ Primer Plus, Sixth Edition New C++11 Coverage C++ Primer Plus is a carefully crafted, complete tutorial on one of the most significant and widely used programming languages today. An accessible and easy-to-use self-study guide, this book is appropriate for both serious students of

programming as well as developers already proficient in other languages. The sixth edition of *C++ Primer Plus* has been updated and expanded to cover the latest developments in C++, including a detailed look at the new C++11 standard. Author and educator Stephen Prata has created an introduction to C++ that is instructive, clear, and insightful. Fundamental programming concepts are explained along with details of the C++ language. Many short, practical examples illustrate just one or two concepts at a time, encouraging readers to master new topics by immediately putting them to use. Review questions and programming exercises at the end of each chapter help readers zero in on the most critical information and digest the most difficult concepts. In *C++ Primer Plus*, you'll find depth, breadth, and a variety of teaching techniques and tools to enhance your learning: A new detailed chapter on the changes and additional capabilities introduced in the C++11 standard Complete, integrated discussion of both basic C language and additional C++ features Clear guidance about when and why to use a feature Hands-on learning with concise and simple examples that develop your understanding a concept or two at a time Hundreds of practical sample programs Review questions and programming exercises at the end of each chapter to test your understanding Coverage of generic C++ gives you the greatest possible flexibility Teaches the ISO standard, including discussions of templates, the Standard Template Library, the string class, exceptions, RTTI, and namespaces Table of Contents 1: Getting Started with C++ 2: Setting Out to C++ 3: Dealing with Data 4: Compound Types 5: Loops and Relational Expressions 6: Branching Statements and Logical Operators 7: Functions: C++'s Programming Modules 8: Adventures in Functions 9: Memory Models and Namespaces 10: Objects and Classes 11: Working with Classes 12: Classes and Dynamic Memory Allocation 13: Class Inheritance 14: Reusing Code in C++ 15: Friends, Exceptions, and More 16: The string Class and the Standard Template Library 17: Input, Output, and Files 18: The New C++11 Standard A Number Bases B C++ Reserved Words C The ASCII Character Set D Operator Precedence E Other Operators F The stringTemplate Class G The Standard Template Library Methods and Functions H Selected Readings and Internet Resources I Converting to ISO Standard C++ J Answers to Chapter Reviews

A Guide to the Project Management Body of Knowledge (PMBOK® Guide) - Seventh Edition and The Standard for Project Management (BRAZILIAN PORTUGUESE) - Project Management Institute Project Management Institute 2021-08-01

PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project management and the PMBOK® Guide &- Seventh Edition is structured around eight project performance domains. This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes. This edition of the PMBOK® Guide: • Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.); • Provides an entire section devoted to tailoring the development approach and processes; • Includes an expanded list of models, methods, and artifacts; • Focuses on not just delivering project outputs but also enabling outcomes; and • Integrates with PMStandards+™ for information and standards application content based on project type, development approach, and industry sector.

Accelerated C++: Practical Programming By Example - Andrew Koenig 2000-09

Principles and Practice of Constraint Programming - Thomas Schiex 2019-09-23

This book constitutes the proceedings of the 25th International Conference on Principles and Practice of Constraint Programming, CP 2019, held in Stamford, CT, USA, France, in September/October 2019. The 44 full papers presented in this volume were carefully reviewed and selected from 118 submissions. They deal with all aspects of computing with constraints including theory, algorithms, environments, languages, models, systems, and applications such as decision making, resource allocation, scheduling, configuration, and planning. The papers were organized according to the following topics/tracks: technical track; application track; multi-agent and parallel CP track; testing and verification track; CP and data science track; computational sustainability; and CP and life sciences track.