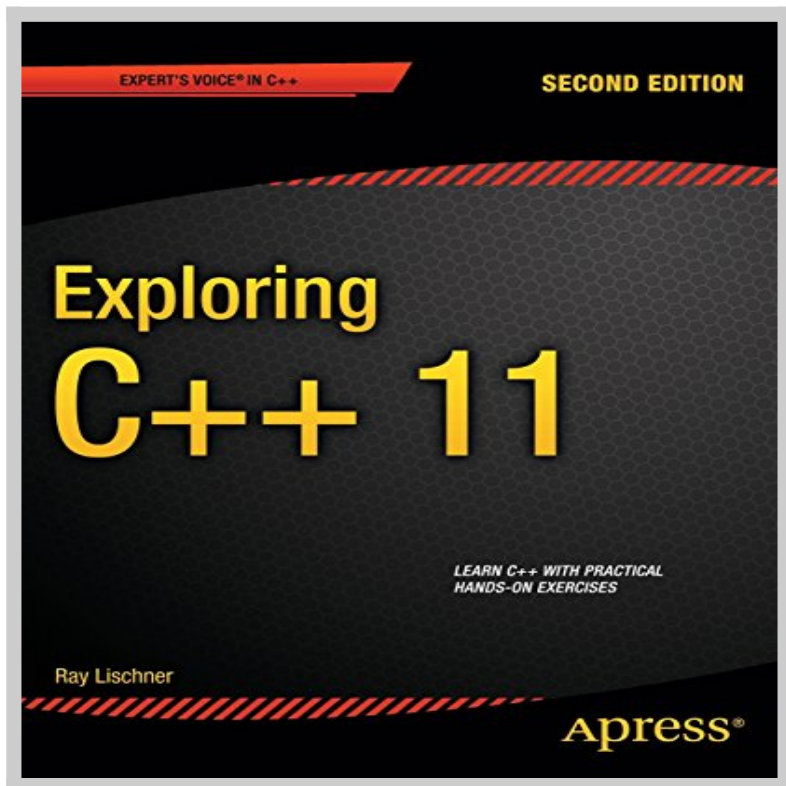


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Exploring Experts Voice Ray Lischner Book Preview

Exploring C++ divides C++ up into bite-sized chunks that will help you learn the language one step at a time. Assuming no familiarity with C++, or any other C-based language, youâ€™ll be taught everything you need to know in a logical progression of small lessons that you can work through as quickly or as slowly as you need.

C++ can be a complicated language. Writing even the most straightforward of programs requires you to understand many disparate aspects of the language and how they interact with one another. C++ doesn't lend itself to neat compartmentalization the way other languages do. Rather than

baffle you with complex chapters explaining functions, classes and statements in isolation weâ€™ focus on teaching you how to achieve results. By learning a little bit of this and a little of that youâ€™ soon have amassed enough knowledge to be writing non-trivial programs and will have built a solid foundation of experience that puts those previously baffling concepts into context.

In this fully-revised second edition of *Exploring C++*, youâ€™ learn how to use the standard library early in the book. Next, youâ€™ learn to work with operators, objects and data-sources in increasingly realistic situations. Finally, youâ€™ start putting the pieces together to create sophisticated programs of your own design confident that youâ€™ve built a firm base of experience from which to grow.

What youâ€™ll learn

- Learn how to use C++ from first principles in a practical hands-on way.
- Understand how to use Custom types, virtual functions and objects to structure your code
- Build your own function templates, namespaces and containers from the ground up.
- Put everything together to create sophisticated programs that work with pointers, dynamic memory and overloaded functions to achieve the results you want.

Who this book is for

Read this book if you want to learn C++ and have a basic understanding of how computer programs work. You don't need to know a C-based language before you start, but a basic understanding of how programs are structured is helpful.

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