

Bjarne Stroustrup C 4th Edition

C++ Programming in easy steps instructs you how to program in the powerful C++ language, giving complete examples that illustrate each aspect with full colour screenshots and colourised code. Now, in its fourth edition, C++ Programming in easy steps begins by explaining how to download and install a free C++ compiler so you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the C++

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language basics before moving on to provide examples of Object Oriented Programming. The book concludes by demonstrating how you can use your acquired knowledge to create programs graphically in the free Microsoft Visual C++ Express Integrated Development Environment (IDE). C++ Programming in easy steps has an easy-to-follow style that will appeal to anyone who wants to begin programming in C++. It will appeal to programmers moving from another programming language, and to the student who is studying C++ programming at school or

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college, and to those seeking a career in computing who need a fundamental understanding of object oriented programming. 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

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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,

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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,

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including source code, can be found at www.cppstdlib.com. 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

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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-

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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

The book presents an up-to-date overview of C++ programming with object-oriented

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programming concepts, with a wide coverage of classes, objects, inheritance, constructors, and polymorphism. Selection statements, looping, arrays, strings, function sorting and searching algorithms are discussed. With abundant practical examples, the book is an essential reference for researchers, students, and professionals in programming.

C++ Primer Plus

The Design and Evolution of C++
Building Embedded Systems

The C++ Programming
Language

Mastering the C++17 STL

An updated, innovative approach to

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data structures and algorithms Written by an author team of experts in their fields, this authoritative guide demystifies even the most difficult mathematical concepts so that you can gain a clear understanding of data structures and algorithms in C++. The unparalleled author team incorporates the object-oriented design paradigm using C++ as the implementation language, while also providing intuition and analysis of fundamental algorithms. Offers a unique multimedia format for learning the fundamentals of data structures and algorithms Allows you to visualize key analytic concepts, learn about the most recent insights in the field, and do data structure design Provides clear approaches for developing programs Features a clear, easy-to-understand writing style that breaks down even the most difficult

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mathematical concepts Building on the success of the first edition, this new version offers you an innovative approach to fundamental data structures and algorithms.

Best-selling genius Herb Schildt covers everything from keywords, syntax, and libraries, to advanced features such as overloading, inheritance, virtual functions, namespaces, templates, and RTTI—plus, a complete description of the Standard Template Library (STL).

Learn everything you need to know about Microsoft's new programming language for the .NET platform.

Programming guru and best-selling author Herb Schildt presents not only code but valuable insight into best programming practices, so you can implement C# effectively.

The C++ Programming

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Language Pearson Education India
The C++ Programming Language
Pearson Education

The Annotated C++ Reference Manual
Accelerated C++: Practical
Programming By Example
50 Specific Ways to Improve Your Use
of the Standard Template Library
C++ In

A Fast-Paced Introduction
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

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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

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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

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nature and benefits of modern C++, you can't find a shorter or simpler introduction than this tour provides.

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.

Standard C++ provides a foundation for creating new, improved, and more powerful C++ components. IOStreams and locales are two such major components for text internationalization. As critical as these two APIs are, however, there are few

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resources devoted to explaining them. "Standard C++ IOStreams and Locales" fills this informational gap. It provides a comprehensive description of, and reference to, the `iostreams` and `locales` classes, showing how to put them to use and offering advanced information on customizing and extending their basic operation. Written by two experts involved with the development of the standard, this book reveals the rationale behind the design of the APIs and points out their potential pitfalls. This book serves as both a guide and a reference to C++

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components. Part I explains iostreams, what they are, how they are used, their underlying architectural concepts, and the techniques for extending the iostream framework. Part II introduces internationalization and shows you how to adapt your program to local conventions. Readers seeking an initial overview of the problem domain will find an explanation of what internationalization and localization are, how they are related, and how they differ. With examples, the authors show the differences among cultural conventions, how C++ locales can be used

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to address such differences,
and how locale framework can
be extended to handle
further, nonstandard
cultural conventions.

