

KAMEWA ULSTEINTM CPP

PRACTICAL C++ PROGRAMMING THE C++ STANDARD LIBRARY THE C++ STANDARD LIBRARY C++ IN A NUTSHELL C++ IN 24 HOURS, SAMS TEACH YOURSELF C++ GEMS 1000 CPP (C PLUS PLUS/ C++) INTERVIEW QUESTIONS AND ANSWERS EMBRACING MODERN C++ SAFELY SAFE C++ PROFESSIONAL C++ C++ RECIPES THE DESIGN AND EVOLUTION OF C++ C++ GOTCHAS THINKING IN C++ EXCEPTIONAL C++ STANDARD C++ IOSTREAMS AND LOCALES C++ TEMPLATES: THE COMPLETE GUIDE C++ CODING STANDARDS: 101 RULES, GUIDELINES, AND BEST PRACTICES PROFESSIONAL C++ THE C++ WORKSHOP STEVE OUALLINE NICOLAI M. JOSUTTIS NICOLAI M. JOSUTTIS RAY LISCHNER ROGERS CADENHEAD STANLEY B. LIPPMAN VAMSEE PULIGADDA JOHN LAKOS VLADIMIR KUSHNIR NICHOLAS A. SOLTER BRUCE SUTHERLAND BJARNE STROUSTRUP STEPHEN C. DEWHURST BRUCE ECKEL HERB SUTTER ANGELIKA LANGER DAVID. VANDEVOORDE SUTTER MARC GREGOIRE DALE GREEN

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UNLIKE MOST OTHER C BOOKS THIS ONE EMPHASIZES A PRACTICAL REAL WORLD APPROACH INCLUDING HOW TO DEBUG HOW TO MAKE YOUR CODE UNDERSTANDABLE TO OTHERS AND HOW TO UNDERSTAND OTHER PEOPLE'S CODES TOPICS COVERED INCLUDE GOOD PROGRAMMING SYTLE C SYNTAX DEBUGGING AND OPTIMIZATION AND COMMON PROGRAMMING MISTAKES

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 LAMBDA'S RANGE BASED FOR LOOPS MOVE SEMANTICS AND VARIADIC TEMPLATES AN ACCOMPANYING SITE INCLUDING SOURCE CODE CAN BE FOUND AT CPPSTDLIB.COM

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TO THE POINT AUTHORITATIVE NO NONSENSE SOLUTIONS HAVE ALWAYS BEEN A TRADEMARK OF O'REILLY BOOKS THE IN A NUTSHELL BOOKS HAVE EARNED A SOLID REPUTATION IN THE FIELD AS THE WELL THUMBED REFERENCES THAT SIT BESIDE THE KNOWLEDGEABLE DEVELOPER'S KEYBOARD C IN A NUTSHELL LIVES UP TO THE IN A NUTSHELL PROMISE C IN A NUTSHELL IS A LEAN FOCUSED REFERENCE THAT OFFERS PRACTICAL EXAMPLES FOR THE MOST IMPORTANT MOST OFTEN USED ASPECTS OF C C IN A NUTSHELL PACKS AN ENORMOUS AMOUNT OF INFORMATION ON C AND THE MANY LIBRARIES USED WITH IT IN AN INDISPENSABLE QUICK REFERENCE FOR THOSE WHO LIVE IN A DEADLINE DRIVEN WORLD AND NEED THE FACTS BUT NOT THE FRILLS THE BOOK'S LANGUAGE REFERENCE IS ORGANIZED FIRST BY TOPIC FOLLOWED BY AN ALPHABETICAL REFERENCE TO THE LANGUAGE'S KEYWORDS COMPLETE WITH SYNTAX SUMMARIES AND POINTERS TO THE TOPIC REFERENCES THE LIBRARY REFERENCE IS ORGANIZED BY HEADER FILE AND EACH LIBRARY CHAPTER AND CLASS DECLARATION PRESENTS THE CLASSES AND TYPES IN ALPHABETICAL ORDER FOR EASY LOOKUP CROSS REFERENCES LINK RELATED METHODS CLASSES AND OTHER KEY FEATURES THIS IS AN IDEAL RESOURCE FOR STUDENTS AS WELL AS PROFESSIONAL PROGRAMMERS WHEN YOU'RE PROGRAMMING YOU NEED ANSWERS TO QUESTIONS ABOUT LANGUAGE SYNTAX OR PARAMETERS REQUIRED BY LIBRARY ROUTINES QUICKLY WHAT FOR EXAMPLE IS THE C SYNTAX TO DEFINE AN ALIAS FOR A NAMESPACE JUST HOW DO YOU CREATE AND USE AN ITERATOR TO WORK WITH THE CONTENTS OF A STANDARD LIBRARY CONTAINER C IN A NUTSHELL IS A CONCISE DESKTOP REFERENCE THAT ANSWERS THESE QUESTIONS PUTTING THE FULL POWER OF THIS FLEXIBLE ADAPTABLE BUT SOMEWHAT DIFFICULT TO MASTER LANGUAGE AT EVERY C PROGRAMMER'S FINGERTIPS

