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The Waite Group's Object-oriented Programming in C++-Robert Lafore 1999 This tutorial presents the sophisticated new features of the most current ANSI/ISO C++ standard as they apply to object-oriented programming. Learn the concepts of object-oriented programming, why they exist, and how to utilize them to create sophisticated and efficient object-oriented applications. This book expects you to be familiar with basic programming concepts. It is no longer enough to understand the syntax and features of the language. You must also be familiar with how these features are put to use. Get up to speed quick on the new concepts of object-oriented design patterns, CRC modeling, and the new Universal Modeling Language (UML), which provides a systematic way to diagram the relationship between classes. Object-oriented programming is presented through the use of practical task-oriented examples and figures that help conceptualize and illustrate techniques and approaches, and questions and exercises to reinforce learning concepts.

illustrations, questions, and exercises. Covering the most current features of the ANSI/ISO C++ standard as it applies object-oriented programming, this guide assumes no C programming experience only expects you to be familiar with basic programming concepts. Learn the syntax and features of C++ and how they can be used to tackle recurring problems with design patterns, help determine C++ classes, and how to systematically diagram the relationship between classes using CRC modeling and the Universal Modeling Language (UML).

The Waite Group's Object-oriented Programming in Turbo C++. Robert Lafore 1991 Professionals, students and computer hackers will all appreciate this new guide's thorough but focused approach to learning C++. The author of the bestselling Turbo C Programming for the IBM (250,000 copies in print) teaches object-oriented programming from the ground up.

Object-Oriented Programming in Turbo C++-Robert Lafore 2001
Object-Oriented Programming (OOP) is the most dramatic and potentially confusing-innovation in software development since the dawn of the computer age. Based on the idea of treating functions and data as objects, OOP results in programs that are more flexible, more easily maintained, and, on the whole, more powerful. Suitable for students, hackers, and enthusiasts, Object-Oriented Programming in Turbo C++ is written by bestselling author Robert Lafore. Step-by-step lessons teach the Basics of Object-Oriented Programming with Turbo C++ and its new Windows-compatible sibling, Borland C++. Object-Oriented Programming in Turbo C++ focuses on C++ as a separate language, distinct from C, and assumes no prior experience with C.

C++ Interactive Course-Robert W. Lafore 1996 Assuming no prior knowledge of C and providing manageable, hour-long lessons, a guide to C++ introduces covers such areas as data hiding, encapsulation, overload operators, inheritance, virtual functions, static data and functions, and more. Original. (All Users).

Data Structures & Algorithms in Java-Lafore 2003-09 Data Structures and Algorithms in Java, Second Edition is designed to be easy to read and understand although the topic itself can be quite complicated. Algorithms are the procedures that software programs use to manipulate data structures. Besides clear and simple example programs, the author includes a workshop as a small demonstration program executable on a web browser. The programs demonstrate in graphical form what data structures look like and how they operate. In the second edition, the program is rewritten to improve operation and clarify the algorithms, the example programs are revis.

