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C++ Programming

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C++ Programming (Wikibooks)

This book covers the C++ programming language, its interactions with software design and real life use of the language. It is presented in a series of chapters as an introductory prior to advance courses but can also be used as a reference book.

Modern C++ Tutorial: C++11/14/17/20 On the Fly (Changkun Ou)

The book is intent to provide a comprehensive introduction to the relevant features regarding modern C++ (before 2020s). You should be aware that not all of these features are required. Instead, it should be learned when you really need it.

Data Parallel C++, 2nd Edition: Programming C++ and SYCL

Learn how to accelerate C++ programs using Data Parallelism and SYCL. Enables C++ programmers to be at the forefront of this exciting and important development that is helping to push computing to new levels.

Practical Guide to Bare Metal C++ (Alex Robenko)

This book delivers a highly practical guide to programming real-time embedded microcontroller systems in C++. It describes where bare-metal systems are used. It will help someone to get started with using C++ in embedded bare metal development.

Programming Embedded Systems in C and C++ (Michael Barr)

The techniques and code examples presented here are directly applicable to real-world embedded software projects of all sorts. Even if you've done some embedded programming before, you'll still benefit from this book.

C++ For Embedded Systems (Arkady Miasnikov)

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This book is intended for firmware developers who mainly use the C language. It assumes that the reader is comfortable with ARM or Intel assembly language and has working knowledge of the C++ syntax.

Pro TBB: C++ Parallel Programming with Threading Building Blocks

This book is a modern guide for all C++ programmers to learn Threading Building Blocks (TBB). It presents numerous examples and best practices to help you become an effective TBB programmer and leverage the power of parallel systems.

Effective Modern C++: Improve Your Use of C++11 and C++14

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).

Scientific Programming in C++17 and Fortran 2008 (V. Eijkhout)

This book covers the two major high performance languages: C++17 and Fortran 2008. Both are covered from the ground up, rather than encyclopedically, with plenty of programming examples, taken from computational science.

The Little Book of Semaphores: Concurrency Control

This book introduces the principles of synchronization for concurrent programming. The approach of this book is to identify patterns that are useful for a variety of synchronization problems and then show how they can be assembled into solutions.

Modern C++ Programming Techniques for Scientific Computing

This easy-to-read textbook/reference presents a comprehensive introduction to scientific programming techniques in C++. With a practical focus on learning by example, the theory is supported by numerous exercises.

O'Reilly® C++ Today: The Beast is Back (Jon Kalb, et al)

Authors demonstrate how modern C++ provides the power, performance, libraries, and tools necessary for massive server farms as well as low-footprint mobile apps. you'll learn why C++ is once again the preferred choice across several diverse industries.

Fundamentals of Programming C++ (Richard L. Halterman)

This book teaches the basics of C++ programming in an easy-to-follow style, without assuming previous experience in any other language. It explains fundamental concepts and techniques in greater depth than traditional introductions.

Thinking in C++, Vol 1: Introduction to Standard C++ (2nd Edition)

Thinking in C++ by Bruce Eckel is the one C++ book you must have if you're doing serious development with C++. The book filled with expert advice and written in a patient, knowledgeable style.

Thinking in C++, Vol 2: Practical Programming (Bruce Eckel)

Thinking in C++, Volume 2 covers of advanced topics all professional C++ developers must master - way beyond the introductory level. No other text covers the topics needed to prepare you for production C++ programming.

The C++ Workshop (Dale Green, et al.)

Learn to create high-performance, error-free programs by understanding the core principles and techniques behind programming in C++. Learn to write clean, maintainable code in C++ and advance your career in software engineering.

Build Your Own Redis with C/C++ (James Smith)

Learn network programming and data structures by building a Redis-like server from scratch with C/C++. The knowledge required is broader and deeper than usual application-level development.

Elements of Programming (Alexander Stepanov, et al)

The book shows that algorithms implemented in a real programming language, such as C++, can operate in the most general mathematical setting. For example, the fast exponentiation algorithm is defined to work with any associative operation.

Data Structures and Algorithm Analysis in C++, 3rd Edition

A comprehensive treatment focusing on the creation of efficient data structures and algorithms, using C++, this text explains how to select or design the data structure best suited to specific problems.