"Standard C++ IOStreams and
Locales" Explains formatting
and error indication

features of iostreams in
detail Describes underlying
concepts of the iostreams
framework Demonstrates
implementation of i/o
operations for user-defined
types Shows techniques for
implementing extended stream
and stream buffer classes

Introduces

internationalization

Explains how to use standard
features for

internationalization

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Demonstrates techniques for implementation of user-defined internationalization services IOStreams and locales serve as a foundation library that provides a number of ready-to-use interfaces, as well as frameworks that can be customized and extended. The class reference to C++ IOStreams and locales completes this comprehensive resource, which belongs in the libraries of all intermediate and advanced C++ programmers.

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C++ was written to help professional C# developers learn modern C++ programming. The aim of this

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book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams

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throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject .

We hope you find this book useful in shaping your future career & Business.

42 Specific Ways to Improve Your Use of C++11 and C++14 Object Oriented Features
The C Programming Language
C#

A Tour of C++

Get up to date quickly on the new changes coming with C++17 Professional C++ is the advanced manual for C++

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programming. Designed to help experienced developers get more out of the latest release, this book skims over the basics and dives right in to exploiting the full capabilities of C++17. Each feature is explained by example, each including actual code snippets that you can plug into your own applications. Case studies include extensive, working code that has been tested on Windows and Linux, and the author's expert tips, tricks, and workarounds can dramatically enhance your workflow. Even many experienced developers have never fully explored the

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boundaries of the language's capabilities; this book reveals the advanced features you never knew about, and drills down to show you how to turn these features into real-world solutions. The C++17 release includes changes that impact the way you work with C++; this new fourth edition covers them all, including nested namespaces, structured bindings, string_view, template argument deduction for constructors, parallel algorithms, generalized sum algorithms, Boyer-Moore string searching, string conversion primitives, a filesystem API, clamping

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values, optional values, the variant type, the any type, and more. Clear explanations and professional-level depth make this book an invaluable resource for any professional needing to get up to date quickly. Maximize C++ capabilities with effective design solutions Master little-known elements and learn what to avoid Adopt new workarounds and testing/debugging best practices Utilize real-world program segments in your own applications C++ is notoriously complex, and whether you use it for gaming or business, maximizing its

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functionality means keeping up to date with the latest changes. Whether these changes enhance your work or make it harder depends on how well-versed you are in the newest C++ features.

Professional C++ gets you up to date quickly, and provides the answers you need for everyday solutions.

Systems programming provides the foundation for the world's computation. Writing performance-sensitive code requires a programming language that puts programmers in control of how memory, processor time, and other system resources are

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used. The Rust systems programming language combines that control with a modern type system that catches broad classes of common mistakes, from memory management errors to data races between threads. With this practical guide, experienced systems programmers will learn how to successfully bridge the gap between performance and safety using Rust. Jim Blandy, Jason Orendorff, and Leonora Tindall demonstrate how Rust's features put programmers in control over memory consumption and processor use by combining

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*predictable performance with
memory safety and
trustworthy concurrency.*

*You'll learn: Rust's
fundamental data types and
the core concepts of ownership
and borrowing How to write
flexible, efficient code with
traits and generics How to
write fast, multithreaded code
without data races Rust's key
power tools: closures,
iterators, and asynchronous
programming Collections,
strings and text, input and
output, macros, unsafe code,
and foreign function interfaces
This revised, updated edition
covers the Rust 2021 Edition.
This compact book presents a*

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clear and thorough introduction to the object-oriented paradigm using the C++ language. It introduces the readers to various C++ features that support object-oriented programming (OOP) concepts. In an easy-to-comprehend format, the text teaches how to start and compile a C++ program and discusses the use of C++ in OOP. The book covers the full range of object-oriented topics, from the fundamental features through classes, inheritance, polymorphism, template, exception handling and standard template library.

KEY FEATURES • Includes

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several pictorial descriptions of the concepts to facilitate better understanding. • Offers numerous class-tested programs and examples to show the practical application of theory. • Provides a summary at the end of each chapter to help students in revising all key facts. The book is designed for use as a text by undergraduate students of engineering, undergraduate and postgraduate students of computer applications, and postgraduate students of management.