The Boost C++ Libraries-Sergei Nakariakov 2013-04-27 This book covers 24 Boost C++ Libraries: 1 Type Traits BOOST_CHECK_TYPE add_const add_lvalue_reference add_pointer add_reference add_rvalue_reference common_type BOOST_CHECK_INTEGRAL_CONSTANT conditional function_traits is_abstract is_arithmetic is_array is_base_and_derived is_base_of is_const is_enum is_function is_fundamental is_integral is_lvalue_reference is_member_function_pointer is_member_object_pointer is_member_pointer is_nothrow_move_assignable is_nothrow_move_constructible is_object is_pointer is_polymorphic is_reference is_rvalue_reference is_same is_scalar is_signed is_stateless is_virtual_base_of is_void has_virtual_destructor 2 Call Traits boost:: compressed_pair make_pair reference to reference optimizing fill Emulating Partial Specialization 3 Concept Check BOOST_CONCEPT_ASSERT BOOST_CONCEPT_REQUIRES Multi-Type Concepts Creating Concept Checking Classes Concept Covering and Archetypes 4 Enable Disable SFINAE Enabling function templates Enabling template class specializations Overlapping enabler conditions Lazy Version 5 Function Types is_function is_function_pointer is_function_reference is_member_pointer is_member_object_pointer is_member_function_pointer function_arity 6 Generic Image Library Computing the Image Gradient Using Locators GIL Algorithms Image View Transformations 1D pixel iterators STL Equivalent Algorithms Virtual Image Views resize affine convolution histogram packed_pixel dynamic_image 7 In Place Factory, Typed In Place Factory 8 Operators Base Class Chaining and Object Size Arithmetic Operators Ordering Symmetry Return Value Optimization Grouped Arithmetic
Operators Final Arithmetic Operator Template Classes Dereference Operators and Iterator Helpers Dereference Operators Grouped Iterator Operators Iterator Helpers 9 Property Map Readable Property Map Writable Property Map Read/Write Property Map Lvalue Property Map Property Map Traits function_property_map iterator_property_map shared_array_property_map associative_property_map const associative_property_map vector_property_map ref_property_map transform_value_property_map Compose Property Map 10 Distributed Property Map Consistency models Reduction operation Distributed property map adaptor Distributed iterator property map Local property map 11 Static Assert 12 Swap 13 Identity Type 14 Ref reference_wrapper is_reference_wrapper unwrap_reference Compile Time Run Time Implementation 15 Scope Exit 16 Compressed Pair 17 Base-from-Member Idiom 18 Checked Delete 19 Next Prior 20 Non Copyable 21 Address Of 22 Result Of 23 BOOST_BINARY 24 Type Traits Introspection Introspecting an inner type Introspecting an inner class template Variadic macro usage Using the has_template_(xxx) metafunction Introspecting member function data Introspecting member function Introspecting static member data Introspecting static member function Introspecting inner data Introspecting an inner function Nested Types Checking if the member type exists Nested Types and Function Signatures Function Templates

The Waite Group's Microsoft C Programming for the PC-Robert W. Lafore 1990 The most recent, unannounced release of Microsoft C will provide serious programmers and software developers with current developments in C programming. Robert Lafore's title has become the de facto standard for C programmers and developers with easy-to-understand steps, programs, and questions and answers.

Object-Oriented Data Structures Using Java-Nell Dale 2011-02-27 Data Structures & Theory of Computation

C# Primer Plus-Klaus Michelsen 2002 C# Primer Plus teaches the C# programming language and relevant parts of the .NET platform from the ground up, walking you through the basics of object-oriented programming, important programming techniques and problem solving while providing a thorough coverage of C#’s essential elements - such as classes, objects, data types, loops, branching statements, arrays, and namespaces. In early chapters guided tours take you sightseeing to the main attractions of C# and provide a fast learning-path that enables you to quickly write simple C# programs. Your initial programming skills are then gradually expanded, through the many examples, case studies, illustrations, review questions and programming exercises, to include powerful concepts - like inheritance, polymorphism, interfaces and exception handling, along with C#’s most innovative features - such as properties, indexers, delegates and events. With C# Primer Plus's dual emphasis on C# as well as fundamental programming techniques, this friendly tutorial will soon make you a proficient C# programmer building Windows applications on the .NET platform.


Data Structures and Algorithms in Java-Michael T. Goodrich 2014-01-28 The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.
Beginning C++ Game Programming - John Horton 2016-10-07
Learn C++ from scratch and get started building your very own games
About This Book
This book offers a fun way to learn modern C++ programming while building exciting 2D games.
This beginner-friendly guide offers a fast-paced but engaging approach to game development. Dive headfirst into building a wide variety of desktop games that gradually increase in complexity. It is packed with many suggestions to expand your finished games that will make you think critically, technically, and creatively.

