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Titolo	How not to program in C++ [[electronic resource]] : 111 broken programs and 3 working ones, or why does 2+2 = 5986? // Steve Oualline
Pubbl/distr/stampa	San Francisco, : No Starch Press, c2003
ISBN	1-59327-015-1
Descrizione fisica	1 online resource (281 p.)
Disciplina	005.13/3
Soggetti	C++ (Computer program language) Debugging in computer science Error analysis (Mathematics) Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Preliminaries; Dedication; Table Of Contents; Introduction; In The Beginning; Starting Out On The Wrong Foot; One Character Wonders; Everyday Problems; C Code, C Code Break; Premature Breakage; Classes With No Class; Expert Confusion; Portage To Hell; A Few Working Programs; Threaded, Embedded - Dreaded
Sommario/riassunto	Based on real-world errors, the 101 fun and challenging C++ puzzles in How Not to Program in C++ range from easy (one wrong character) to mind twisting (errors with multiple threads). Match your wits against the author's and polish your language skills as you try to fix broken programs. Clues help along the way, and answers are provided at the back of the book.