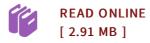# Learn C++ By Making Games (Charles River Media Programming)

By Yuzwa, Erik; Laramee, Francois Dominic

Charles River Media, 2006. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Part I: Fundamentals of C++ Programming: Ch 1. Introduction to Programming, Ch 2. The Mandatory Hello World Program and Its Structure: Blocks, Comments, The Standard Namespace, etc., Ch 3 Where to Find SDL and Free Compilers on the Web, Ch. 4 Variables, Constants and Volatile Variables, Ch 5 Basic Data Types, Enums, Typedefs, Ch. 6 Console input/output, Ch 7 Strings, Ch. 8 Game #1: Funny Headlines, PART II C++ Statements and Constructs: Ch 9 Assignment and Typecasting, Operators: Arithmetic, Bitwise, Shortcut Assignments, Blocks, Ch 10 Conditional Statements: If, Switch, the "?" Operator, Loops: While, Do, For; Break and Continue Statements, Ch 11 Game #2: The Last Straw, PART III Functions: Including Libraries and Using Predefined Functions: Ch 12 Random Numbers, Ch 13 Defining Your Own Functions, Ch 14 Function Parameters: Call by Value, Call by Reference, Default Parameters, Returning Values from Functions, Ch 15 Variable Scope Rules, Ch 16 Inline Functions vs Macros, Ch. 16 Game #3: Blackjack, PART IV Elementary Data Structures: Ch 17 One-Dimensional Arrays, Searches and Sorts, Multi-Dimensional Arrays, Array Parameters, Ch 18 Recursion, Ch 19 Structures, Ch 20...

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