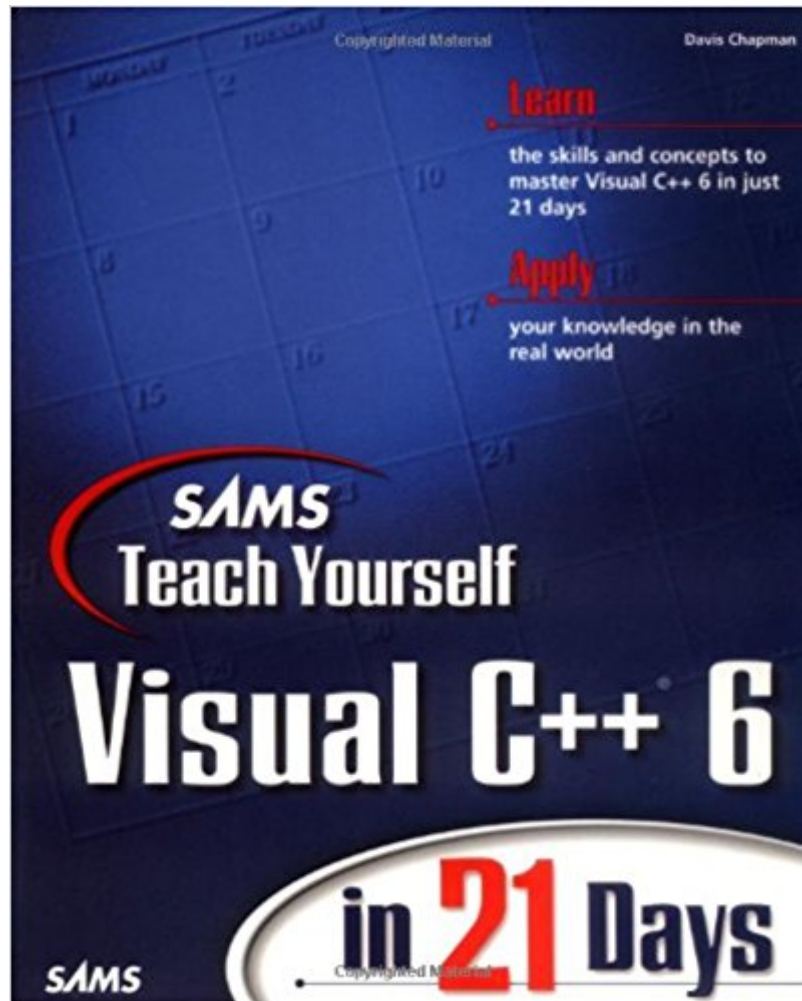# Sams Teach Yourself Visual C++ 6 In 21 Days

Synopsis

Learn Visual C++ through the Teach Yourself series, with sections on: Q&A, Do's and Don'ts, Workshop, Shaded syntax boxes, Type/Output/Analysis icons. Week One starts you with Visual C++. After installing and maneuvering through the components of the software, you'll examine a preliminary program to get the feel for C++ and Visual C++. You'll learn: C++ basics; hierarchies; members, functions, and objects; inheritance; MFC; installing Visual C++, the Visual C++ compiler. In Week Two, you'll look at components of Windows applications and how they are invoked with Visual C++. Topics include: keyboard input; mouse usage; data file handling; lists and serialization; toolbars and status bars; graphics; and projects. Week Three examines the more involved aspects of Visual C++ and Windows applications.

Book Information

Paperback: 800 pages

Publisher: Sams Publishing; 1 edition (August 14, 1998)

Language: English

ISBN-10: 0672312409

ISBN-13: 978-0672312403

Product Dimensions: 7.4 x 1.7 x 9.1 inches

Shipping Weight: 2.6 pounds (View shipping rates and policies)

Average Customer Review: 2.8 out of 5 starsÂ Â See all reviewsÂ (88 customer reviews)

Best Sellers Rank: #1,450,350 in Books (See Top 100 in Books)   #27 inÂ Books > Computers & Technology > Programming > Languages & Tools > C & C++ > Visual C++   #237 inÂ Books > Computers & Technology > Programming > Languages & Tools > C & C++ > Tutorials   #505 inÂ Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C

Customer Reviews

I purshased this book to learn the "Visual" aspect of Visual C++. In that regard it is on target. Don't get it to teach you C++ because it is not designed to do so and there are lots of good books for learning C++ itself. I like the fact that it stays on the Visual part -- I have seen many "Visual" C++ books that throw in 1-2 chapters on the visual portion as an obvious afterthoughs.The flaws in this book render it half-useless, however. (1) Many of the examples in the text are incorrect and won't compile. (2) There are too many chapters where one rewrites the same drawing program. Since the first chapter drawing program won't compile, and all of the other ones say to do the same things as in that chapter to start with, this renders at least 3 chapters useless. (3) I would prefer more useful

examples than another variant of "scribble" (especially since it doesn't work anyway). (4) I downloaded the example chapter code from their website. The chapter codes I tried work, but obviously aren't based on a person working through the actual chapters, since the code has many differences from what you get from the compiler. I expect that they used code from past text revisions, possibly based on earlier versions of Visual C++. (5) It would be helpful if they supplied (either in a CD or at their website) actual code derived from various points in each chapter (e.g., "open file for Chapter 10 version 3 to see the code for the partially completed project on page 210"). (6) It would be good to have MANY more compilable points in the chapters. As it stands, one has to make scores to hundreds of changes between times where it allows compilation. This makes it very difficult for a beginner (i.e.

Download to continue reading...

Sams Teach Yourself Google Analytics in 10 Minutes (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach Yourself (2nd Edition) (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach Yourself (Sams Teach Yourself -- Minutes) Android Application Development in 24 Hours, Sams Teach Yourself (3rd Edition) (Sams Teach Yourself -- Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Sams Teach Yourself in 24 Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Updated for HTML5 and CSS3) (9th Edition) (Sams Teach Yourself in 24 Hours) Sams Teach Yourself WPF in 24 Hours (Sams Teach Yourself -- Hours) Sams Teach Yourself Visual C++ 6 in 21 Days Sams Teach Yourself Visual C++.NET in 21 Days Sams Teach Yourself Visual Basic 6 in 24 Hours Sams Teach Yourself Visual C# 2008 in 24 Hours: Complete Starter Kit Sams Teach Yourself Visual C# 2010 in 24 Hours: Complete Starter Kit Sams Teach Yourself DB2 Universal Database in 21 Days (2nd Edition) Sams Teach Yourself Cisco Routers in 21 Days Java in 21 Days, Sams Teach Yourself (Covering Java 8) (7th Edition) Teach Yourself VISUALLY Apple Watch (Teach Yourself VISUALLY (Tech)) Teach Yourself VISUALLY iPad: Covers iOS 9 and all models of iPad Air, iPad mini, and iPad Pro (Teach Yourself VISUALLY (Tech)) Teach Yourself VISUALLY iMac (Teach Yourself VISUALLY (Tech)) Teach Yourself VISUALLY MacBook (Teach Yourself VISUALLY (Tech)) Teach Yourself VISUALLY iPad: Covers iOS 8 and all models of iPad, iPad Air, and iPad mini (Teach Yourself VISUALLY (Tech))

Dmca