Who This Book Is For
This book is perfect for you if any of the following describes you:
- You have no C++ programming knowledge whatsoever or need a beginner level refresher course.
- You want to learn to build games or just use games as an engaging way to learn C++.
- You have aspirations to publish a game one day, perhaps on Steam, or if you just want to have loads of fun and impress friends with your creations.

What You Will Learn
- Get to know C++ from scratch while simultaneously learning game building.
- Learn the basics of C++, such as variables, loops, and functions to animate game objects, respond to collisions, keep score, play sound effects, and build your first playable game.
- Use more advanced C++ topics such as classes, inheritance, and references to spawn and control thousands of enemies, shoot with a rapid fire machine gun, and realize random scrolling game-worlds.
- Stretch your C++ knowledge beyond the beginner level and use concepts such as pointers, references, and the Standard Template Library to add features like split-screen coop, immersive directional sound, and custom levels loaded from level-design files.

In Detail
This book is all about offering you a fun introduction to the world of game programming, C++, and the OpenGL-powered SFML using three fun, fully-playable games. These games are an addictive frantic two-button tapper, a multi-level zombie survival shooter, and a split-screen multiplayer puzzle-platformer. We will start with the very basics of programming, such as variables, loops, and conditions and you will become more skillful with each game as you move through the key C++ topics, such as OOP (Object-Orientated Programming), C++ pointers, and an introduction to the Standard Template Library. While building these games, you will also learn exciting game programming concepts like particle effects, directional sound (spatialization), OpenGL programmable Shaders, spawning thousands of objects, and more.

Java Illuminated - Julie Anderson 2012
With a variety of interactive learning features and user-friendly pedagogy, the Third Edition provides a comprehensive introduction to programming using the most current version of Java. Throughout the text the authors incorporate an "active learning approach" which asks students to take an active role in their understanding of the language through the use of numerous interactive examples, exercises, and projects. Object-oriented programming concepts are developed progressively and reinforced through numerous Programming Activities, allowing students to fully understand and implement both basic and sophisticated techniques. In response to students growing interest in animation and visualization the text includes techniques for producing graphical output and animations beginning in Chapter 4 with applets and continuing throughout the text. You will find Java Illuminated, Third Edition comprehensive and user-friendly. Students will find it exciting to delve into the world of programming with hands-on, real-world applications!

New to the Third Edition:
- Includes NEW examples and projects throughout-Every NEW cop of the text includes a CD-ROM with the following: *programming activity framework code* full example code from each chapter*browser-based modules with visual step-by-step demonstrations of code execution*links to popular integrated development environments and the Java Standard Edition JDK-Every new copy includes full student access to TuringsCraft Custome CodeLab. Customized to match the organization of this textbook, CodeLab provides over 300 short hands-on programming exercises with immediate feedback.

Instructor Resources:
- Test Bank,
- PowerPoint Lecture Outlines,
- Solutions to Programming Activities in text,
- Answers to the chapter exercises

Beginning Java Programming - Bart Baesens 2015-02-11
A comprehensive Java guide, with samples, exercises, case studies, and step-by-step driven approach to learning game development and C++. In addition to explaining game development techniques in an engaging style, the games are built in a way that introduces the key C++ topics in a practical and not theory-based way, with multiple runnable/playable stages in each chapter.
Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide.

C++ For Dummies - Stephen R. Davis 2014-05-22 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.