Data Structures and Problem Solving Using C++ (Mark Weiss)

This book provides a practical introduction to data structures and algorithms from the viewpoint of abstract thinking and problem solving, as well as the use of C++. clear separation of the interface and implementation.

Programming Persistent Memory: A Comprehensive Guide

The book explains fundamental concepts, provides an introduction to Persistent Memory programming APIs for C, C++, JavaScript, and other languages, discusses RMDA with persistent memory; reviews security features; and presents many examples.

Principles of Algorithmic Problem Solving using C++

The algorithmic approach to solving problems in computer technology is an essential tool. This book presents a readable, entertaining, and energetic book that will motivate and challenge students to open their minds to the algorithmic nature of problem solving.

C++ Programming Problems: Advanced Algorithms (Bradley Green)

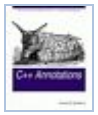
Self contained with problems completely worked out in clear, readable C++11, covers a wide swatch of advanced programming techniques, range from specialized procedures for bit manipulation, numerical analysis, subsequence problems, and random algorithms.

Scientific Programming and Computer Architecture

The book digs into linkers, compilers, operating systems, and computer architecture to understand how the different parts of the computer interact with programs. It begins with a review of C/C++ and explanations of how libraries, linkers, and Makefiles work.

The Rook's Guide to C++ (Jeremy A. Hansen)

This textbook written by Norwich University students and faculty aims to provide an introduction to the C++ programming language. This step-by-step book is ideal for first-time programmers or those new to C++.



C++ Annotations: An Extensive Tutorial (Frank B. Brokken)

This book covers C++11 and is intended for knowledgeable users of C (or any other language using a C-like grammar, like Perl or Java) who would like to know more about, or make the transition to, C++.

A Complete Guide to Programming in C++ (Ulla Kirch-Prinz, et al.)

This book was written for both students interested in learning the C++ programming language from scratch, and for advanced C++ programmers wishing to enhance their knowledge of C++.

C++ Essentials (Sharam Hekmat)

This book introduces C++ as an object-oriented programming language. It presents the basics of C++ in the context of procedural, generic, object-based, and object-oriented. No previous knowledge of C or any other programming language is assumed.

Object-Oriented Programming in C++, 4th Edition (Robert Lafore)

This book begins with the basic principles of the C++ programming language and systematically introduces increasingly advanced topics while illustrating the OOP methodology. It reflects the latest ANSI C++ standard and current practices.

The Boost C++ Libraries (Boris Schaling)

This book is an introduction to the Boost C++ Libraries. The Boost C++ Libraries complement the C++ standard and add many practical tools that can be of use to any C++ developer and in any C++ project.

Mastering OpenCV 4: A Comprehensive Guide with C++

This book targets computer vision engineers taking their first steps toward mastering OpenCV. Keeping the mathematical formulations to a solid but bare minimum, it delivers complete projects from ideation to running code, targeting current hot topics, etc.

C++ Core Guidelines (Bjarne Stroustrup, et al)

The aim of the guidelines is to help people to use modern C++ effectively, focuses on relatively higher-level issues, such as interfaces, resource management, memory management, and concurrency. Such rules affect app architecture and library design.

Practical C++ Metaprogramming (Edouard Alligand, et al)

With this example-driven ebook, you'll learn how improved metaprogramming techniques in C++11 and C++14 can help you avoid a lot of mistakes and tedious work by making the compiler work for you.

More C++ Idioms (Wikibooks)

The objective of this open content book is to present modern C++ idioms to programmers who have moderate level of familiarity with C++, and help elevate their knowledge so that C++ feels much friendlier to them.

Tips and Tricks of the C++ Professionals

This unique book features advanced programming tips available nowhere else! Experienced programmers will appreciate the coding workarounds, patch fixes, and inside secrets from a variety of sources, all intended to increase C++ productivity.

Data Parallel C++: Mastering DPC++ Programming

Learn how to accelerate C++ programs using Data Parallelism. This book enables C++ programmers to be at the forefront of this exciting and important new development that is helping to push computing to new levels.

C++ Notes for Professionals

Organized around concepts and use cases, this book contains fantastic and direct tips (with examples) to drastically improve your programming ability and the overall health of your C++ code. It will to take your C++ programming skill to the next level.

