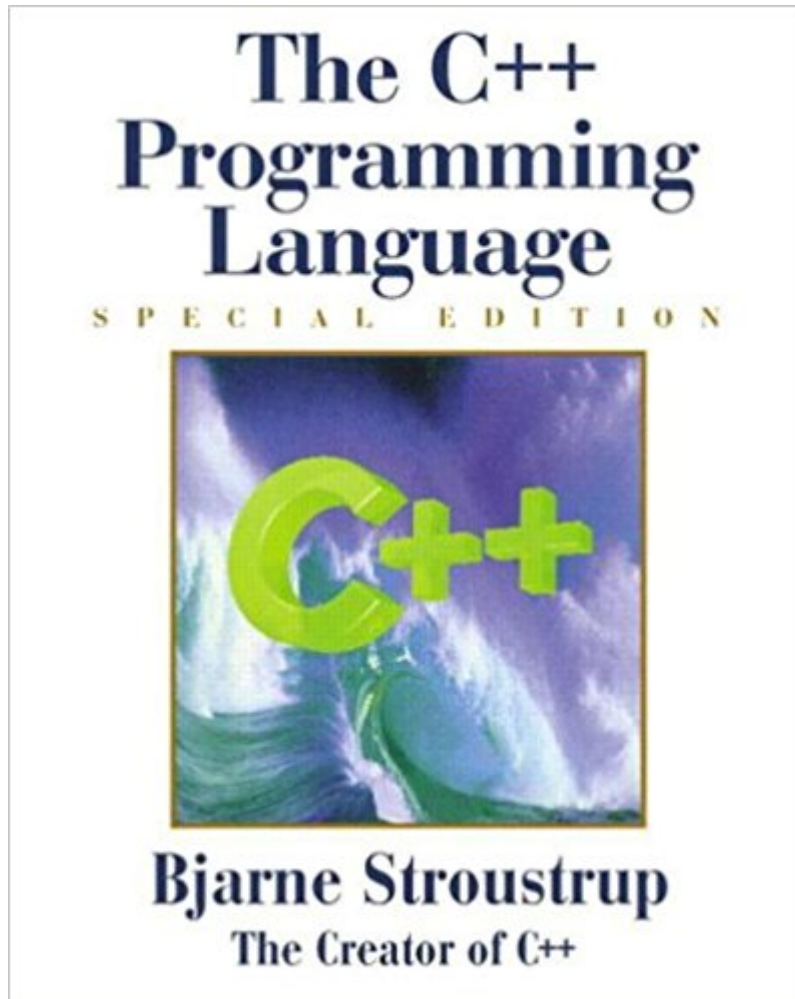


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# The C++ Programming Language: Special Edition (3rd Edition)



## Synopsis

More than three-quarters of a million programmers have benefited from this book in all of its editions

Written by Bjarne Stroustrup, the creator of C++, this is the world's most trusted and widely read book on C++. For this special hardcover edition, two new appendixes on locales and standard library exception safety (also available at [www.research.att.com/~bs/](http://www.research.att.com/~bs/)) have been added. The result is complete, authoritative coverage of the C++ language, its standard library, and key design techniques. Based on the ANSI/ISO C++ standard, *The C++ Programming Language* provides current and comprehensive coverage of all C++ language features and standard library components. For example: abstract classes as interfaces class hierarchies for object-oriented programming templates as the basis for type-safe generic software exceptions for regular error handling namespaces for modularity in large-scale software run-time type identification for loosely coupled systems the C subset of C++ for C compatibility and system-level work standard containers and algorithms standard strings, I/O streams, and numerics C compatibility, internationalization, and exception safety Bjarne Stroustrup makes C++ even more accessible to those new to the language, while adding advanced information and techniques that even expert C++ programmers will find invaluable.

## Book Information

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## Customer Reviews

This book is written in the way creator Bjarne Stroustrup sees his language and how his language

should be used. This book is not thin on material for the intermediate to advanced C++ software engineer. One word in warning to potential buyers: You better be sharp with your STL skills before reading this book. Stroustrup writes his implementations around the STL which is not covered from a tutorial style in this book before he introduces it, which tells you that he meant for this book strictly as a reference not as a readers book. This criticism is constructive, not disruptive, but I have been programming in standard ANSI/ISO C++ for 9 years, this book is best understood if you read the following first, if not, this book for even an intermediate C++ program cannot be digested to the fullest and you will reading this book fooling yourself of how much knowledge you have attained, when in reality, all that you have accomplished is reading this book so that you can say that you read Stroustrup, which is foolish, so read these first: 1) C++ Primer 3rd Edition: Stanley Lippman Addison Wesley Books Strengths: If you are starting out with C++ with no C++ experience, this book covers every facet beginner to advanced topics, such as fundamental classes, class design covering nested class and intense class scoping rules, which Stroustrup's book does not cover, there is no reference to nested classes and access privileges with nested classes with Stroustrup's book. The chapters on function templates and another chapter on class templates are the most complete and thorough beyond what you need to know for richness is explained brilliantly and better than scant coverage in Stroustrup's.

Bjarne Stroustrup's THE C++ PROGRAMMING LANGUAGE is ideal for those potential buyers who already know 75% of what is written in the book. But please note that this is not necessarily a put-down or a bad thing. This book is reference material for people who are already familiar with the concepts and syntax of C++. If you're looking to learn C++ from scratch, then run far and run quickly away from this book. On the other hand, if you're an experienced coder who's looking to remember specific details, or an intermediate who's looking for some nitty-gritty information, then this is a highly recommended reference book. The writing is meticulous and often obscure. But Stroustrup packs in a lot of detail into every page. The example code is short and to the point. He assumes that if you don't get what he's talking about the first time, then further examples aren't going to help; and most of the time this assumption is justified, as his terse code manages to convey everything that it needs to. You really do need to have experience with C++ to understand a lot of his examples though, as often he will casually mention a concept or function that he won't get around to defining for another few hundred pages. After all, most of the features in C++ interact heavily with other functions, so it's not really possible to explain some things without explaining their relationships (even if they are relating to things that the text has not yet brought up). But, as I said, this is

reference material, and such conventions are allowable and, at times, encouraged. I am much happier with a book like this that gives me all of the detail necessary than an introductory book that would only offer simplistic explanations in the beginning while holding out for the details towards the end.

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