C++ in One Hour a Day, Sams Teach Yourself - Siddhartha Rao 2016-12-28 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. In just one hour a day, you'll have all the skills you need to begin programming in C++. With this complete tutorial, you'll quickly master the basics, and then move on to more advanced features and concepts. Completely updated for the C++14 standard, with a preview of C++17, this book presents the language from a practical point of view, helping you learn how to use C++ to create faster, simpler, and more efficient C++ applications. Master the fundamentals of C++ and object-oriented programming Understand how C++ features help you write compact and efficient code using concepts such as lambda expressions, move constructors, and assignment operators Learn best practices and avoid pitfalls via useful Do's and Don'ts Learn the Standard Template Library, including containers and algorithms used in most real-world C++ applications Test your knowledge and expertise with exercises at the end of every lesson Learn on your own time, at your own pace: No previous programming experience required Write fast and powerful C++ programs, compile the source code, and create executable files Learn object-oriented programming concepts such as encapsulation, abstraction, inheritance, and polymorphism Use the Standard Template Library's algorithms and containers to write feature-rich yet stable C++ applications Learn how automatic type deduction helps simplify C++ code Develop sophisticated programming techniques using lambda expressions, smart pointers, and move constructors Master the features of C++ by learning from programming experts Learn C++ features that allow you to program compact and high-performance C++ applications.
Mastering Visual C++ 6-Michael J. Young 1998 This text provides an introduction to Microsoft’s Win 32 programming architecture. It aims to allow the programmer to create commercial applications for Windows 98 and Window NT 5 platforms. The CD-ROM includes source code, executable programs and SDKs.

Teach Yourself C-Herbert Schildt 1997 This edition expands coverage of the C library, updates the Windows programming overview to Windows 95, and adds material pointing towards C++. Schildt also adds some defensive coding to the examples so they will compile as both C and C++ programs.

Ivor Horton’s Beginning Visual C++ 2010-Ivor Horton 2010-07-02 The leading author of programming tutorials for beginners introduces you to Visual C++ 2010. Ivor Horton is the preeminent author of introductory programming language tutorials; previous editions of his Beginning Visual C++ have sold nearly 100,000 copies. This book is a comprehensive introduction to both the Standard C++ language and to Visual C++ 2010; no previous programming experience is required. All aspects of the 2010 release are covered, including changes to the language and the C++ standard. Microsoft Visual C++ is one of the most popular C++ development environments and compilers, used by hundreds of thousands of developers. Ivor Horton’s approach to programming tutorials has achieved a huge following; this book gives beginning programmers a comprehensive introduction to both Standard C++ and Visual C++ 2010. Covers all the language changes in Visual C++ 2010, library additions, new MFC features, changes in the Visual Studio development environment, and more. Also includes a brief introduction to programming for multicore processors in native C++ and C++/CLR processors. Nearly 100,000 copies of this book have been sold in previous editions. Beginners seeking a complete education in Visual C++ will find everything they need in Ivor Horton’s Beginning Visual C++ 2010.

Thinking in C++-Bruce Eckel 2003-12 Best selling author Bruce Eckel has joined forces with Chuck Allison to write Thinking in C++, Volume 2, the sequel to the highly received and best selling Thinking in C++, Volume 1. Eckel is the master of teaching professional programmers how to quickly learn cutting edge topics in C++ that are glossed over in other C++ books. In Thinking in C++, Volume 2, the authors cover the finer points of exception handling, defensive programming and string and stream processing that every C++ programmer needs to know. Special attention is given to generic programming where the authors reveal little known techniques for effectively using the Standard Template Library. In addition, Eckel and Allison demonstrate how to apply RTTI, design patterns and concurrent programming techniques to improve the quality of industrial strength C++ applications. This book is targeted at programmers of all levels of experience who want to master C++.

Design Patterns Explained-Alan Shalloway 2004-10-12 "One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples–this has been very inspiring for a product I’m working on: an audio-only introduction to OOP and software development." -Bruce Eckel "...I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching design patterns completely. Design Patterns Explained complements the existing design patterns texts and may perform a very useful role, fitting between introductory texts such as UML Distilled and the more advanced patterns books." -James Noble Leverage the quality and productivity benefits of patterns–without the complexity! Design Patterns Explained, Second Edition is the field’s simplest, clearest, most practical introduction to patterns. Using dozens of updated Java examples, it shows programmers and architects exactly how to use patterns to design, develop, and deliver software far more effectively. You’ll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented analysis and design in contemporary software development. Then, using easy-to-understand sample code, Alan Shalloway and James Trott illuminate dozens of today’s most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and pitfalls to avoid. Many patterns are accompanied by UML diagrams. Building on their best-selling First Edition,
Shalloway and Trott have thoroughly updated this book to reflect new software design trends, patterns, and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. New and revamped coverage in this edition includes Better ways to start "thinking in patterns" How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns-driven development process How to use factories to instantiate and manage objects more effectively The Object-Pool Pattern—a new pattern not identified by the "Gang of Four" New study/practice questions at the end of every chapter Gentle yet thorough, this book assumes no patterns experience whatsoever. It's the ideal "first book" on patterns, and a perfect complement to Gamma's classic Design Patterns. If you're a programmer or architect who wants the clearest possible understanding of design patterns—or if you've struggled to make them work for you—read this book.