Optimizing Software in C++ (Agner Fog)

This book is for advanced programmers and software developers who want to make their software faster. It is assumed that the reader has a good knowledge of the C++ and a basic understanding of how compilers work.

Essential C++ (Krzysztof Kowalczyk)

This book provides clear and concise explanation of topics for programmers both starting to learn the C++ programming language as well as those diving in more complex topics. Examples are linked to online playground that allows you to play with them.

The C++ Hackers Guide (Steve Oualline)

This book collects more than 120 of the best C++ veteran secrets and puts them in one accessible place. The techniques presented have all been used in actual programs, and more importantly, have made actual programs better.

Programming Fundamentals: A Structured Approach Using C++

This book is an introduction to computer programming using C++ as the language for writing programmes, and to solid, fundamental programming principles - including writing structured programmes, looping, data structures and iteration.

C++ For C Programmers (JT Kalnay)

A textbook of C++ examples intended for C programmers. This book is not a starting point for new C++ programmers who do not know C. It is a transition tool for C programmers.

Programming Abstractions in C++ (Eric S. Roberts)

This book 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.

Open Data Structures: An Introduction using C++ (Pat Morin)

This book is an introduction to the field of data structures and algorithms, it covers the implementation and analysis of data structures for sequences (lists), queues, priority queues, unordered dictionaries, ordered dictionaries, and graphs.

Structured Programming with C++ (Kjell Backman)

The purpose of the book is primarily to teach how to "think programming" and secondarily to teach C++ code. Therefore, I will emphasize how to focus on the problem solution and prepare the coding

An Introduction to the Imperative Part of C++

This book is designed for an introductory course on programming, using the imperative core of C++, very little previous programming experience is assumed.

An Introduction to GCC: for the GNU Compilers GCC and G++

This book provides a complete tutorial introduction to the GNU C/C++ compilers, gcc and g++. GCC is the defacto compiler collection for hundreds of thousands of open source and commercial projects worldwide, and is the standard compiler for academic programs.

Using GCC: The GNU Compiler Collection Reference Manual

The GNU Compiler Collection is a full-featured ANSI C compiler with support for C, C++, Objective C, Java and Fortran as well as libraries for all these languages, such as libstdc++ and libgcj.

GCC: The Complete Reference (Arthur Griffith)

This is the definitive reference to the GCC open-source compiler. Get up-to-date information on the latest features--including compiling Java code, building applications using multiple languages, using the debugger, linking, libraries, and much more.

Learning Computing with Robots in C++ (Deepak Kumar)

This book will introduce you to the world of computers, robots, and computing. You will learn that computing is no more about computers than astronomy is about telescopes. Robots have been in existence much longer than computers.

Reverse Engineering for Beginners (Dennis Yurichev)

This book teaches you how to decipher assembly language for those beginners who would like to learn to understand x86 (which accounts for almost all executable software in the world) and ARM code created by C/C++ compilers.

Learning Computing with Robots in C++ (Deepak Kumar)

This book provides a structured and in-depth exploration of robotic programming concepts using the C++ language, introduce you to the world of computers, robots, and computing. Robots have been in existence much longer than computers.

C++ Fundamentals for Robotics (Automatic Addison)

Learn how to build and program real autonomous robots by experiencing the demonstrations of complete coding of robotics with the use of simple and clear C++ programming.

Computational Physics and Scientific Computing in C++

This book is an introduction to the computational methods used in physics, but also in other scientific fields. C++ is used for programming the core programs and data analysis is performed using the powerful tools of the Gnu/Linux environment.

O'Reilly® Practical C++ Programming, 2nd Edition (Steve Oualline)

This book is is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest C++ standard, it takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code.

Learn C++ Programming Language (Tutorials Point)

This book adopts a simple and practical approach to describe the concepts of C++. It has been prepared for the beginners to help them understand the basic to advanced concepts related to C++. It assumes the basics of computer programming.

How to Design Classes (Matthias Felleisen, et al)

This book shows students how object-oriented programming languages such as C++, C#, and Java support this effort with syntactic constructs. They also refine the program design discipline.

How to Make a Computer Operating System using C/C++

This book is about how to write a computer operating system in C/C++ from scratch. The goal is to build a very simple UNIX-based operating system, not just a 'proof-of-concept'. The OS should be able to boot, start a userland shell, and be extensible.