SAMS TEACH YOURSELF C IN 24 HOURS IS A HANDS ON GUIDE TO THE C PROGRAMMING LANGUAGE READERS ARE PROVIDED WITH SHORT PRACTICAL EXAMPLES THAT ILLUSTRATE KEY CONCEPTS SYNTAX AND TECHNIQUES USING A STRAIGHTFORWARD APPROACH THIS FAST AND FRIENDLY TUTORIAL TEACHES YOU EVERYTHING YOU NEED TO KNOW FROM INSTALLING AND USING A COMPILER TO DEBUGGING THE PROGRAMS YOU'VE CREATED TO WHAT'S NEW IN C 14 STEP BY STEP INSTRUCTIONS CAREFULLY WALK YOU THROUGH THE MOST COMMON C PROGRAMMING TASKS QUIZZES AND EXERCISES AT THE END OF EACH CHAPTER HELP YOU TEST YOURSELF TO MAKE SURE YOU'RE READY TO GO ON LEARN HOW TO INSTALL AND USE A C COMPILER FOR WINDOWS MAC OS X OR LINUX BUILD OBJECT ORIENTED PROGRAMS IN C MASTER CORE C CONCEPTS SUCH AS FUNCTIONS AND CLASSES ADD RICH FUNCTIONALITY WITH TEMPLATES AND LAMBDA EXPRESSIONS DEBUG YOUR PROGRAMS FOR FLAWLESS CODE LEARN EXCEPTION AND ERROR HANDLING TECHNIQUES PUT TO USE THE NEW FEATURES IN C 14 THE LATEST VERSION OF THE LANGUAGE CREATE AND USE TEMPLATES CONTROL PROGRAM FLOW WITH LOOPS STORE INFORMATION IN ARRAYS AND STRINGS DECLARE AND USE POINTERS USE OPERATOR OVERLOADING EXTEND CLASSES WITH INHERITANCE USE POLYMORPHISM AND DERIVED CLASSES EMPLOY OBJECT ORIENTED ANALYSIS AND DESIGN

PRESENTS THE PINNACLE OF WRITING ON C BY RENOWNED EXPERTS IN THE FIELD AND IS A MUST READ FOR TODAY'S C PROGRAMMER

GET THAT JOB YOU ASPIRE FOR WANT TO SWITCH TO THAT HIGH PAYING JOB OR ARE YOU ALREADY BEEN PREPARING HARD TO GIVE INTERVIEW THE NEXT WEEKEND DO YOU KNOW HOW MANY PEOPLE GET REJECTED IN INTERVIEWS BY PREPARING ONLY CONCEPTS BUT NOT FOCUSING ON ACTUALLY WHICH QUESTIONS WILL BE ASKED IN THE INTERVIEW DON'T BE THAT PERSON THIS TIME THIS IS THE MOST COMPREHENSIVE CPP INTERVIEW QUESTIONS BOOK THAT YOU CAN EVER FIND OUT IT CONTAINS 1000 MOST FREQUENTLY ASKED AND IMPORTANT C PLUS PLUS C INTERVIEW QUESTIONS AND ANSWERS WIDE RANGE OF QUESTIONS WHICH COVER NOT ONLY BASICS IN C LANGUAGE BUT ALSO MOST ADVANCED AND COMPLEX QUESTIONS WHICH WILL HELP FRESHERS EXPERIENCED PROFESSIONALS SENIOR DEVELOPERS TESTERS TO CRACK THEIR INTERVIEWS

