

1. Record Nr.	UNINA9910784941403321
Autore	Davis Stephen R. <1956->
Titolo	Beginning programming with C++ for dummies [[electronic resource] /] / by Stephen R. Davis
Pubbl/distr/stampa	Hoboken, NJ, : Wiley, c2010
ISBN	0-470-90950-1 1-282-70823-6 9786612708237 0-470-90948-X
Edizione	[1st edition]
Descrizione fisica	1 online resource (460 p.)
Collana	--For dummies
Disciplina	005.133
Soggetti	C++ (Computer program language) Object-oriented programming languages
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Beginning Programming with C++ For Dummies®; About the Author; Dedication; Author's Acknowledgments; Contents at a Glance; Table of Contents; Introduction; About Beginning Programming with C++ For Dummies; Foolish Assumptions; Conventions Used in This Book; What You Don't Have to Read; How This Book Is Organized; Icons Used in This Book; Where to Go from Here; Part I: Let's Get Started; Chapter 1: What Is a Program?; How Does My Son Differ from a Computer?; Programming a "Human Computer"; Computer Languages; Chapter 2: Installing Code::Blocks; Reviewing the Compilation Process Installing Code::Blocks Testing the Code::Blocks Installation; Chapter 3: Writing Your First Program; Creating a New Project; Entering Your Program; Building the Program; Finding What Could Go Wrong; Using the Enclosed CD-ROM; Running the Program; How the Program Works; Part II: Writing a Program: Decisions, Decisions; Chapter 4: Integer Expressions; Declaring Variables; Integer Constants; Expressions; Unary Operators; The Special Assignment Operators; Chapter 5: Character Expressions; Defining Character Variables; Encoding Strings of Characters; Special Character Constants Chapter 6: if I Could Make My Own Decisions The if Statement; What

else Is There?; Nesting if Statements; Compound Conditional Expressions; Chapter 7: Switching Paths; Controlling Flow with the switch Statement; Control Fell Through: Did I break It?; Implementing an Example Calculator with the switch Statement; Chapter 8: Debugging Your Programs, Part I; Identifying Types of Errors; Avoiding Introducing Errors; Finding the First Error with a Little Help; Finding the Run-Time Error; Part III: Becoming a Functional Programmer; Chapter 9: while Running in Circles; Creating a while Loop
Breaking out of the Middle of a Loop Nested Loops; Chapter 10: Looping for the Fun of It; The for Parts of Every Loop; Looking at an Example; Getting More Done with the Comma Operator; Chapter 11: Functions, I Declare!; Breaking Your Problem Down into Functions; Understanding How Functions Are Useful; Writing and Using a Function; Passing Arguments to Functions; Defining Function Prototype Declarations; Chapter 12: Dividing Programs into Modules; Breaking Programs Apart; Breaking Up Isn't That Hard to Do; Using the Standard C++ Library; Variable Scope
Chapter 13: Debugging Your Programs, Part 2 Debugging a Dys-Functional Program; Part IV: Data Structures; Chapter 14: Other Numerical Variable Types; The Limitations of Integers in C++; A Type That "doubles" as a Real Number; Variable Size - the "long" and "short" of It; Types of Constants; Passing Different Types to Functions; Chapter 15: Arrays; What Is an Array?; Declaring an Array; Indexing into an Array; Looking at an Example; Initializing an Array; Chapter 16: Arrays with Character; The ASCII-Zero Character Array; Declaring and Initializing an ASCIIZ Array; Looking at an Example
Looking at a More Detailed Example

Sommario/riassunto

An ideal starting point to get a strong grasp of the fundamentals of C++ C++ is an object-oriented programming language commonly adopted by would-be programmers. This book explores the basic development concepts and techniques of C++ and explains the ""how"" and ""why"" of C++ programming from the ground up. You'll discover what goes into creating a program, as well as how to put the various pieces together, deal with standard programming challenges, handle debugging, and make it all work. Details the basics of C++ programming and explores the ""how"" and ""why"" of this obje
