

Username: Pralay Patoria **Book:** The C++ Standard Library: A Tutorial and Reference, Second Edition. No part of any chapter or book may be reproduced or transmitted in any form by any means without the prior written permission for reprints and excerpts from the publisher of the book or chapter. Redistribution or other use that violates the fair use privilege under U.S. copyright laws (see 17 USC107) or that otherwise violates these Terms of Service is strictly prohibited. Violators will be prosecuted to the full extent of U.S. Federal and Massachusetts laws.

1.2. Before Reading This Book

To get the most from this book, you should already know C++. (The book describes the standard components of C++ but not the language itself.) You should be familiar with the concepts of classes, inheritance, templates, exception handling, and namespaces. However, you don't have to know all the minor details about the language. The important details are described in the book; the minor details about the language are more important for people who want to implement the library rather than to use it.

Note that the language has changed during the standardization of C++11, just as it changed during the standardization of C++98, so your knowledge might not be up-to-date. [Chapter 3](#) provides a brief overview of and introduction to the latest language features that are important for using the C++11 library. Many of the new library features use these new language features, so you should read [Chapter 3](#) to review all the new features of C++. But I will also refer to that chapter when libraries use new language features.