A Tour Of C Bjarne Stroustrup

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Mastering the C++17 STL
Addison-Wesley Professional
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.

Embracing Modern C++ Safely Addison-Wesley Professional

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, polymorhism, and more using the most advanced C++ features Employ best practices in organizing source code, controlling program workflow, C++ language dos and donts, 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.

Die C++-Programmiersprache

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.

Discovering Modern C++ Pearson Education

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.

Discovering Modern C++

Addison-Wesley Professional

"Brian Overland makes programming simple. . . . To my amazement, his books explain complicated code clearly enough for anyone to understand." —Art Sedighi, PhD Tapping into the full power of Python doesn't have to be difficult. Supercharged Python is written for people who've learned the fundamentals of the language but want to take their skills to the next level. After a quick review of Python, the book covers: advanced list and string techniques; all the ways to handle text and binary files; financial applications; advanced techniques for writing classes; generators and decorators; and how to master packages such as Numpy (Numeric Python) to supercharge your applications! Use profilers and "magic methods" to code like a pro Harness the power of regular expressions to process text quickly with a single statement Take advantage of 22 coding shortcuts, along with performance tips, to save time and optimize your code Create really useful classes and objects, for games, simulations, money, mathematics, and more Use multiple modules to build powerful apps while avoiding the "gotchas" Import packages to dramatically speed up statistical

operations—by as much as 100 times! Refer to the five-part language reference to look up fine points of the language Supercharged Python demonstrates techniques that allow you to write faster and more powerful code, whether you're manipulating large amounts of data or building sophisticated applications. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Beginning C++17 Dreamtech Press

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

Programming

Jones & Bartlett Learning

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. 0201 775816B12112002

C++ Primer Plus

Yaknyam Publishing

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

A Tour of C++

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Addison-Wesley Professional

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++, 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 quest ion-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.code saw.com. CodeSaw is a free online learning tool that allows you to experiment with live code from your book right in your

browser.

C++ FAQs Pearson Education India

In A Tour of C++, Second Edition, Bjarne Stroustrup, the creator of C++, describes what constitutes modern C++. This concise, self-contained guide 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++17, such as move semantics, uniform initialization, lambda expressions, improved containers, random numbers, and concurrency. The tour even covers some extensions being made for C++20, such as concepts and modules, and ends with a discussion of the design and evolution of C++. This guide does not aim to teach you how to program (for that, see Stroustrup's Programming: Principles and Practice Using C++, Second Edition), nor will it be the only resource you'll need for C++ mastery (for that, see Stroustrup's The C++ Programming Language, Fourth Edition, and recommended online sources). 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.

Effective Modern C++ Packt Publishing Ltd

Offers information on using the C++ programming languge using the

new C++11 standard, covering such topics as concurrency, facilities, standard libraries, and design techniques.

C++ Network Programming, Volume I "O'Reilly Media, Inc." Describes the basics of computer game programming with C++, covering such topics as variables, loops, arrays, references, pointers, and polymorphism.

The Annotated C++ Reference Manual Apress Discover the Beauty of Modern C++ Beautiful C++ presents the C++ Core Guidelines from a developer's point of view with an emphasis on what benefits can be obtained from following the rules and what nightmares can result from ignoring them. For true geeks, it is an easy and entertaining read. For most software developers, it offers something new and useful. --Bjarne Stroustrup, inventor of C++ and co-editor of the C++ Core Guidelines Writing great C++ code needn't be difficult. The C++ Core Guidelines can help every C++ developer design and write C++ programs that are exceptionally reliable, efficient, and well-performing. But the Guidelines are so jam-packed with excellent advice that it's hard to know where to start. Start here, with Beautiful C++. Expert C++ programmers Guy Davidson and Kate Gregory identify 30 Core Guidelines you'll find especially valuable and offer detailed practical knowledge for improving your C++ style. For easy reference, this book is structured to align closely with the official C++ Core Guidelines website. Throughout, Davidson and Gregory offer useful conceptual insights and expert sample code, illuminate proven ways to use both new and longstanding language features more successfully, and show how to write programs that are more robust and performant by default. Avoid bikeshedding: stop wasting valuable time on trivia Don't hurt yourself by writing code that will

cause problems later Know which legacy features to avoid and the modern features to use instead Use newer features properly, to get their benefits without creating new problems Default to higher-quality code that's statically type-safe, leak resistant, and easier to evolve Use the Core Guidelines with any modern C++ version: C++20, C++17, C++14, or C++11 There's something here to improve virtually every program you write, design, or maintain. For ease of experimentation, all sample code is available on Compiler Explorer at https: //godbolt.org/z/cg30-ch0.0. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Accelerated C++: Practical Programming By Example Pearson Education

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.

C++ Coding Standards Addison Wesley

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.

A Philosophy of Software Design Pearson Education

A Tour of C++Addison-Wesley

C++ Crash Course Addison-Wesley Professional

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.

The C++ Programming Language

CreateSpace

Delve inside Windows architecture and internals—and see how core components work behind the scenes. Led by three renowned internals experts, this classic guide is fully updated

for Windows 7 and Windows Server 2008 R2—and now presents its coverage in two volumes. As always, you get critical insider perspectives on how Windows operates. And through hands-on experiments, you'll experience its internal behavior firsthand—knowledge you can apply to improve application design, debugging, system performance, and support. In Part 1, you will: Understand how core system and management mechanisms work—including the object manager, synchronization, Wow64, Hyper-V, and the registry Examine the data structures and activities behind processes, threads, and jobs Go inside the Windows security model to see how it manages access, auditing, and authorization Explore the Windows networking stack from top to bottom—including APIs, BranchCache, protocol and NDIS drivers, and layered services Dig into internals hands-on using the kernel debugger, performance monitor, and other tools

Supercharged Python FT Press 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.

A Tour of C++ Addison-Wesley 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.