C++ in Action: Industrial Strength Programming Techniques

This is a modern guide to using C++ langugage, including how to apply it to Windows programming. Shows how to write programs for programmers, not computers. It teaches the programmer how to write small, fast, reliable, and scalable programs.

Industrial Strength C++: Rules and Recommendations

This book presents proven strategies for using and programming in the C++ object-oriented language in the form of easy-to-follow lists of rules and recommendations. It covers naming conventions, code organization, resource management, etc.

C++ Programming for Scientists (Roldan Pozo, et at)

This book is designed specifically for today's Scientists, Engineers and Mathematicians with a wealth of new applications and examples taken from real situations involving electrical and structural engineering, fluid mechanics, mathematics, etc.

Deep C (and C++) by Olve Maudal and Jon Jagger

We will study small code snippets in C and C++, and use them to discuss the fundamental building blocks, limitations and underlying design philosophies of these wonderful but dangerous programming languages.

C++ Succinctly: C++ for C# Developers (M. McLaughlin)

This book was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills.

Memory Management: Algorithms and Implementations in C/C++

This book presents several concrete implementations of garbage collection and explicit memory management algorithms. Find out how memory is managed at the hardware level by the processor.

What Every Programmer Should Know About Memory

This document explains the structure of memory subsystems in use on modern commodity hardware, illustrating why CPU caches were developed, how they work, and what programs should do to achieve optimal performance by utilizing them.

Pointers and Memory (Nick Parlante, et al.)

This is an introduction to programming with pointers and memory in C, C++ and other languages. Explains how pointers and memory work and how to use them -- from the basic concepts through all the major programming techniques.

Parallel Scientific Computing in C++ and MPI: Algorithms

This book provides a seamless approach to numerical algorithms, modern programming techniques and parallel computing, includes both basic and advanced topics and places equal emphasis on the discretization of partial differential equations and on solvers.

Parallel Programming with Microsoft Visual C++ (Colin Campbell)

This book introduces you to the most important and frequently used patterns of parallel programming and provides executable code samples for them, using PPL.

Matters Computational: Ideas, Algorithms, Source Code in C++

This book provides algorithms and ideas for computationalists, whether a working programmer or anyone interested in methods of computation. The implementations are done in C++ and the GP language, written for POSIX-compliant platforms.

Programming Pearls, 2nd Edition (Jon Bentley)

This book is a collection of essays about a glamorous aspect of software: programming pearls whose origins lie beyond solid engineering, in the realm of insight and creativity. Implementations of all the programs, in C or C++, are now available on the Web.

Code Connected Volume 1: Learning ZeroMQ (Pieter Hintjens)

This book takes you through learning ZeroMQ, step-by-step, with over 80 examples. You will learn the basicsthe API, the different socket types and how they work, reliability, and advanced other topics. This is the Professional Edition for C/C++.

Financial Numerical Recipes in C++: Applications in Finance

This book provides a good deal of useful examples and algorithms for people working within the field of finance, in C++. All the routines have been made to confirm to the new ISO/ANSI C++ standard, using namespaces and the standard template library.

GNU Make: A Program for Directed Compilation

This book will show you how to write your own makefiles. It provides a complete explanation of Make, both the basics and extended features. There is also a convenient Quick Reference appendix for experts.

Introduction to Design Patterns in C++ with Qt 4 (Alan Ezust)

This book is a complete tutorial and reference of Qt that assumes no previous knowledge of C, C++, objects, or patterns. You'll walk through every core concept, one step at a time, learning through an extensive collection of Qt examples and exercises.

C++ GUI Programming with Qt 4, 2nd Edition (Jasmin Blanchette)

Whether you're new to Qt or upgrading from an older version, this book can help you accomplish everything that Qt 4.3 makes possible.

How to Think Like a Computer Scientist, C++ Version (A. Downey)

The goal of this book is to teach you to think like a computer scientist, using C++ as the programming language. It means the ability to formulate problems, think creatively about solutions, and express a solution clearly and accurately.

The InformIT C++ Reference Guide (Danny Kalev)

It offers the fundamentals of C++ knowledge, as well as essays, commentaries, and opinions that make it much more that your basic introduction to C++.

