

1.	Record Nr.	UNINA9910634294603321
	Autore	Albertario, Emilio <1885-1949>
	Titolo	[Recensione a] Introduzione storica allo studio del diritto romano giustiniano / Emilio Albertario ; di Leopold Wenger
	Pubbl/distr/stampa	Roma, : Apollinaris
	Descrizione fisica	173-184 p. ; 8°
	Disciplina	340.54
	Locazione	FGBC
	Collocazione	Biblioteca Solazzi Busta 3 (8) 36
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Estratto da "Studia et documenta historiae et iuris", A. 1 (1936) fasc. 1
2.	Record Nr.	UNINA9910427051703321
	Autore	Horton Ivor
	Titolo	Beginning C++20 : from novice to professional. / / Ivor Horton, Peter Van Weert
	Pubbl/distr/stampa	New York, New York : , : APress, , [2020] ©2020
	ISBN	1-4842-5884-3
	Edizione	[6th ed. 2020.]
	Descrizione fisica	1 online resource (XXVIII, 825 p. 80 illus.)
	Disciplina	005.133
	Soggetti	C++ (Computer program language) Programming languages (Electronic computers) Computer software Computer science Software engineering
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.

1. Basic Ideas -- 2. Introducing Fundamental Types of Data -- 3. Working Fundamental Types -- 4. Making Decisions -- 5. Arrays and Loops -- 6. Pointers and References -- 7. Working with Strings -- 8. Defining Functions -- 9. Vocabulary Types -- 10. Function Templates -- 11. Modules and Namespaces -- 12. Defining your own Data Types -- 13. Operator Overloading -- 14. Inheritance -- 15. Polymorphism -- 16. Runtime Errors and Exceptions -- 17. Class Templates -- 18. Move Semantics -- 19. First-Class Functions -- 20. Containers and Algorithms -- 21. Constrained Templates and Concepts.

Begin your programming journey with C++ , starting with the basics and progressing through step-by-step examples that will help you become a proficient C++ programmer. This book includes new features from the C++20 standard like modules, concepts, ranges, and the spaceship operator. All you need are Beginning C++20 and any recent C++ compiler and you'll soon be writing real C++ programs. There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program examples, and all chapters include exercises for you to test and practice your knowledge. Free source code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++20, and to all conventions and best practices of modern C++.

Beginning C++20 also introduces the elements of the C++ Standard Library that provide essential support for the C++20 language. You will:

- Begin programming with the C++20 standard
- Carry out modular programming in C++
- Work with arrays and loops, pointers and references, strings, and more
- Write your own functions, types, and operators
- Discover the essentials of object-oriented programming
- Use overloading, inheritance, virtual functions, and polymorphism
- Write generic function and class templates, and make them safer using concepts
- Learn the ins and outs of containers, algorithms, and ranges
- Use auto type declarations, exceptions, move semantics, lambda expressions, and much more.