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic

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memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

*Object-Oriented Programming
In Microsoft C + +*

The C++ Standard Library

Data Structures and

Algorithms in C++

Programming in C++

The Power of C++

Develop the software and hardware you never think about. We're talking about the nitty-gritty behind the buttons on your microwave, inside your thermostat, inside the keyboard used to type this description, and even running the monitor on which you are reading it now. Such stuff is termed embedded

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systems, and this book shows how to design and develop embedded systems at a professional level. Because yes, many people quietly make a successful career doing just that. Building embedded systems can be both fun and intimidating. Putting together an embedded system requires skill sets from multiple engineering disciplines, from software and hardware in particular. Building Embedded Systems is a book about helping you do things in the right way from the beginning of your first project: Programmers who know software will learn what they need to know about hardware. Engineers with hardware knowledge likewise will learn about the software side. Whatever your background is, Building Embedded Systems is the perfect book to fill in any

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knowledge gaps and get you started in a career programming for everyday devices. Author Changyi Gu brings more than fifteen years of experience in working his way up the ladder in the field of embedded systems. He brings knowledge of numerous approaches to embedded systems design, including the System on Programmable Chips (SOPC) approach that is currently growing to dominate the field. His knowledge and experience make Building Embedded Systems an excellent book for anyone wanting to enter the field, or even just to do some embedded programming as a side project. What You Will Learn

- Program embedded systems at the hardware level
- Learn current industry practices in firmware development
- Develop practical knowledge of

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embedded hardware options Create tight integration between software and hardware Practice a work flow leading to successful outcomes Build from transistor level to the system level Make sound choices between performance and cost Who This Book Is For Embedded-system engineers and intermediate electronics enthusiasts who are seeking tighter integration between software and hardware. Those who favor the System on a Programmable Chip (SOPC) approach will in particular benefit from this book. Students in both Electrical Engineering and Computer Science can also benefit from this book and the real-life industry practice it provides. If you ' ve thought of programmers as elite intelligentsia whopossess expertise (and perhaps genes) the rest of us will

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never have, think again. C++ For Dummies, 5th Edition, debunks the myths, blasts the barriers, shares the secrets, and gets you started. In fact, by the end of Chapter 1, you'll be able to create a C++ program. OK, it won't be the newest, flashiest video game, but it might be a practical, customized inventory control or record-keeping program. Most people catch on faster when they actually DO something, so C++ For Dummies includes a CD-ROM that gives you all you need to start programming (except the guidance in the book, of course), including: Dev-C, a full-featured, integrated C++ compiler and editor you install to get down to business. The source code for the programs in the book, including code for BUDGET, programs that demonstrate

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principles in the book Documentation
for the Standard Template Library
Online C++ help files Written by
Stephen Randy Davis, author of C++
Weekend CrashCourse, C++ for
Dummies, takes you through the
programmingprocess step-by-step.
You ' ll discover how to: Generate an
executable Create source code,
commenting it as you go and
usingconsistent code indentation and
naming conventions Write declarations
and name variables, and
calculateexpressions Write and use a
function, store sequences in arrays,
anddeclare and use pointer variables
Understand classes and object-oriented
programming Work with constructors
and destructors Use inheritance to
extend classes Use stream I/O Comment

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your code as you go, and use consistent code indentation and naming conventions Automate programming with the Standard Template Library (STL) C++ for Dummies 5th Edition is updated for the newest ANSI standard to make sure you're up to code. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

"This is Effective C++ volume three - it's really that good." - Herb Sutter, independent consultant and secretary of the ISO/ANSI C++ standards

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committee "There are very few books which all C++ programmers must have. Add Effective STL to that list." - Thomas Becker, Senior Software Engineer, Zephyr Associates, Inc., and columnist, C/C++ Users Journal C++'s Standard Template Library is revolutionary, but learning to use it well has always been a challenge. Until now. In this book, best-selling author Scott Meyers (Effective C++ , and 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. Other books describe what's in the STL. Effective STL shows you how to use it. Each of the book's 50 guidelines is backed by Meyers' legendary analysis and incisive examples, so you'll learn not

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only what to do, but also when to do it - and why. Highlights of Effective STL include: Advice on choosing among standard STL containers (like vector and list), nonstandard STL containers (like hash_set and hash_map), and non-STL containers (like bitset). Techniques to maximize the efficiency of the STL and the programs that use it. Insights into the behavior of iterators, function objects, and allocators, including things you should not do. Guidance for the proper use of algorithms and member functions whose names are the same (e.g., find), but whose actions differ in subtle (but important) ways. Discussions of potential portability problems, including straightforward ways to avoid them. Like Meyers' previous books, Effective STL is filled with proven wisdom that comes

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only from experience. Its clear, concise, penetrating style makes it an essential resource for every STL programmer.

