

A Tour Of C Bjarne Stroustrup

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Supercharged Python Pearson Education India

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

A Tour of C++ zhong wen ban Addison-Wesley Professional

In *Embracing Modern C++ Safely*, John Lakos and Vittorio Romeo analyze each core language feature of "Modern C++" (introduced by C++11 and C++14), illuminating exactly what developers and teams must know to succeed. Lakos and Romeo present extensive real-life code examples; thoroughly describe pitfalls that arise when engineers with diverse experience use these features together, and illuminate issues that repeatedly occur in real-world application development. Drawing on their extensive C++ experience, they focus on major features of C++ 14 and C++ 11 that have been around long enough to be thoroughly evaluated. You will learn which "modern" features are safe under almost all circumstances; which carry a real risk of misuse and suboptimal results if programmers are improperly educated and trained; and which are generally "unsafe," and should be used rarely if at all. If you are ready to safely make the most of Modern C++, the in-depth, hands-on insights from this guide will help you improve your productivity and build far more robust software.

Addison-Wesley Professional

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.

Masterminds of Programming FT Press

The object oriented paradigm has become one of the dominant forces in the computing world. According to a recent survey, by the year 2000, more than 80% of development organizations are expected to use object technology as the basis for their distributed development strategies. Handbook of Object Technology encompasses the entire spectrum of disciplines and topics related to this rapidly expanding field - outlining emerging technologies, latest advances, current trends, new specifications, and ongoing research. The handbook divides into 13 sections, each containing chapters related to that specific discipline. Up-to-date, non-abstract information provides the reader with practical, useful knowledge - directly applicable to the understanding and improvement of the reader's job or the area of interest related to this technology. Handbook of Object Technology discusses: the processes, notation, and tools for classical OO methodologies as well as information on future methodologies prevalent and emerging OO languages standards and specifications frameworks and patterns databases metrics business objects intranets analysis/design tools client/server application development environments

Discovering Modern C++ Pearson Deutschland GmbH

C Programming in easy steps instructs the reader how to program in C both on Unix-based platforms, such as Linux, and on Windows platforms. Linux users should already have the GNU C compiler on their system but the book explains how to download and install the GNU C compiler

for Windows users. It contains separate chapters on each major feature of the C language, with examples, and a reference section describing the standard C header class functions. By the end of the book the reader will have gained a sound understanding of the C language and be able to write their own C programs and compile them into executable files that can be run on any compatible PC.

A Tour of C++ Pearson Education India

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

Modern C++ Design Apress

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.

Discovering Modern C++ Addison-Wesley

Discovering Modern C++, Second Edition by Peter Gottschling is an intensive introduction that guides you smoothly to sophisticated approaches based on advanced features. Thoroughly updated for C++17 and C++20, this Second Edition introduces key concepts using examples from many technical problem domains, drawing on his extensive experience training professionals and teaching C++ to students of physics, math, and engineering. This book is designed to help students get started rapidly and then master increasingly robust features, from lambdas to expression templates. You will also learn how to take advantage of the powerful libraries available to C++ programmers: both the Standard Template Library (STL) and scientific libraries for arithmetic, linear algebra, differential equations, and graphs. In this Second Edition, Gottschling also presents thorough and expert coverage of multi-threading and variadic templates. Throughout, Gottschling demonstrates how to write clear and expressive software using object orientation, generics, metaprogramming, and procedural techniques. By the time you are finished, you will have mastered all the abstractions you need to write C++ programs with exceptional quality and performance.

C++ Primer Plus Pearson Education

A Tour of C++ Addison-Wesley

A Complete Guide to Programming in C++ Pearson Education

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.

Beautiful C++ CRC Press

The Best-Selling C++ Resource Now Updated for C++11 The C++ standard library provides a set of common classes and interfaces that greatly extend the core C++ language. The library, however, is not self-explanatory. To make full use of its components—and to benefit from their power—you need a resource that does far more than list the classes and their functions. The C++ Standard Library: A Tutorial and Reference, Second Edition, describes this library as now incorporated into the new ANSI/ISO C++ language standard (C++11). The book provides comprehensive documentation of each library component, including an introduction to its purpose and design; clearly written explanations of complex concepts; the practical programming details needed for effective use; traps and pitfalls; the exact signature and definition of the most important classes and functions; and numerous examples of working code. The book focuses in particular on the Standard Template Library (STL), examining containers, iterators, function objects, and STL algorithms. The book covers all the new C++11 library components, including Concurrency Fractional arithmetic Clocks and timers Tuples New STL containers New STL algorithms New smart pointers New locale facets Random numbers and distributions Type traits and utilities Regular expressions The book also examines the new C++ programming style and its effect on the standard library, including lambdas, range-based for loops, move semantics, and variadic templates. An accompanying Web site, including source code, can be found at www.cppstdlib.com.