MAXIMIZE REWARD AND MINIMIZE RISK WITH MODERN C EMBRACING MODERN C SAFELY SHOWS YOU HOW TO MAKE EFFECTIVE USE OF THE NEW AND ENHANCED LANGUAGE FEATURES OF MODERN C WITHOUT FALLING VICTIM TO THEIR POTENTIAL PITFALLS BASED ON THEIR YEARS OF EXPERIENCE WITH LARGE MISSION CRITICAL PROJECTS FOUR LEADING C AUTHORITIES DIVIDE C 11 14 LANGUAGE FEATURES INTO THREE CATEGORIES SAFE CONDITIONALLY SAFE AND UNSAFE SAFE FEATURES OFFER COMPELLING VALUE ARE EASY TO USE PRODUCTIVELY AND ARE RELATIVELY DIFFICULT TO MISUSE CONDITIONALLY SAFE FEATURES OFFER SIGNIFICANT VALUE BUT COME WITH RISKS THAT REQUIRE SIGNIFICANT EXPERTISE AND FAMILIARITY BEFORE USE UNSAFE FEATURES HAVE AN ESPECIALLY POOR RISK REWARD RATIO ARE EASY TO MISUSE AND ARE BENEFICIAL IN ONLY THE MOST SPECIALIZED CIRCUMSTANCES THIS BOOK DISTILLS THE C COMMUNITY'S YEARS OF EXPERIENCE APPLYING C 11 AND C 14 FEATURES AND WILL HELP YOU MAKE EFFECTIVE AND SAFE DESIGN DECISIONS THAT REFLECT REAL WORLD ECONOMIC ENGINEERING TRADEOFFS IN LARGE SCALE DIVERSE SOFTWARE DEVELOPMENT ENVIRONMENTS THE AUTHORS USE EXAMPLES DERIVED FROM REAL CODE BASES TO ILLUSTRATE EVERY FINDING OBJECTIVELY AND TO ILLUMINATE KEY ISSUES EACH FEATURE IDENTIFIES THE SOUND USE CASES HIDDEN PITFALLS AND SHORTCOMINGS OF THAT LANGUAGE FEATURE AFTER READING THIS BOOK YOU WILL UNDERSTAND WHAT EACH C 11 14 FEATURE DOES AND WHERE IT WORKS BEST RECOGNIZE HOW TO WORK AROUND SHOW STOPPING PITFALLS AND ANNOYING CORNER CASES KNOW WHICH FEATURES DEMAND ADDITIONAL TRAINING EXPERIENCE AND PEER REVIEW GAIN INSIGHTS FOR PREPARING CODING STANDARDS AND STYLE GUIDES THAT SUIT YOUR

ORGANIZATION S NEEDS BE EQUIPPED TO INTRODUCE MODERN C INCREMENTALLY AND JUDICIOUSLY INTO ESTABLISHED CODE BASES SEASONED C DEVELOPERS TEAM LEADS AND TECHNICAL MANAGERS WHO WANT TO IMPROVE PRODUCTIVITY CODE QUALITY AND MAINTAINABILITY WILL FIND THE INSIGHTS IN THIS MODULAR METICULOUSLY ORGANIZED REFERENCE INDISPENSABLE REGISTER YOUR BOOK FOR CONVENIENT ACCESS TO DOWNLOADS UPDATES AND OR CORRECTIONS AS THEY BECOME AVAILABLE SEE INSIDE BOOK FOR DETAILS

THIS BOOK CONTAINS DISCUSSION OF SOME OF THE MOST TYPICAL MISTAKES MADE BY PROGRAMMERS IN C AND ALSO SOME RECIPES FOR HOW TO AVOID EACH OF THESE MISTAKES

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

C RECIPES A PROBLEM SOLUTION APPROACH IS A HANDY CODE COOKBOOK REFERENCE GUIDE THAT COVER THE LATEST C 14 AS WELL AS SOME OF THE CODE TEMPLATES AVAILABLE IN THE LATEST STANDARD TEMPLATE LIBRARY STL IN THIS HANDY REFERENCE YOU LL FIND NUMBERS STRINGS DATES TIMES CLASSES EXCEPTIONS STREAMS FLOWS POINTERS AND MORE ALSO YOU LL SEE VARIOUS CODE SAMPLES TEMPLATES FOR C ALGORITHMS PARALLEL PROCESSING MULTITHREADING AND NUMERICAL PROCESSES THESE HAVE MANY APPLICATIONS INCLUDING GAME DEVELOPMENT BIG DATA ANALYTICS FINANCIAL ENGINEERING AND ANALYSIS ENTERPRISE APPLICATIONS AND MORE A WEALTH OF STL TEMPLATES ON FUNCTION OBJECTS ADAPTERS ALLOCATORS AND EXTENSIONS ARE ALSO AVAILABLE THIS IS A MUST HAVE CONTEMPORARY REFERENCE FOR YOUR TECHNICAL LIBRARY

