C++ All-in-One For Dummies

By John Paul Mueller, Jeff Cogswell

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Get ahead of the C++ curve to stay in the game

C++ is the workhorse of programming languages and remains one of the most widely used programming languages today. It's cross-platform, multi-functional, and updates are typically open-source. The language itself is object-oriented, offering you the utmost control over data usage, interface, and resource allocation. If your job involves data, C++ proficiency makes you indispensable.

C++ All-in-One For Dummies, 3rd Edition is your number-one handbook to C++ mastery. Author John Paul Mueller is a recognized authority in the computer industry, and your ultimate guide to C++. Mueller takes you through all things C++, including information relevant to the 2014 update.

- Learn how to work with objects and classes
- Conquer advanced programming and troubleshooting
- Discover how lambda expressions can make your code more concise and readable
- See Standard Library features, such as dynamic arrays, in action

Online resources include source code from examples in the book as well as a C++ GNU compiler. If you need to learn C++, this is the fastest, most effective way to do it. *C++ All-in-One For Dummies, 3rd Edition* will get you up and running quickly, so you can get to work producing code faster and better than ever.

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Editorial Review

From the Back Cover

6 BOOKS IN 1

- Introducing C++
- Understanding Objects and Classes
- Fixing Problems
- Advanced Programming
- Reading and Writing Files
- Advanced C++

The easy way to get ahead of the C++ curve

Want to get started with C++? No sweat. With this hands-on, roll-up-your-sleeves reference, you'll truly *learn* C++ from the ground up and understand why it's the language of the millennium. Whether you're a newbie or a programmer looking to grasp the latest updates to C++, this guide will have you producing code faster and better in no time.

- Start from square one — begin by getting a great C++ installation in place and move on to create your first C++ program
- Be the boss — direct your C++ program flow, divide your work with functions, work with classes, and refer to your data through pointers
- Don't object — get the lowdown on planning and building objects and using UML to structure your classes and demonstrate behavior
- Banish bugs — find out how to program with debuggers, make sense of Code::Blocks, and set up and disable breakpoints
- The write stuff — file information with the Streams Library, write with output streams, read with input streams, and build directories and contents

Open the book and find:

- Everything you need to work in Windows, Linux, and Mac OS/X
- A tour of the essential Code::Blocks features
- How to evaluate conditions in C++
- What to do with constructors and destructors
- Advanced C++ features
- How to program with the Standard Library

About the Author

John Paul Mueller has a special affinity and expertise for both certification and programming books. He has written titles on COM+, C#, Java, Windows programming, VBA, and more. He's contributed programming and certification articles to *Visual Basic Developer* and *SQL Server Professional*. **Jeff Cogswell** has been an application developer and trainer for 18 years, working with clients from startups to Fortune 500 companies. He has developed courses on C++ and other technologies.

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