Data Structures Through C-Yashavant Kanetkar 2019-09-19 Experience Data Structures C through animations DESCRIPTION There are two major hurdles faced by anybody trying to learn Data Structures: Most books attempt to teach it using algorithms rather than complete working programs A lot is left to the imagination of the reader, instead of explaining it in detail. This is a different Data Structures book. It uses a common language like C to teach Data Structures. Secondly, it goes far beyond merely explaining how Stacks, Queues, and Linked Lists work. The readers can actually experience (rather than imagine) sorting of an array, traversing of a doubly linked list, construction of a binary tree, etc. through carefully crafted animations that depict these processes. All these animations are available on the downloadable DVD. In addition it contains numerous carefully-crafted figures, working programs and real world scenarios where different data structures are used. This would help you understand the complicated operations being performed an different data structures easily. Add to that the customary lucid style of Yashavant Kanetkar and you have a perfect Data Structures book in your hands. KEY FEATURES Strengthens the foundations, as detailed explanation of concepts are given Focuses on how to think logically to solve a problem Algorithms used in the book are well explained and illustrated step by step. Help students in understanding how data structures are implemented in programs WHAT WILL YOU LEARN Analysis of Algorithms, Arrays, Linked Lists, Sparse Matrices Stacks, Queues, Trees, Graphs, Searching and Sorting WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Data structures. Table of Contents 1. Analysis of Algorithms 2. Arrays 3. Linked Lists 4. Sparse Matrices 5. Stacks 6. Queues

OBJECT-ORIENTED PROGRAMMING WITH C++ AND JAVA-DEBASIS SAMANTA 2006-01-01 This book is designed to introduce object-oriented programming (OOP) in C++ and Java, and is divided into four areas of coverage: Preliminaries: Explains the basic features of C, C++, and Java such as data types, operators, control structures, storage classes, and array structures. Part I : Covers classes, objects, data abstraction, function overloading, information hiding, memory management, inheritance, binding, polymorphism, class template using working illustrations based on simple concepts. Part II : Discusses all the paradigms of Java programming with ready-to-use programs. Part III : Contains eight Java packages with their full structures. The book offers straightforward explanations of the concepts of OOP and discusses the use of C++ and Java in OOP through small but effective illustrations. It is ideally suited for undergraduate/postgraduate courses in computer science. The IT professionals should also find the book useful.

The C++ Programming Language-Bjarne Stroustrup 2000

Data Structures and Algorithms in Java-Robert Lafore 2017-09-06 Data Structures and Algorithms in Java, Second Edition is designed to be easy to read and understand although the topic itself is complicated. Algorithms are the procedures that software programs use to manipulate data structures. Besides clear and simple example programs, the author includes a workshop as a small demonstration program executable on a Web browser. The programs demonstrate in graphical form what data structures look like and how they operate. In the second edition, the program is rewritten to
improve operation and clarify the algorithms, the example programs are revised to work with the latest version of the Java JDK, and questions and exercises will be added at the end of each chapter making the book even more useful. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

Peter Norton's Inside OS/2-Robert W. Lafore 1988 Describes the capabilities of the OS/2 operating system, discusses multitasking, interprocess synchronization, files, and memory allocation, and looks at input/output devices


Learn to Program with C-Noel Kalicharan 2015-12-16 This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don’t be. It is a myth that you must be good at mathematics to learn programming. C is considered a ‘modern’ language even though its roots date back to the 1970s. Originally, C was designed for writing ‘systems’ programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.

