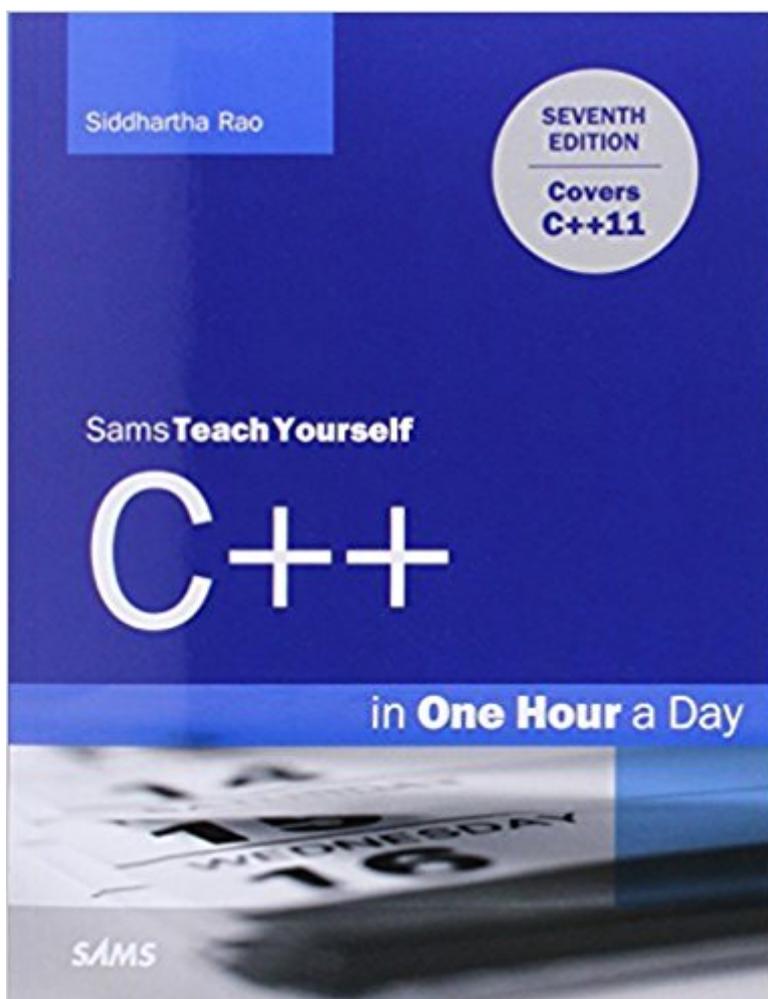The book was found

Sams Teach Yourself C++ In One Hour A Day (7th Edition)

