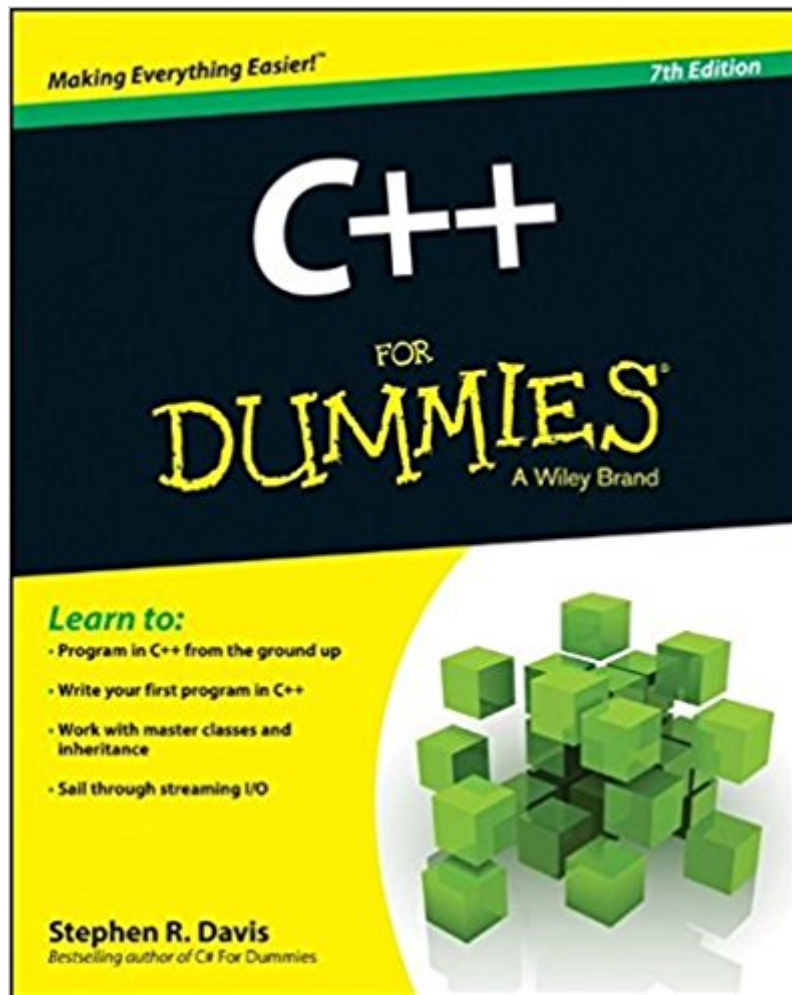


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C++ For Dummies



Synopsis

The best-selling C++ For Dummies book makes C++ easier! C++ For Dummies, 7th Edition is the best-selling C++ guide on the market, fully revised for the 2014 update. With over 60% new content, this updated guide reflects the new standards, and includes a new Big Data focus that highlights the use of C++ among popular Big Data software solutions. The book provides step-by-step instruction from the ground up, helping beginners become programmers and allowing intermediate programmers to sharpen their skills. The companion website provides all code mentioned in the text, an updated GNU_C++, the new C++ compiler, and other applications. By the end of the first chapter, you will have programmed your first C++ application! As one of the most commonly used programming languages, C++ is a must-have skill for programmers who wish to remain versatile and marketable. C++ For Dummies, 7th Edition provides clear, concise, expert instruction, which is organized for easy navigation and designed for hands-on learning. Whether you're new to programming, familiar with other languages, or just getting up to speed on the new libraries, features, and generics, this guide provides the information you need. Provides you with an introduction to C++ programming Helps you become a functional programmer Features information on classes, inheritance, and optional features Teaches you 10 ways to avoid adding bugs The book incorporates the newest C++ features into the fundamental instruction, allowing beginners to learn the update as they learn the language. Staying current on the latest developments is a crucial part of being a programmer, and C++ For Dummies, 7th Edition gets you started off on the right foot.

Book Information

Series: C++ for Dummies

Paperback: 480 pages

Publisher: For Dummies; 7 edition (June 9, 2014)

Language: English

ISBN-10: 111882377X

ISBN-13: 978-1118823774

Product Dimensions: 7.4 x 1 x 9.3 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 3.9 out of 5 stars See all reviews (22 customer reviews)

Best Sellers Rank: #69,241 in Books (See Top 100 in Books) #25 in Books > Computers &

Technology > Programming > Languages & Tools > C & C++ > C #43 in Books > Computers &

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Customer Reviews

The information is ok, but the pacing of the book is terrible. I learned stuff in the first 2 chapters, then spent the next 6 reading about new things, but not actually learning any of it. Also, questions I had from the first chapter went unanswered throughout most of the book. This book, http://www..com/gp/product/1305109910/ref=cm_cr_ryp_prd_ttl_sol_2, was much better. I learned more, and faster and easier. Not only that, but the same questions I had from the first chapter of the Dummies book, were answered in quickly and clearly in the book. Not just for game programing, it taught me basics of C++ in general faster, and better.

Like just about every C++ book I've yet read, this one starts out great but then painfully deteriorates into yet another tiresome trudge through overwhelming, unexplained proceduralism that would have you drink from a fire hose. Your unending quest for a truly good C++ book must therefore continue, I'm afraid.

I have the e-book version. I am starting an advanced C++ class and thought this would be a good quick reference tool. So far Google has been a far better resource for quick answers. The book has yet to be of any help to me. Waist of money.

It is only OK. I don't see much feedback from the email listed on page 6. Using the web site to download the code, I could not get Chapter 20 example to work in using the Code::Blocks debugger. This what I really wanted and it doesn't work. I am hoping to hear a response to my post to the email as suggested page 6. I will follow up and post if and when I do get a response.

Good book on C++, has some lame jokes, but I get it... the author is making the book fun. I knew Java and wanted to learn C++, so this book worked out well for me. However, if you're learning to program for the very first time, then I recommend "Beginning Programming with C++ For Dummies" or something instead.

Could I really give it less than one star I wish. Main reason the rating is so low because a lot of these c++ dummies books try to squeeze everything in 300 or 1000 pages with the 6 in ones (i f i remember right this one about 300 something). I obtained a basic foundation. But the object

oriented and many other sections of the book are not good. It's riddled with complicated code that doesn't get to the point of the lesson being thought. And more times you're being lost trying to figure out their code and where in the code is the lesson. Also it's filled with poor explanations and just shows an example leaving it with that's the way it is result's. I speak this for not only this book but all the c++ for Dummies's book's I've read. I was always told it's a popular alternative for learning something but not for the people who need proper explanations. Don't worry it's not you find a better book luckily I have.

This is a really dull book that could turn many away from C++ programming. I'm tired of the rushed style that's more about covering topics than actually explaining them to newbies (i.e. Dummies). C++ is a complicated subject once you get into pointers and object-oriented-programming and it seems the more complicated the subject is the less the author has to say about it. I would have liked diagrams and insightful commentary to help cement the key concepts of C++, but instead found the read a grind and uninspiring.

The reason I bought it was to learn about templates to be prepared on C++ to take soon a data structures class. I decided to read from starting pages to refresh my C++ and I found it good and learn simple stuff on the way. Great book as I thought: No need to read 60 pages a chapter explaining the same thing. In this book, for example, the switch and case appears and then jumps with another thing. It is your own will to learn well by making your own simple programs as I learned before to remember how to use things on a program or just do and/or modify the programs on the book. C++ is flexible, the author can program one way but you can program your own way.

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