Practical C++ Programming-Steve Oualline 2002-12 C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language.The new second edition of "Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this new edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code.In short, to-the-point chapters, all aspects of programming are covered including style, software engineering, programming design, object-oriented design, and debugging. It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Steve Oualline's clear, easy-going writing style and hands-on approach to learning make "Practical C++ Programming a nearly painless way to master this complex but powerful programming language.

OOP Demystified-Jim Keogh 2004-03-29 Learn object-oriented programming in no time with help from this easy-to-understand guide, ideal for novice and expert programmers alike. Discover why objects are so successful as the model for this type of programming and how objects are classified. Distinguish between how people see the world and how computers “see” it. Learn about attributes and methods, inheritance, polymorphism, real-world and case modeling, object-oriented programming languages, and much more. Each chapter ends with a quiz, culminating in a
C++ Programming: From Problem Analysis to Program Design-D. S. Malik 2017-05-24 Learn how to program with C++ using today’s definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 8E. D.S. Malik’s time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and why’s of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik’s experience further strengthen the reader’s understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Java 9 for Programmers-Paul J. Deitel 2017-05-16 The professional programmer’s Deitel® guide to Java® 9 and the powerful Java platform Written for programmers with a background in another high-level language, this book applies the Deitel signature live-code approach to teaching programming and explores the Java® 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting and program outputs. It features hundreds of complete Java 9 programs with thousands of lines of proven code, and hundreds of software-development tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including JavaFX GUI, graphics, animation and video, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic collections, database with JDBC™ and JPA, and compelling new Java 9 features, such as the Java Platform Module System, interactive Java with JShell (for discovery, experimentation and rapid prototyping) and more. You’ll enjoy the Deitels’ classic treatment of object-oriented programming and the object-oriented design ATM case study, including a complete Java implementation. When you’re finished, you’ll have everything you need to build industrial-strength, object-oriented...
Java 9 applications. New Java® 9 Features Java® 9’s Platform Module System Interactive Java via JShell—Java 9’s REPL Collection Factory Methods, Matcher Methods, Stream Methods, JavaFX Updates, Using Modules in JShell, Completable Future Updates, Security Enhancements, Private Interface Methods and many other language and API updates. Core Java Features Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces Composition vs. Inheritance, “Programming to an Interface not an Implementation” Lambdas, Sequential and Parallel Streams, Functional Interfaces with Default and Static Methods, Immutability JavaFX GUI, 2D and 3D Graphics, Animation, Video, CSS, Scene Builder Files, I/O Streams, XML Serialization Concurrency for Optimal Multi-Core Performance, JavaFX Concurrency APIs Generics and Generic Collections Recursion, Database (JDBC™ and JPA) Keep in Touch Contact the authors at: deitel@deitel.com Join the Deitel social media communities LinkedIn® at bit.ly/DeitelLinkedIn Facebook® at facebook.com/DeitelFan Twitter® at twitter.com/deitel YouTube™ at youtube.com/DeitelTV Subscribe to the Deitel ® Buzz e-mail newsletter at www.deitel.com/newsletter/subscribe.html For source code and updates, visit: www.deitel.com/books/Java9FP

The Waite Group's Master C++ - Rex Woollard 1992 No background in C is required to learn to program in C++ with this innovative computer-based training system. -- Covers everything needed for writing OOP programs -- Goes over the fundamentals of C that are common to C++ -- Monitors progress like a patient teacher -- Teaches object-oriented programming and the C++ language syntax quickly and efficiently

Object-oriented Programming in C++ - Nabajyoti Barkakati 1991 The first book to help experienced programmers learn object-oriented programming (OOP)--and serve as a convenient reference guide. A tutorial approach explores all the features of C++. With this foundation, the book shows programmers how to expertly apply these techniques to software development.