Software Design Using C++ (David Carlson, et al)

This book provides the material needed for three complete computer science courses and a data structures course, all using C++ as the programming language. It provides you with all the tools and techniques to enable you to design and implement moderate-sized software systems using C++.

Cross-Platform GUI Programming with wxWidgets (Julian Smart)

This book is the best way for beginning developers to learn wxWidgets programming in C++ - a must-have for wxWidgets programmers.

C++ GUI Programming with Qt 3 (Jasmin Blanchette)

This book provides all the information needed to become a professional Qt developer. It also covers cross platform GUI programming

Programming With wxDev-C++ (Colin Laplace et al)

This book hopes to guide complete beginners to wxDev-C++, C/C++ programming or wxWidgets and make them confident users of this fantastic IDE. It is being released as an Open Source project.

C Elements of Style: Style Manual for Elegant C and C++ Programs

This handy guide covers the principals of good programming style, teaching C and C++ programmers how to write code that can be easily read, understood, and maintained by others.

O'Reilly® Managing Projects with GNU Make (Robert Mecklenburg)

It provides guidelines on meeting the needs of large, modern projects. It also covers advanced topics such as portability, parallelism, and use with Java. Build different versions of programs for different platforms, and customize your builds in other ways.

Computer Science Tapestry: Exploring Programming in C++

This book is designed for a first course1 in computer science that uses C++ as the language by which programming is studied. It provides strong grounding in the analysis, construction, and design of programs and programming.

Optimizing C++ (Steve Heller)

This book offers several high-performance search and data-compression algorithms, which are all you need to add speed to C++. In some of the most useful sections of this book, the author looks at Huffman coding and dynamic hashing.

Optimizing C++: A Book about Improving Program Performance

This book contains guidelines and advices on how to write efficient software using the C++ language. Software correctness and maintainability are taken into account, but are not the primary concerns of the guidelines.

Data Structures and Algorithms with OPP Design Patterns in C++

This book presents readers with a modern, object-oriented perspective for looking at data structures and algorithms using C++, clearly showing how to use polymorphism and inheritance, and including fragments from working and tested programs.

Developing and Porting C and C++ Applications on Aix

It helps experienced UNIX application developers who are new to the AIX operating system, with detailed explanations about 32- and 64-bit process models Effective management of shared objects and libraries Exploring parallel programming using OpenMP.

Mastering C++ (K. R. Venugopal, et al)

This book covers concepts such as programming paradigms, the need for OOPs technology, extending C/C++ at a glance, fundamental constructs of the C++ language, classes and objects, inheritance, polymorphism, generic programming, streams computations, fault tolerant programming with exceptions.

Compilers and Compiler Generators: An Introduction with C++

The illustrations in the book concentrate on the use of C++, whilst limited object-oriented features are explained. The text provides enough theory to allow the reader insight into areas of programming language design and implementation.

Language Translation Using PCCTS and C++: A Reference Guide

This book is a reference guide for the parser generator ANTLR, ANother Tool for Language Recognition, and the tree-parser generator SORCERER, which is suited to source-to-source translation, is intended as a reference manual not a textbook.

Teach Yourself C++ in 21 Days, 5th Edition (Jesse Liberty)

Packed with examples of syntax and detailed analysis of code, fundamentals such as managing I/O, loops, arrays and creating C++ applications are all covered in the 21 easy-to-follow lessons.

Object-Oriented Programming in C++, 3rd Edition (Robert Lafore)

Presents the sophisticated features of the most ANSI/ISO C++ standard as they apply to object-oriented programming. Learn the concepts of OO programming, why they exist, and how to utilize them to create sophisticated and efficient object-oriented applications.

C++ Neural Networks and Fuzzy Logic (Valluru B. Rao, et al)

Provides a logical and easy-to-follow progression through C++ programming for two of the most popular technologies for artificial intelligence: neural and fuzzy programming. It covers theory as well as practical examples, giving programmers a solid foundation.

C++: A Beginner's Guide, Second Edition (Herbert Schildt)

Written by Herb Schildt, the world's leading programming author, this step-by-step book is ideal for first-time programmers or those new to C++. The modular approach of this series makes it easy to learn to use C++ at your own pace.

