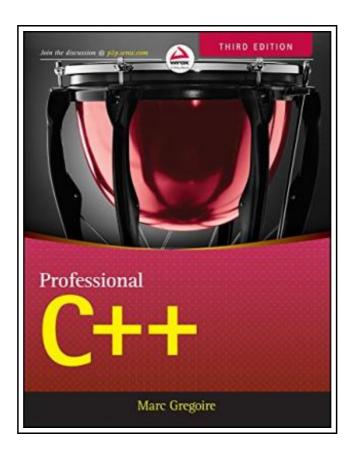
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This publication is fantastic. We have read through and i am certain that i will planning to read yet again yet again down the road. You wont feel monotony at at any time of your respective time (that's what catalogs are for concerning when you request me).

(Alec Langosh)

PROFESSIONAL C++ (THIRD EDITION)



Wiley India Pvt. Ltd, 2014. Softcover. Book Condition: New. 3rd edition. Professional C++, Third Edition, provides a code-intensive, practical guide to best practices for designing and building C++ applications. Geared to experienced C++ developers, the book teachers programmers how to think in C++ -- that is, how to design effective solutions that maximize the capabilities of the language. The authors then drill down into the language itself, explaining poorly understood elements of the C++ feature set, as well as pitfalls to avoid. Introduction Part I: Introduction to Professional C++ Chapter 1: A Crash Course In C++ and the STL Chapter 2: Working with Strings Chapter 3: Coding with Style Part II: Professional C++ Software Design Chapter 4: Designing Professional C++ Program Chapter 5: Designing With Objects Chapter 6: Designing For Reuse Part III: Coding the Professional Way Chapter 7: Gaining Proficiency with Classes and Objects Chapter 8: Mastering Classes and Objects Chapter 9: Discovering Inheritance Techniques Chapter 10: C++ Quirks, Oddities, and Incidentals Chapter 11: Writing Generic Code with Templates Chapter 12: Demystifying C++ I/O Chapter 13: Handling Err ORS Chapter 14: Overloading C++ Opera Tors Chapter 15: Overview of the C++ Standard Library Chapter 16: Understanding Containers and Iterators Chapter 17: Mastering STL Algorithms Chapter 18: String Localization and Regular Expressions Chapter 19: Additional Library Utilities Part IV: Mastering Advanced Features of C++ Chapter 20: Customizing and Extending the STL Chapter 21: Advanced Templates Chapter 22: Memory Management Chapter 23: Multithreaded Programming with C++ Part V: C++ Software Engineering Chapter 24: Maximizing Software Engineering Methods Chapter 25: Writing Efficient C++ Chapter 26: Conquering Debugging Appendix A: C++ Interviews Appendix B: Annotated Bibliography Appendix C: Standard Library Header Files Index Printed Pages: 984.



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