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| Nota di contenuto | Cover -- Title -- Copyright -- Contents -- Preface -- Acknowledgments -- Chapter 1 C++ and Beyond -- Introduction -- |

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Sommario/riassunto

This book is designed to cover the basics of C++, the powerful programming language used by developers all over the world. Its readily understandable concepts and easy syntax are used in video games, embedded systems, IoT devices, and resource-heavy AI applications. Using a “self-teaching” method with numerous examples and figures, the book covers all of the major C++ concepts, including pointers, classes, strings, arrays, polymorphism, inheritance, file handling, and more. Various types of the end of chapter exercises include theoretical, practical, and multiple choice (with answers) to enhance comprehension of the topics covered. FEATURES: Uses a self-teaching method with numerous examples, figures, and a variety of exercises Covers all of the basic C++ concepts including strings, arrays, classes, file handling and more