Wireless Game Development in C/C++ with BREW (R. Barbagallo)

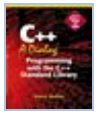
Designed for game programmers interested in developing mobile phone applications, it takes you through the fundamentals of the BREW API, including graphics, sound, and input, and brings it all together with a complete example of a working game.

Introduction to Programming for Image Analysis with VTK/C++

Provide sufficient introductory material for engineering graduate students with background in programming in C and C++ to acquire the skills to leverage modern open source toolkits in medical image analysis and visualization.

Virtual Machine Design and Implementation in C/C++

This book provides an in-depth look at the construction and underlying theory of a fully functional virtual machine and an entire suite of related development tools. There is also an extended discussion of porting the HEC virtual machine to other platforms.



C++, A Dialog: Programming with the C++ Standard Library

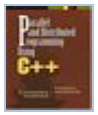
It teaches C++ from scratch, through a one-on-one conversation with an intelligent beginner who asks the questions you'd ask. It is the easiest, most effective way for beginners to learn C++ programming.

C++ Network Programming with ACE Frameworks (D. C. Schmidt)

This book is a practical guide to designing object-oriented frameworks and shows developers how to apply frameworks to concurrent networked applications. This book also teaches how to use frameworks to write networked applications quickly.

No Bugs! Delivering Error-Free Code in C and C++ (Thielen)

It offers a revolutionary approach to software development by showing programmers how to write error-free code from the start. No Bugs! presents techniques to stop many kinds of bugs from being included in a program.



Parallel and Distributed Programming Using C++ (Cameron Hughes)

This book provides an up-close look at how to build software that can take advantage of multiprocessor computers. Simple approaches for programming parallel virtual machines are presented, and the basics of cluster application development are explained.

ANSI/ISO C++ Professional Programmer's Handbook (Danny Kalev)

This book is a concise professional C++ reference tool that presents all of the changes and addenda to the language specification. It contains tips and guidelines for exerting the full potential of C++ as a multi-purpose object-oriented programming language.

Applied C++: Techniques for Building Better Software

It takes C++ a step further from the books that describe specific features of C++, provides concrete techniques and methods for delivering commercial-quality software. it's a really fun and interesting system for programmers and developers.

Modern Multithreading using Java, C++, and Win32 Programs

This textbook examines languages and libraries for multithreaded programming. Readers learn how to create threads in Java and C++, and develop essential concurrent programming and problem-solving skills.

Beginning C++ Programming (Richard Grimes)

The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects.

Creating Games in C++: A Step-by-Step Guide (David Conger)

This book has everything you need to create your first game in C++. Starts at square one, introducing the tools of the trade and all the basic concepts for getting started programming with C++, the language that powers most current commercial games.

Financial Applications using Excel Add-in in C/C++ (Steve Dalton)

This is the only complete how-to guide and reference book for the creation of high performance add-ins for Excel in C and C++ for users in the finance industry. This book is a must-buy book for any serious Excel developer.

Interfacing with C++: Programming Real-World Applications

This book is for people who are interested in learning and exploring electronic interfacing as well as C++ programming in a practicable and enjoyable way. Readers will learn to program a PC to do real-world things - not simply number crunching and graphics.

3D Math Primer for Graphics and Game Development (F. Dunn)

Working C++ classes for mathematical and geometric entities and several different matrix classes illustrate how to put the techniques into practice, and exercises at the end of each chapter help reinforce the 3D programming concepts.

Beginning C++ Through Game Programming, 3rd Ed (M. Dawson)

Approaches learning C++ from the unique and fun perspective of games. Written for the beginning game developer or programmer, assumes programming experience and each new skill and concept is taught using simple language and step-by-step instructions.

Rust for C++ Programmers (Nick Cameron)

The intended audience of this book is C++ programmers who want to learn Rust. It covers the differences between Rust and C++ to get you writing Rust programs quickly without lots of material you probably already know.

Hands-On System Programming with C++ (Dr. Rian Quinn)

This book will help you understand the benefits of system programming with C++17. You will gain a firm understanding of various C, C++, and POSIX standards, as well as their respective system types for both C++ and POSIX.

Lexical Analysis and Parsing using C++ (Bruno R. Preiss)

This textbook describes all phases of a modern compiler. A unique feature is a practical implementation project in C++. It includes good coverage of current techniques in code generation and register allocation.

