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That's the approach that's offered by Accelerated C++, a text that delves into more advanced C++ features like templates and Standard Template Library (STL) collection classes early on. This book arguably can get a motivated beginning programmer into C++ more quickly than other available tutorials.

Amazon.com: Accelerated C++:  
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Programming by Example. Andrew  
Koenig, Barbara E. Moo. The authors

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Example are widely considered to be among the world's foremost authorities on C++. What is perhaps even more important for the purposes of this review is that the authors are not only knowledgeable, but are also great teachers: they have used the material in this book for their professional-education course at Stanford University, and their pedagogic skills show on every page.

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[PDF] Accelerated C++ Practical Programming by Example 1st ... Accelerated C++: Practical Programming by Example By Andrew Koenig, Barbara E. Moo Published Aug 14, 2000 by Addison-Wesley Professional. Part of the C++ In-Depth Series series.

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Accelerated C++ ( )  
Accelerated C++, published in 2000 by Addison-Wesley. Accelerated C++, part of Bjarne Stroustrup's C++ In-

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Example Series, takes a practical approach to teaching C++ by solving problems from the get go. It's a compact book with a steep learning curve, it covers the same ground as similar books that are four times its size, which makes it a perfect book for people who've already been programming in other languages, such as myself.

Accelerated C++ exercises | Geert Arien

Accelerated C++: Practical Programming by Example: Mike Hendrickson, Koenig, Andrew, Moo, Barbara: 0785342703535: Books - Amazon.ca

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**Example** new approach to teaching C++. It starts with the most useful concepts rather than the most primitive ones, so the student can begin writing programs immediately. It describes real problems and solutions, not just language features. And it includes the standard library from the start.

Koenig & Moo, Accelerated C++:  
Practical Programming by ...  
Introduction As a C++ learner myself I have stumbled across this very compacted (yet effective) self-study book Accelerated C++: Practical Programming by Example (C++ in Depth Series) written by Andrew Koenig. For learning sake I've decided to have a go at the end-of-chapter exercises and summarise my own solutions in this page.

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Takes a practical approach to solving problems using C++. This book describes real problems and solutions, not just language features. It covers the language and standard library together.

C++ (pronounced cee plus plus) is a general purpose programming language. It has imperative, object-oriented and generic programming features, while also providing the facilities for low level memory manipulation. It is designed with a bias

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for systems programming (e.g. embedded systems, operating system kernels), with performance, efficiency and flexibility of use as its design requirements. C++ has also been found useful in many other contexts, including desktop applications, servers (e.g. e-commerce, web search, SQL), performance critical applications (e.g. telephone switches, space probes) and entertainment software, such as video games. It is a compiled language, with implementations of it available on many platforms. Various organizations provide them, including the FSF, LLVM, Microsoft and Intel. C++ is standardised by the International Organization for Standardization (ISO), which the latest (and current) having being ratified and published by ISO in September 2011 as ISO/IEC 14882:2011 (informally



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known as C++11). The C++ programming language was initially standardised in 1998 as ISO/IEC 14882:1998, which was then amended by the C++03, ISO/IEC 14882:2003, standard. The current standard (C++11) supersedes these, with new features and an enlarged standard library. Before standardization (1989 onwards), C++ was developed by Bjarne Stroustrup at Bell Labs, starting in 1979, who wanted an efficient flexible language (like C) that also provided high level features for program organization. Many other programming languages have been influenced by C++, including C#, Java, and newer versions of C (after 1998).

This C++ Programming book gives a good start and complete introduction for C++ Programming for Beginner's.

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Example It has been comprehensively updated for the long-awaited C++Beginner's from the Best selling Programming Author Harry H Chaudhary. The primary aim of this book is to help the reader understand how the facilities offered by C++ support key programming techniques. The aim is to take the reader far beyond the point where he or she gets code running primarily by copying examples and emulating programming styles from other languages. Anyone can learn C++ Programming through This Book I promise. Most Imp. Feature of this book is-- 1) Learn C++ without fear, 2) This book is for everyone, 3) 160 End of book examples, 4) 200 Practical Codes, 5) At last it goes to Expert level topics such as: \*Software Design & Development Using C++\*, 6) 101 Rules, for Software Design &

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Development using C++ @ the end of this book. 7) Very Easy Definitions for each topic with code examples and output. While reading this book it is fun and easy to read it. This book is best suitable for first time C++ readers, Covers all fast track topics of C++ for all Computer Science students and Professionals. This book introduces standard C++ and the key programming and design techniques supported by C++. Standard C++ is a far more powerful and polished language than the version of C++ introduced by the first edition of this book. This book presents every major C++ language feature and the standard library. It is organized around language and library facilities. However, features are presented in the context of their use. That is, the focus is on the language as the tool for

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design and programming rather than on the language in itself. This book demonstrates key techniques that make C++ effective and teaches the fundamental concepts necessary for mastery. As everyone knows that Author Harry is basically known for his Easy way- Programming without fear technique. His book presents world's easiest definitions and codes for beginners. || Inside Chapters. || 1 (Introduction To C++ Programming) 2 (Inside The C++ Language) 3 (Pointers & References) 4 (Understanding Functions) 5 (Structure-Unions-Enumerated Data Types) 6 (Object Oriented Programming Concept) 7 (C++ Classes and Objects) 8 (Constructors and Destructors) 9 (Operator Overloading) 10 (Console Input / Output Streams) 11 (Inheritance

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Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++



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preprocessor · File input/output.

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

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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

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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.

Essential C Programming Language Skills - Made Easy- C Programming Absolute Beginner's Guide! This C Programming book gives a good start and complete introduction for C Programming for Beginner's. Learn the all basics and advanced features of C programming in no time from

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Beginner's guide to writing C programs- and to learning skills you can use with practically any language. Its simple, practical instructions will help you start creating useful, reliable C code. This book covers common core syllabus for All students & Professionals & Hackers. This Book is very serious C Programming stuff: A complete introduction to C Language. You'll learn everything from the fundamentals to advanced topics. If you've read this book, you know what to expect a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other C book you've ever read. Learning a new language is no easy. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want

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to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? (A) 1000+ Live C Program's code examples, (B) 500+ Lab Exercises, (C) 200+ Brain Wash Topic-wise Code (D) 20+ Live software Development Project's. (E) Learn Complete C- without fear, . Inside Chapters. 1. Preface - Page-6, Introduction to C. 2. Elements of C Programming Language. 3. Control statements (conditions). 4. Control statements (Looping). 5. One

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