THE INVENTOR OF C PRESENTS THE DEFINITIVE INSIDER S GUIDE TO THE DESIGN AND DEVELOPMENT OF THE C PROGRAMMING LANGUAGE WITHOUT OMMITTING CRITICAL DETAILS OR GETTING BOGGED DOWN IN TECHNICALITIES STROUSTRUP PRESENTS HIS UNIQUE INSIGHTS INTO THE DECISIONS THAT SHAPED C EVERY C PROGRAMMER WILL BENEFIT FROM STROUSTRUP S EXPLANATIONS OF THE WHY S BEHIND C FROM THE EARLIEST FEATURES SUCH AS THE ORIGINAL CLASS CONCEPT TO THE LATEST EXTENSIONS SUCH AS NEW CASTS AND EXPLICIT TEMPLATE INSTANTIATION SOME C DESIGN DECISIONS HAVE BEEN UNIVERSALLY PRAISED WHILE OTHERS REMAIN CONTROVERSIAL AND DEBATED VIGOROUSLY STILL OTHER FEATURES HAVE BEEN REJECTED BASED ON EXPERIMENTATION IN THIS BOOK STROUSTRUP DISSECTS MANY OF THESE DECISIONS TO PRESENT A CASE STUDY IN REAL OBJECT ORIENTED LANGUAGE DEVELOPMENT FOR THE WORKING PROGRAMMER IN DOING SO HE PRESENTS HIS VIEWS ON PROGRAMMING AND DESIGN IN A CONCRETE AND USEFUL WAY THAT MAKES THIS BOOK A MUST BUY FOR EVERY C PROGRAMMER FEATURES WRITTEN BY THE INVENTOR OF C Bjarne Stroustrup Provides Insights Into The Design Decisions Which Shaped C Gives Technical Summaries Of C Presents Stroustrup S Unique Programming And Design Views

C GOTCHAS IS THE PROFESSIONAL PROGRAMMER S GUIDE TO AVOIDING AND CORRECTING NINETY NINE OF THE MOST COMMON DESTRUCTIVE AND INTERESTING C DESIGN AND PROGRAMMING ERRORS IT ALSO SERVES AS AN INSIDE LOOK AT THE MORE SUBTLE C FEATURES AND PROGRAMMING TECHNIQUES THIS BOOK DISCUSSES BASIC ERRORS PRESENT IN ALMOST ALL C CODE AS WELL AS COMPLEX MISTAKES IN SYNTAX PREPROCESSING CONVERSIONS INITIALIZATION MEMORY AND RESOURCE MANAGEMENT POLYMORPHISM CLASS DESIGN AND HIERARCHY DESIGN EACH ERROR AND ITS REPERCUSSIONS ARE EXPLAINED IN CONTEXT AND THE RESOLUTION OF EACH PROBLEM IS DETAILED AND DEMONSTRATED AUTHOR STEPHEN DEWHURST SUPPLIES READERS WITH IDIOMS AND DESIGN PATTERNS THAT CAN BE USED TO GENERATE CUSTOMIZED SOLUTIONS FOR COMMON PROBLEMS READERS WILL ALSO LEARN MORE ABOUT COMMONLY MISUNDERSTOOD FEATURES OF C USED IN ADVANCED PROGRAMMING AND DESIGN A COMPANION SITE LOCATED AT SEMANTICS.ORG INCLUDES DETAILED CODE SAMPLES FROM THE BOOK READERS WILL DISCOVER HOW TO ESCAPE BOTH COMMON AND COMPLEX TRAPS ASSOCIATED WITH C HOW TO PRODUCE MORE REUSABLE MAINTAINABLE CODE ADVANCED C PROGRAMMING TECHNIQUES NUANCES OF THE C LANGUAGE C GOTCHAS SHOWS HOW TO NAVIGATE THROUGH THE GREATEST DANGERS IN C PROGRAMMING AND GIVES PROGRAMMERS THE PRACTICAL KNOW HOW THEY NEED TO GAIN EXPERT STATUS

