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| Edizione | [2nd edition.] |
| Descrizione fisica | 1 online resource (xxvii, 677 pages) : illustrations |
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| Soggetti | Professional Computing Open Source |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | 1 Getting started -- 2 Images and sound -- 3 Math: types, operations, consts, and math functions -- 4 Mouse, and if -- 5 Loops and text input -- 6 Algorithms and the development process -- 7 Functions -- 8 Functions (Continued) -- 9 Using the debugger -- 10 Arrays and enum class -- 11 Animation with structs and sprites -- 12 Building your own arcade game: input, collisions, and putting it all together -- 13 Standard I/O and file operations -- 14 Character arrays and dynamic memory (pointers) -- 15 Classes: the basics -- 16 Classes, continued -- 17 Operators, and destructors -- 18 Exceptions, recursion, and O notation -- 19 Classes, continued: inheritance -- 20 Template functions and classes -- 21 Multiple inheritance and virtual functions -- 22 Linked lists -- 23 The Standard Template Library (STL) -- 24 Building bigger projects -- 25 History -- 26 Esoterica (recommended) -- 27 Esoterica (not so recommended) -- 28 C -- 29 Moving on with SDL -- Appendices -- A. Help With Setup -- B. Operators -- C. ASCII codes -- D. Fundamental Types -- E. Escape Sequences -- F. Basic C Standard Library -- G. Common Debugger Commands -- H. SSDL Reference. |
| Sommario/riassunto | Ready to learn programming with less effort and more fun? Then do it the lazy way! C++20 for Lazy Programmers uses humor and fun to make you actually willing to read and eager to do the projects as you |

master the popular and powerful C++ language. Along the way it includes many features from the new C++20 standard, such as ranges, spans, format strings, the "spaceship" operator, and concepts (template parameter requirements), and provides brief introductions to modules and coroutines. With this unique method, you'll stretch your abilities with a variety of projects, including your own C++ arcade game. You'll construct your own classes, templates, and abstract data types. After reading and using this book you'll be ready to build real-world C++ applications and game projects on your own. You will: Be one of the first to program in the brand-new C++20 standard Discover the SDL graphics and gaming library, and SSDL, the "Simple SDL" wrapper library Get detailed help using the most common C++ compilers -- Visual Studio for Windows, and g++ (with Unix or MinGW) -- and their associated debuggers Practice "anti-bugging" for easy fixes to common problems Learn new concepts and skills from a variety of examples Develop sound practices for becoming a productive programmer Build a C++-based arcade game Apply built-in Standard Template Library (STL) functions and classes for easy and efficient programming Learn powerful data types including strings, stacks, vectors, and linked lists -- not by reading about them but by building them -- preparing you further for a career in programming.