Synopsis

Learn C++ in Just One Hour a Day Completely updated for the C++11 standard, Sams Teach Yourself C++ in One Hour a Day presents the language from a practical point of view, helping you learn how to use C++11 to create faster, simpler, and more efficient C++ applications.   Master the fundamentals of C++ and object-oriented programming Understand how C++11 features help you write compact and efficient code using concepts such as lambda expressions, move constructors, and assignment operators Learn the Standard Template Library, including containers and algorithms used in most real-world C++ applications Test your knowledge and expertise using exercises at the end of every lesson   Learn on your own time, at your own pace: No previous programming experience required Learn C++11, object-oriented programming, and analysis Write fast and powerful C++ programs, compile the source code with a gcc compiler, and create executable files Use the Standard Template Libraryâ ™s (STL) algorithms and containers to write feature-rich yet stable C++ applications Develop sophisticated programming techniques using lambda expressions, smart pointers, and move constructors Learn to expand your programâ ™s power with inheritance and polymorphism Master the features of C++ by learning from programming experts Learn C++11 features that allow you to program compact and high-performance C++ applications TABLE OF CONTENTS   PART I: THE BASICS LESSON 1: Getting Started with C++11 LESSON 2: The Anatomy of a C++ Program LESSON 3: Using Variables, Declaring Constants LESSON 4: Managing Arrays and Strings LESSON 5: Working with Expressions, Statements, and Operators LESSON 6: Controlling Program Flow LESSON 7: Organizing Code with Functions LESSON 8: Pointers and References Explained   PART II: FUNDAMENTALS OF OBJECT-ORIENTED C++ PROGRAMMING LESSON 9: Classes and Objects LESSON 10: Implementing Inheritance LESSON 11: Polymorphism LESSON 12: Operator Types and Operator Overloading LESSON 13: Casting Operators LESSON 14: An Introduction to Macros and Templates   PART III: LEARNING THE STANDARD TEMPLATE LIBRARY (STL) LESSON 15: An Introduction to the Standard Template LibraryLESSON 16: The STL String ClassLESSON 17: STL Dynamic Array ClassesLESSON 18: STL list and forward_listLESSON 19: STL Set ClassesLESSON 20: STL Map Classes   PART IV: MORE STL LESSON 21: Understanding Function ObjectsLESSON 22: C++11 Lambda ExpressionsLESSON 23: STL AlgorithmsLESSON 24: Adaptive Containers: Stack and QueueLESSON 25: Working with Bit Flags Using STL   PART V: ADVANCED C++ CONCEPTS LESSON 26: Understanding Smart PointersLESSON 27: Using Streams for Input and OutputLESSON 28: Exception HandlingLESSON 29: Going Forward   APPENDIXES A: Working with Numbers: Binary and Hexadecimal B: C++

Keywords C: Operator Precedence D: Answers E: ASCII Codes

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Customer Reviews

/********** Conclusion **********/Due to the two major cons below, I will not recommend this book, but instead recommend two others:1) SAMS Teach Yourself C++ in 21 Days (5th Edition). If you want to learn C++ from scratch and have any trouble at all following other books, that book will be a godsend for you.2) Once you finish that book, pick up The C++ Standard Library to learn about the STL and newer C++11 features in greater depth./********** PROS **********/1) The same wonderful layout that SAMS books are known for. It makes quick referencing and look-up of key points easy.2) Covers more of the STL than older editions./********** CONS **********/1). The author in this book is not nearly as user-friendly in their explanations as authors of the 5th edition. While writing a tutorial on functions for my students, I looked to this book as a reference. The very first sentence on functions in this book is the following:"Functions in C++ are the same as functions in C. Functions are artifacts that enable you to divide the content of your application into functional units that can be invoked in a sequence of your choosing."The first problem with this introduction line is that this book is for beginners who probably don't know C, so that's a dumb assumption to make. The second problem with it is that telling a beginner that functions are artifacts does nothing to enhance their understanding of them - it is a waste of text that bogs down the reader's brain with unnecessary blather. Both of these points are part of the main problem which is that this is an absolutely

HORRIBLE explanation in general for the novice this book is targeted at. No student of mine will learn from language like this.

Very good implementation of the "an Hour a Day" conceptThe structure of the book is very good to work in small units - exactly as promised by the title. I handed the book to my son, who is interested in C++ programming. He had some experience programming with friends, but it was not very well structured.We used the one hour lectures to update specific topics, where he felt gaps in his knowledge without reading the complete book. So what comes in very comfortable for this kind of use is:- the explanations are very good, clear, easy to understand- the book is an easy read, because it works very well with different type styles for text, source code etc., with diagrams and text boxes for important stuff like notes and warnings. And it does so, without destructing from the content.- the examples are very short - but to the point. That is important, so that the learning person does not get destructed by too many details. An additional goody: after each example there is "analysis" section, that explains what should be learned from the sample.- on the other hand - some details did really surprise me positively, like the description of array initialisation - which is often omitted in beginners booksFor readers, who start at the beginning and work himself/herself through the book, I like to mention, that the book only uses pipe input/output (cin, cout) and introduces strings and other std library classes very early. I think it is important, that modern books do not try to first teach C and then expand to C++ concepts.The content is very satisfying: from basics, pointers, classes, inheritance and polymorphism it reaches to templates, a very good STL overview to smart pointers, exception Handling and - C++11 standard - Lambda expressions.

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