BUILDING STABLE SYSTEMS EXCEPTION HANDLING DEFENSIVE PROGRAMMING THE STANDARD C LIBRARY STRINGS IN DEPTH IOSTREAMS TEMPLATES IN DEPTH GENERIC ALGORITHMS GENERIC CONTAINERS SPECIAL TOPICS RUNTIME TYPE IDENTIFICATION MULTIPLE INHERITANCE DESIGN PATTERNS CONCURRENCY

THE PUZZLES AND PROBLEMS IN EXCEPTIONAL C NOT ONLY ENTERTAIN THEY WILL HELP YOU HONE YOUR SKILLS TO BECOME THE SHARPEST C PROGRAMMER YOU CAN BE MANY OF THESE PROBLEMS ARE CULLED FROM THE FAMOUS GURU OF THE WEEK FEATURE OF THE INTERNET NEWSGROUP COMP LANG C MODERATED EXPANDED AND UPDATED TO CONFORM TO THE OFFICIAL ISO ANSI C STANDARD BOOK JACKET TRY YOUR SKILLS AGAINST THE C MASTERS AND COME AWAY WITH THE INSIGHT AND EXPERIENCE TO CREATE MORE EFFICIENT EFFECTIVE ROBUST AND PORTABLE C CODE JACKET

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 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 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 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, DEMONSTRATES TECHNIQUES FOR IMPLEMENTATION OF USER-DEFINED INTERNATIONALIZATION SERVICES, 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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ESSENTIAL READING FOR EXPERIENCED DEVELOPERS WHO ARE DETERMINED TO MASTER THE LATEST RELEASE OF C. ALTHOUGH C IS OFTEN THE LANGUAGE OF CHOICE FROM GAME PROGRAMMING TO MAJOR COMMERCIAL SOFTWARE APPLICATIONS, IT IS ALSO ONE OF THE MOST DIFFICULT TO MASTER. WITH THIS NO Nonsense BOOK, YOU WILL LEARN TO CONQUER THE LATEST RELEASE OF C. THE AUTHOR DECIPHERS LITTLE KNOWN FEATURES OF C, SHARES DETAILED CODE EXAMPLES THAT YOU CAN THEN PLUG INTO YOUR OWN CODE, AND REVEALS THE SIGNIFICANT CHANGES TO C THAT ACCOMPANY THE LATEST RELEASE. YOU'LL DISCOVER HOW TO DESIGN AND BUILD APPLICATIONS THAT SOLVE REAL WORLD PROBLEMS AND THEN IMPLEMENT THE SOLUTION USING THE FULL CAPABILITIES OF THE LANGUAGE. APPEALS TO EXPERIENCED DEVELOPERS WHO ARE LOOKING FOR A HIGHER LEVEL OF LEARNING DRILLS DOWN THE EXTENSIVE CHANGES TO THE LATEST C STANDARD C 11, INCLUDING ENHANCEMENTS MADE TO RUN TIME PERFORMANCE, STANDARD LIBRARY LANGUAGE USABILITY, AND CORE LANGUAGE. ZEROES IN ON EXPLAINING THE MORE POORLY UNDERSTOOD ELEMENTS OF THE C FEATURE SET AND ADDRESSES COMMON PITFALLS TO AVOID. INCLUDES CASE STUDIES THAT FEATURE EXTENSIVE WORKING CODE THAT HAS BEEN TESTED ON WINDOWS AND LINUX PLATFORMS. INTERTWINES TEXT WITH USEFUL TIPS, TRICKS, AND WORKAROUNDS PACKED WITH BEST PRACTICES FOR PROGRAMMING, TESTING, AND DEBUGGING APPLICATIONS. THIS BOOK IS VITAL FOR TAKING YOUR C SKILLS TO THE NEXT LEVEL.

