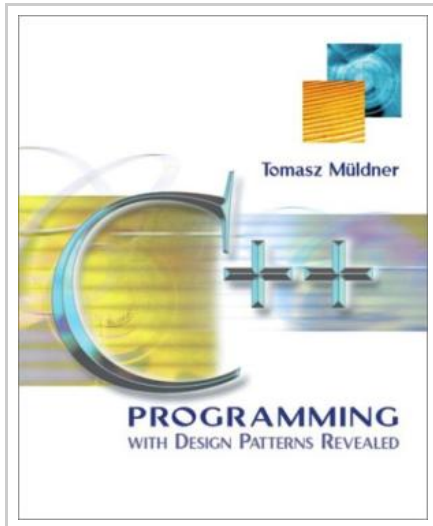




C++ Programming with Design Patterns Revealed

By Mldner, Tomasz

Pearson, 2001. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: 1. A Quick Tour of C++. Preview. First Example. Basic Constructs. Inheritance. Exceptions and Namespaces. Generic Programming. Second Example: Arithmetic Expressions. Version I. Version II. 2. Procedural Programming. Preview. Introduction to Principles of Software Design and Implementation. Main Program. Basics: Types, Control Structures and Simple I/O. Functions. Pointers and Dynamic Memory Management. Static Local Variables. File Organization and Standard Facilities. Exercises. 3. Object-Based Programming, Part I. Preview. Basic Terminology and Class Definition. Exception Handling. Managing Objects. Constant and Static Features. Pure Static Classes. Initialization of Local and Global Variables. Reference Types and Their Applications. Resources Management, Part I: The Use of Constructors, Assignment Operator and Destructor. Arrays. Exercises. 4. Object-Based Programming, Part II. Preview. UML Class Notations. Reusability through Object Composition. Managing the Creational Process, Part I. First Design Pattern: Singleton. Namespaces, Part II. Need for Recompiling and Header Files, Part I. Application: List of Students. Exercises. 5. Object-Oriented Programming, Part I. Preview. Basic Terminology and a Derived Class Definition. Public Inheritance. Creating Objects. RTTI and Type Conversions. Copy Constructors. Scope and Visibility Modifiers. Polymorphism and Virtual Functions. Destructing Objects. Overloaded Assignments. Overloading and...

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