

Programming (2nd) - Errata

Modified August 16, 2014.

This is errata for [Programming: Principles and Practice using C++ \(Second Edition\)](#).

Comments, improvements, bug reports, etc. are welcome.

This is not a list that a reader should go through to carefully correct a copy of the book; most errata is far too minor to bother or confuse most people. I recommend using this list only if you suspect a mistake in the book -- look at the errata before doubting your understanding.

I list both corrections and clarifications. There is essentially no problem that I consider too small to list, so you might find many pieces of errata too minor to bother with (I know because I have received email to that effect), but I'd rather not make decisions about what an unknown reader will find bothersome. Please note that the number of errata does *not* equal the number of errors. Most errata are clarifications/improvements, not correction of errors.

The major source of errata is now translators and reviewers of translations: People who go through the text paragraph-by-paragraph, sentence-by-sentence, and word-by-word trying to render it accurately and colloquially in another language find problems that a native English reader rarely spot. My hope is that the resulting clarifications will be especially valuable for readers of the English text who are (like me) not native English speakers.

Big issues, such as "why don't you use XXX for your GUI?", "please add two more chapters on the STL", and "please use C++0x features to simplify the code" are not errata but considerations for future work and will not appear here.

Different people have different preferences for sorting errata: in chronological order, in page order, each printing separate, all printings merged, etc. However, I can't manage multiple organizations, so what you get is what seems to be most useful for most people.

At the request of repeat visitors to the page, I have started to add dates of posting of individual errata. If an errata is changed, so is its date.

As an abbreviation I use, s/before/after/ to mean replace "before" with "after".

This is the errata to the 4th printing. The errata for the 3rd printing is [here](#). The printing number can be found on the bottom of the copyright page.

Table of contents

Chapter 0

Chapter 1

Chapter 2

Chapter 3

- pg 45: This is not really an errata, but getting the "Hello, World!" program to run is often the second most frustrating experience for a serious reader of this book (the most frustrating is to get the Graphics/GUI library to run properly for Chapter 12). The reason is that I don't have any control of the widely varying implementations of C++ and their SDEs (Software Development Environments). Be sure to have the right version of **std_lib_facilities.h**. For PPP2, use the C++11 version (http://www.stroustrup.com/Programming/PPP2code/std_lib_facilities.h) or you will miss out on all the neat C++11 features that I use. Also, different SDEs want you put your **.h** files in different places. See appendix C and note that this is something for which experienced friends and teaching assistants can be invaluable.
- pg 65: This is not really an errata, but some implementations zero out an int when >> fails. Eventually all will, but until C++11 none did. So, you get 0 or -1 depending on the vintage of your implementation.
- pg 71: **previous = current** should be aligned with **if**.

Chapter 4

- pg 127 correction: 27. What does vector's member size() do?
- pg 128: Cut "begin() and "end()" (they are not introduced until much later).

Chapter 5

Chapter 6

- pg 184: s/There can be many reasons ... of initializing Tokens./For **Token**, we don't need to define functions because default ways of reading and writing members of a simple user-defined type are provided./

Chapter 7

Chapter 8

Chapter 9

Chapter 10

Chapter 11

Chapter 12

- pg 414: This is not really an errata, but this "first example" is potentially the most frustrating part of the whole book. It need not be. If you have a good experienced friend or a teaching assistant, it is dead simple. But installing a library for the first time can be a real pain. It can waste hours of precious time while you track down and correct "silly mistakes." See appendix D, ask for help if you can, persist, and remember that if you can get FLTK running, you can cope with just about any C++ library.

Chapter 13

Chapter 14

Chapter 15

Chapter 16

Chapter 17

- pg 597: s/note the use of **()** for initialization./note the use of **{}** for initialization./

Chapter 18

- pg 632: s/for all is int the range/for all **is** int the range/
- pg 633: s/copy(arg,arg.sz,elem);/copy(arg.elem,arg.elem.sz,elem);/
- pg 635: s/copy(a.elem, a.elem.sz,elem);/copy(a.elem, a.elem.sz,p);/ twice
- pg 636: align **v = v;** under **vector**
- pg 643: s/we don't always write **explicit** calls,/we don't always write explicit calls,/

Chapter 19

Chapter 20

Chapter 21

Chapter 22

Chapter 23

Chapter 24

Chapter 25

Chapter 26

Chapter 27

Appendix A

Appendix B

Appendix C

Appendix E

Glossary

Bibliography

Index

Thanks

Luke ???