A Brain-Friendly Guide

Die C++-Programmiersprache

A Modern Approach

Head First C

C++ Crash Course

Firefox, Chrome, and Internet Explorer are web browsers that are very different from one another, but they have one big similarity: large elements of each were written in C++. This volume introduces readers to important concepts like object-oriented programming while

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elaborating on the fascinating history of C++, providing examples of code, and exploring the relationship between C++, C, and C#.

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,

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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

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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*

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*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.*

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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.

*An Introduction to
Programming by the
Inventor of C++ Preparation*

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for Programming in the Real World The book assumes that you aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. *Focus on Fundamental Concepts and Techniques* The book explains fundamental concepts and techniques in greater depth than traditional introductions. This approach will give you a solid foundation for writing useful, correct, maintainable, and efficient code.

Programming with Today's C++ (C++11 and C++14)

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The 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. The book presents modern C++ programming techniques from the start, introducing the C++ standard library and C++11 and C++14 features to simplify programming tasks. For Beginners--And Anyone Who Wants to Learn Something New

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primarily designed for people who have never programmed before, and it has been tested with many thousands of first-year university students. It has also been extensively used for self-study. Also, practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art. Provides a Broad View The first half of the book covers a wide range of essential concepts, design and programming techniques, language

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features, and libraries. Those will enable you to write programs involving input, output, computation, and simple graphics. The second half explores more specialized topics (such as text processing, testing, and the C programming language) and provides abundant reference material. Source code and support supplements are available from the author's website.

*Effective Modern C++
Programming Rust
New programming languages for novices and experts (fourth edition) b*

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50 Specific Ways to Improve Your Programs and Designs C++ Programming in easy steps, 4th edition

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

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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

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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.

"Provides an in-depth explanation of the C and C++ programming languages

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along with the fundamentals of object oriented programming paradigm"-- 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

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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.

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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

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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

A Tutorial and Reference

Make full use of the standard library components in C++17

The Complete Reference

Computer Programming with C++

Principles and Practice Using C++

Effective C++ has been

updated to reflect the

latest ANSI/ISO

standards. The author, a

recognised authority on

C++, shows readers fifty

ways to improve their

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programs and designs. This book breaks down the C++ STL, teaching you how to extract its gems and apply them to your programming. About This Book Boost your productivity as a C++ developer with the latest features of C++17 Develop high-quality, fast, and portable applications with the varied features of the STL Migrate from older versions (C++11, C++14) to C++17 Who This Book Is For This book is for developers who would

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like to master the C++ STL and make full use of its components. Prior C++ knowledge is assumed. What You Will Learn Make your own iterator types, allocators, and thread pools. Master every standard container and every standard algorithm. Improve your code by replacing new/delete with smart pointers. Understand the difference between monomorphic algorithms, polymorphic algorithms, and generic algorithms.

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Learn the meaning and applications of vocabulary type, product type and sum type. In Detail Modern C++ has come a long way since 2011. The latest update, C++17, has just been ratified and several implementations are on the way. This book is your guide to the C++ standard library, including the very latest C++17 features. The book starts by exploring the C++ Standard Template Library in depth. You

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will learn the key differences between classical polymorphism and generic programming, the foundation of the STL. You will also learn how to use the various algorithms and containers in the STL to suit your programming needs. The next module delves into the tools of modern C++. Here you will learn about algebraic types such as `std::optional`, vocabulary types such as `std::function`, smart pointers, and

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synchronization primitives such as `std::atomic` and `std::mutex`. In the final module, you will learn about C++'s support for regular expressions and file I/O. By the end of the book you will be proficient in using the C++17 standard library to implement real programs, and you'll have gained a solid understanding of the library's own internals.

Style and approach This book takes a concise but comprehensive approach

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to explaining and
applying the C++ STL,
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Fully updated and recast
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C++11 standard, this
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introduction to C++ will
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language fast, and to
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Highlighting today's
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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

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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

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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

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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—noticeable by a small space inside the spine—also increases durability.

C++ Primer Plus, Sixth

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Edition New C++11
Coverage C++ Primer Plus
is a carefully crafted,
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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

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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

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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

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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

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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

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Reviews
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Programming
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