

# Bjarne Stroustrup C 4th Edition

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**C++ In** Bjarne Stroustrup 2001 Bjarne Stroustrup's own C++ In-Depth Series is now available all together in one attractive gift box, at a special reduced price! All books in this series have been hand-picked by Bjarne Stroustrup, the creator of the C++

programming language, as being worthy additions to the C++ literature. They give programmers concise, focused guides to specific topics. The series' practical approach is designed to lift professionals to the next level in their programming skills. They are all written by

acknowledged experts. The books included are: Modern C++ Design, by Andrei Alexandrescu Accelerated C++, by Andrew Koenig and Barbara Moo Essential C++, by Stan Lippman Exceptional C++, by Herb Sutter More Exceptional C++, by Herb Sutter These are five great books of use to all C++ programmers. They are gathered into one handsome and sturdy gift box, and they are specially priced at over \$30 off the cost of buying them individually. The C++ In-Depth Box Set will be a welcome gift for any C++ programmer.

0201775816B12112002

**The Power of C++** Ashley Ehman 2017-12-15

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

**The Annotated C++ Reference Manual** Ellis 2007-02

**Learn C++ Quickly** Code Quickly 2020-07-29

*The C++ Programming Language* Bjarne

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

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

**C++ Crash Course** Josh Lospinoso 2019-09-24 A fast-paced, thorough introduction to modern

C++ written for experienced programmers. After reading C++ Crash Course, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for intermediate to advanced programmers, C++ Crash Course cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2

introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including: Fundamental types, reference types, and user-defined types The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm Compile-time polymorphism with templates and run-time polymorphism with virtual classes Advanced expressions, statements, and functions Smart pointers, data

structures, dates and times, numerics, and probability/statistics facilities Containers, iterators, strings, and algorithms Streams and files, concurrency, networking, and application development With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you build a strong C++ foundation.

### **Programming Abstractions in C++** Eric Roberts

2013-07-28 This text is intended for use in the second programming course Programming is a matter of learning by doing. Eric Roberts' Programming Abstractions in C++ gives students opportunities to practice and learn with engaging graphical assignments. A client-first approach to data structures helps students absorb, and then apply the material. Teaching and Learning

Experience This program presents a better teaching and learning experience--for you and your students. It will help: Improve Student Comprehension with a Client-first Approach to Data Structures: To aid in student understanding, this book presents the full set of collection classes early. Defer the Presentation of C++ Features that Require a Detailed Understanding of the Underlying Machine: Introducing collection classes early enables students to master other equally important topics without having to struggle with low-level details at the same time. Engage Students with Exciting Graphical Assignments: An open-source library supports graphics and interactivity in a simple, pedagogically appropriate way. Support Instructors and

Students: The companion website provides source code, sample run PDFs, answers to review questions, and more.

*The C++ Standard Library*  
Nicolai M. Josuttis  
2012-05-25 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](http://www.cppstdlib.com). C++ Programming in easy steps, 4th edition Mike McGrath 2011-05-24 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++ 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 college, and to those seeking a career in computing who need a fundamental understanding of object oriented programming.

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

**C++ Crash Course** Josh  
Lospinoso 2019-09-24 A  
fast-paced, thorough  
introduction to modern  
C++ written for  
experienced programmers.  
After reading C++ Crash  
Course, you'll be  
proficient in the core  
language concepts, the  
C++ Standard Library,  
and the Boost Libraries.  
C++ is one of the most  
widely used languages  
for real-world software.  
In the hands of a  
knowledgeable  
programmer, C++ can  
produce small,  
efficient, and readable  
code that any programmer  
would be proud of.  
Designed for  
intermediate to advanced  
programmers, C++ Crash  
Course cuts through the  
weeds to get you  
straight to the core of  
C++17, the most modern  
revision of the ISO

standard. Part 1 covers  
the core of the C++  
language, where you'll  
learn about everything  
from types and  
functions, to the object  
life cycle and  
expressions. Part 2  
introduces you to the  
C++ Standard Library and  
Boost Libraries, where  
you'll learn about all  
of the high-quality,  
fully-featured  
facilities available to  
you. You'll cover  
special utility classes,  
data structures, and  
algorithms, and learn  
how to manipulate file  
systems and build high-  
performance programs  
that communicate over  
networks. You'll learn  
all the major features  
of modern C++,  
including: • Fundamental  
types, reference types,  
and user-defined types •  
The object lifecycle  
including storage  
duration, memory  
management, exceptions,  
call stacks, and the

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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.

C++ Primer Plus Stephen Prata 2011-10-18 C++ Primer Plus, Sixth Edition New C++11 Coverage C++ Primer Plus is a carefully crafted, complete tutorial on one of the most significant and widely used programming languages

today. An accessible and easy-to-use self-study guide, this book is appropriate for both serious students of programming as well as developers already proficient in other languages. The sixth edition of C++ Primer Plus has been updated and expanded to cover the latest developments in C++, including a detailed look at the new C++11 standard. Author and educator Stephen Prata has created an introduction to C++ that is instructive, clear, and insightful.

