

Dear Reader:

The files you have downloaded from the Jones & Bartlett Publishers site contain the sample programs and solutions to the exercises of the textbook "A Complete Guide to C++", starting with chapter 6.

The sample programs and solutions are organized in subdirectories according to the textbook chapters. For example, subdirectory `chap10` contains the sample programs of chapter 10 and `chap10_S` contains the solutions to the exercises of chapter 10.

Some of the programs use ANSI escape sequences to control screen output. These escape sequences are valid for all standard UNIX terminals. For DOS or a DOS box in Win95 or Win98, the driver `ANSI.SYS` must be loaded. To do so for Windows 9x, place the following line in your `CONFIG.SYS` file

```
DEVICE = C:\Windows\Command\Ansi.sys
```

Here, `C:\Windows` is the name of the system directory, which may be different on your system.

Win NT and Win 2000 do not supply the ANSI screen control characters for 32-bit programs. Thus, corresponding functions for screen control based on system calls are offered in subdirectory `console`.

To use these functions, please add the files `console.h` and `console.cpp` to your project. Then, include the header file `console.h` in the source file where screen control is used, and add the following directives:

```
#define CLS      cls()                      // Clears screen.

                // Moves cursor to line ln and column col:
#define LOCATE(ln, col)  setCursor(ln - 1, col - 1)
```

We wish you, dear reader, lots of fun with C++!

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