LEARN TO CREATE HIGH PERFORMANCE, ERROR-FREE PROGRAMS BY UNDERSTANDING THE CORE PRINCIPLES AND TECHNIQUES BEHIND PROGRAMMING IN C. KEY FEATURES: GAIN A SOLID UNDERSTANDING OF THE SYNTAX AND ANATOMY OF C; IMPLEMENT BEST PRACTICES WHEN BUILDING HIGH PERFORMANCE C PROGRAMS; PREPARE FOR REAL WORLD DEVELOPMENT TASKS BY TACKLING ENGAGING ACTIVITIES. **BOOK DESCRIPTION:** C IS THE BACKBONE OF MANY GAMES, GUI-BASED APPLICATIONS, AND OPERATING SYSTEMS. LEARNING C EFFECTIVELY IS MORE THAN A MATTER OF SIMPLY READING THROUGH THEORY; AS THE REAL CHALLENGE IS UNDERSTANDING THE FUNDAMENTALS IN DEPTH AND BEING ABLE TO USE THEM IN THE REAL WORLD. IF YOU'RE LOOKING TO LEARN C PROGRAMMING EFFICIENTLY, THIS WORKSHOP IS A COMPREHENSIVE GUIDE THAT COVERS ALL THE CORE FEATURES OF C AND HOW TO APPLY THEM. IT WILL HELP YOU TAKE THE NEXT BIG STEP TOWARD WRITING EFFICIENT, RELIABLE C PROGRAMS. THE C WORKSHOP BEGINS BY EXPLAINING THE BASIC STRUCTURE OF A C APPLICATION, SHOWING YOU HOW TO WRITE AND RUN YOUR FIRST PROGRAM TO UNDERSTAND DATA TYPES, OPERATORS, VARIABLES, AND THE FLOW OF CONTROL STRUCTURES. YOU'LL ALSO SEE HOW TO MAKE SMARTER DECISIONS WHEN IT COMES TO USING STORAGE SPACE BY DECLARING DYNAMIC VARIABLES DURING PROGRAM RUNTIME. MOVING AHEAD, YOU'LL USE OBJECT-ORIENTED PROGRAMMING (OOP) TECHNIQUES SUCH AS INHERITANCE, POLYMORPHISM, AND CLASS HIERARCHIES TO MAKE YOUR CODE STRUCTURE ORGANIZED AND EFFICIENT. FINALLY, YOU'LL USE THE C STANDARD LIBRARY'S BUILT-IN FUNCTIONS AND TEMPLATES TO SPEED UP DIFFERENT PROGRAMMING TASKS. BY THE END OF THIS C BOOK, YOU WILL HAVE THE KNOWLEDGE AND SKILLS TO CONFIDENTLY TACKLE YOUR OWN AMBITIOUS PROJECTS AND ADVANCE YOUR CAREER AS A C DEVELOPER. WHAT YOU WILL LEARN: UNDERSTAND HOW A C PROGRAM IS WRITTEN, EXECUTED, AND COMPILED; EFFICIENTLY WORK WITH THE ESSENTIAL C DATA TYPES AND VARIABLES; BUILD YOUR OWN C APPLICATIONS BY WRITING CLEAR AND ERROR-FREE CODE; GRASP THE CORE PRINCIPLES BEHIND OBJECT-ORIENTED PROGRAMMING; SIMPLIFY YOUR CODE BY USING TEMPLATES AND THE STANDARD LIBRARY; DEBUG LOGICAL ERRORS AND HANDLE EXCEPTIONS IN YOUR PROGRAM. **WHO THIS BOOK IS FOR:** THIS WORKSHOP IS FOR ANYONE WHO IS NEW TO C, WHO WANTS TO BUILD A STRONG FOUNDATION FOR C GAME

PROGRAMMING OR APPLICATION DEVELOPMENT BASIC PRIOR KNOWLEDGE OF DATA STRUCTURES AND OOP CONCEPTS AS WELL AS EXPERIENCE IN ANY OTHER PROGRAMMING LANGUAGE WILL HELP YOU GRASP THE CONCEPTS COVERED IN THIS BOOK MORE EASILY

AS RECOGNIZED, ADVENTURE AS WITHOUT DIFFICULTY AS EXPERIENCE APPROXIMATELY LESSON, AMUSEMENT, AS CAPABLY AS UNDERSTANDING CAN BE GOTTEN BY JUST CHECKING OUT A BOOK **KAMEWA ULSTEINTM CPP** AS WELL AS IT IS NOT DIRECTLY DONE, YOU COULD UNDERTAKE EVEN MORE NOT FAR OFF FROM THIS LIFE, ALL BUT THE WORLD. WE PROVIDE YOU THIS PROPER AS COMPETENTLY AS EASY WAY TO GET THOSE ALL. WE OFFER KAMEWA ULSTEINTM CPP AND NUMEROUS BOOKS COLLECTIONS FROM FICTIONS TO SCIENTIFIC RESEARCH IN ANY WAY. AMONG THEM IS THIS KAMEWA ULSTEINTM CPP THAT CAN BE YOUR PARTNER.

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