C Programming In Easy Steps Pearson Education India

Concurrency can be notoriously difficult to get right, but fortunately, the Go open source programming language makes working with concurrency tractable and even easy. If you're a developer familiar with Go, this practical book demonstrates best practices and patterns to help you incorporate concurrency into your systems. Author Katherine Cox-Buday takes you step-by-step through the process. You'll understand how Go chooses to model concurrency, what issues arise from this model, and how you can compose primitives within this model to solve problems. Learn the skills and tooling you need to confidently write and implement concurrent systems of any size. Understand how Go addresses fundamental problems that make concurrency difficult to do correctly Learn the key differences between concurrency and parallelism Dig into the syntax of Go's memory synchronization primitives Form patterns with these primitives to write maintainable concurrent code Compose patterns into a series of practices that enable you to write large, distributed systems that scale Learn the sophistication behind goroutines and how Go's runtime stitches everything together

The C++ Standard Library Addison-Wesley Professional

The ADAPTIVE Communication Environment (ACE) is an open-source software toolkit created to solve network programming challenges. Written in C++, with the help of 30 core developers and 1,700 contributors, this portable middleware has evolved to encapsulate and augment a wide range of native OS capabilities essential to support performance-driven software systems. The ACE Programmer's Guide is a practical, hands-on guide to ACE for C++ programmers building networked applications and next-generation middleware. The book first introduces ACE to beginners. It then explains how you can tap design patterns, frameworks, and ACE to produce effective, easily maintained software systems with less time and effort. The book features discussions of programming aids, interprocess communication (IPC) issues, process and thread management, shared memory, the ACE Service Configurator framework, timer management classes, the ACE Naming Service, and more.

C++ Crash Course Yaknyam Publishing

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.

Handbook of Object Technology "O'Reilly Media, Inc."

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

Beginning C++17 Packt Publishing Ltd

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++.nongnu.org, 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++ In Addison-Wesley Professional

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.

Concurrency in Go Pearson Education

Learn the basics of the modern C++ programming language from scratch, including the C++11 to C++20 standards, no experience necessary. You'll work with expressions and statements, variables, libraries, arguments, classes, functions, memory handling, and much more. Each section is filled with real-world examples and advice on how to avoid common mistakes. Modern C++ for Absolute Beginners will teach you more than just programming in C++20. It will provide you with a set of C++ skills, which will serve you if you ever decide to deepen your knowledge in C++, computer science, or learn more about advanced C++ techniques. The author will take you through the C++ programming language, the Standard Library, and the C++11 to C++20 standard basics. Each chapter is accompanied by the right amount of theory and plenty of source code examples. You will work with C++20 features and standards, yet you will also compare and take a look into previous versions of C++. You will do so with plenty of examples and real code writing to gain an even better level of understanding. What You Will Learn Use the basics of C++: types, operators, variables, constants, expressions, references, functions, classes, I/O, smart pointers, polymorphism, and more Set up the Visual Studio development environment where you can write your own code Declare and define functions, classes, and objects Discover object-oriented programming: classes and objects, encapsulation, inheritance, polymorphism, and more using the most advanced C++ features Employ best practices in organizing source code, controlling program workflow, C++ language dos and don'ts, and more Program using lambda, modules, inheritance, polymorphism, smart pointers, templates, contracts, STL, concepts, and exceptions Who This Book Is For Beginner or novice programmers who wish to learn C++ programming. No prior programming experience is required.

Effective Modern C++ Jones & Bartlett Learning

This title documents a convergence of programming techniques - generic programming, template metaprogramming, object-oriented programming and design patterns. It describes the C++ techniques used in generic programming and implements a number of industrial strength components.

C++ Core Guidelines Explained Addison-Wesley Professional

As scientific and engineering projects grow larger and more complex, it is increasingly likely that those projects will be written in C++. With embedded hardware growing more powerful, much of its software is moving to C++, too. Mastering C++ gives you strong skills for programming at nearly every level, from "close to the hardware" to the highest-level abstractions. In short, C++ is a language that scientific and technical practitioners need to know. Peter Gottschling's *Discovering Modern C++* is an intensive introduction that guides you smoothly to sophisticated approaches based on advanced features. Gottschling introduces key concepts using examples from many technical problem domains, drawing on his extensive experience training professionals and teaching C++ to students of physics, math, and engineering. This book is designed to help you get started rapidly and then master increasingly robust features, from lambdas to expression templates. You'll also learn how to take advantage of the powerful libraries available to C++ programmers: both the Standard Template Library (STL) and scientific libraries for arithmetic, linear algebra, differential equations, and graphs. Throughout, Gottschling demonstrates how to write clear and expressive software using object orientation, generics, metaprogramming, and procedural techniques. By the time you're finished, you'll have mastered all the abstractions you need to write C++ programs with exceptional quality and performance.