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Introd C++ Pr

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"Introducing the new C++14 Standard" -- title page.

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

Introduces the fundamentals of object-oriented programming and generic programming in C++. Topics include classes, objects, and encapsulation, inheritance and polymorphism, and object-oriented design with the UML.

Deitels' 'C++ How to Program', fifth edition, has hundreds of hands-on exercises, roughly 250 complete programs written and documented for easy learning, and exceptional insight into good programming practices, maximizing performance, avoiding errors, debugging, and testing.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine. The Eighth Edition of this acclaimed text is now current with the Java SE 6 updates that have occurred since the book was last published. The Late Objects Version delays coverage of class development until Chapter 8, presenting the control structures, methods and arrays material in a non-object-oriented, procedural programming context.

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