Fundamental programming concepts are explained along with details of the C++ language. Many short, practical examples illustrate just one or two concepts at a time, encouraging readers to master new topics by immediately putting them to use. Review questions and programming exercises at

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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

**The C++ Programming  
Language** Bjarne  
Stroustrup 1991 The  
second edition reflects  
the changes that have  
occurred as the C++  
language has grown and  
developed over the last  
five years. This  
definitive guide,  
written by the designer  
of C++, now provides  
coverage of all of the  
features available in  
the most recent release,  
including multiple  
inheritance, typesafe  
linkage, and abstract  
classes. Includes two

new chapters on how to  
design C++ programs.  
**C++ Primer** Stanley  
Lippman 2012-08-06  
Bestselling Programming  
Tutorial and Reference  
Completely Rewritten for  
the New C++11 Standard  
Fully updated and recast  
for the newly released  
C++11 standard, this  
authoritative and  
comprehensive  
introduction to C++ will  
help you to learn the  
language fast, and to  
use it in modern, highly  
effective ways.  
Highlighting today's  
best practices, the  
authors show how to use  
both the core language  
and its standard library  
to write efficient,  
readable, and powerful  
code. C++ Primer, Fifth  
Edition, introduces the  
C++ standard library  
from the outset, drawing  
on its common functions  
and facilities to help  
you write useful  
programs without first  
having to master every

language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming. Learn through examples that illuminate today's best coding styles and program design techniques. Understand the "rationale behind the rules": why C++11 works as it does. Use the

extensive crossreferences to help you connect related concepts and insights. Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned. Access the source code for the extended examples from [informit.com/title/0321714113](http://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.

Mastering the C++17 STL  
Arthur O'Dwyer  
2017-09-28 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 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. 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 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 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 to explaining and applying the C++ STL, one feature at a time.

**Programming** Bjarne Stroustrup 2014 An introduction to programming by the inventor of C++, Programming prepares students for programming in the real world. This book assumes that they

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

*Data Structures Using*

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Java Langsam 2003-09  
**C#** Herbert Schildt 2002  
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.

*Effective C++* Scott Meyers 1998  
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 programs and designs.

**The C Programming Language** Brian W. Kernighan 1988  
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  
**The Go Programming Language** Alan A. Donovan 2015-11-16  
The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax,

control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this

increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of

well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the `go get` command.

**Thinking in Java** Bruce Eckel 2003 An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

**Head First C** David Griffiths 2012-04-03 Learn key topics such as language basics, pointers and pointer arithmetic, dynamic

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

A Tour of C++ Bjarne Stroustrup 2013-09-16 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.

**OBJECT-ORIENTED  
PROGRAMMING USING C++**  
SATCHIDANANDA DEHURI

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2007-05-08 This compact book presents a 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 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. *Professional C++* Marc Gregoire 2018-03-09 Get up to date quickly on the new changes coming with C++17 *Professional C++* is the advanced manual for C++ 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 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 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 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.

**The C++ Programming Language**

Bjarne Stroustrup 2000

**Data Structures and Algorithms in C++**

Michael T. Goodrich

2011-02-22 An updated, innovative approach to 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 mathematical concepts Building on the success of the first edition, this new version offers you an innovative approach to fundamental data structures and algorithms.

**The C++ Programming Language**

Bjarne Stroustrup 2000 The most widely read and trusted guide to the C++ language, standard

library, and design techniques includes significant new updates and two new appendices on internationalization and Standard Library technicalities. It is the only book with authoritative, accessible coverage of every major element of ISO/ANSI Standard C++.

**Building Embedded Systems** Changyi Gu  
2016-05-26 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 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 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 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.

[C++: The Complete Reference, 4th Edition](#)  
Herbert Schildt  
2002-12-10 Best-selling genius Herb Schildt covers everything from keywords, syntax, and libraries, to advanced features such as overloading, inheritance, virtual

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functions, namespaces, templates, and RTTI—plus, a complete description of the Standard Template Library (STL).

### **Effective Modern C++**

Scott Meyers 2014-11-11

Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect

forwarding, and smart pointer make functions The relationships among `std::move`, `std::forward`, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How `std::atomic` differs from `volatile`, how each should be used, and how they relate to C++'s concurrency API How best practices in "old" C++ programming (i.e., C++98) require revision for software development in modern C++ Effective Modern C++ follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. "After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of Effective C++ books. Effective Modern C++ is the most important how-

to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now". -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

### **Professional C++**

Nicholas A. Solter  
2005-01-07 Geared to experienced C++ developers who may not be familiar with the more advanced features of the language, and therefore are not using it to its full capabilities Teaches programmers how to think in C++-that is, how to design effective solutions that maximize the power of the language The authors drill down into this notoriously complex language, explaining poorly understood elements of the C++ feature set as well as

common pitfalls to avoid Contains several in-depth case studies with working code that's been tested on Windows, Linux, and Solaris platforms

*Computer Programming with C++* Kunal

Pimparkhede 2017-01-26

"Provides an in-depth explanation of the C and C++ programming languages along with the fundamentals of object oriented programming paradigm"--

*A Complete Guide to Programming in C++* Ulla

Kirch-Prinz 2002 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,

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with in depth coverage of all the C++ language elements en route.

### **Programming in C++**

Laxmisha Rai 2019-05-20  
The book presents an up-to-date overview of C++ programming with object-oriented 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.

*New programming languages for novices and experts (fourth edition)* b Davin Pearson  
*Die C++-*

*Programmiersprache*  
Bjarne Stroustrup 2011  
**A Tour of C++** Bjarne Stroustrup 2018-07-20 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.