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	Note generali	"Making Everything Easier!"--Cover. Includes index.
	Nota di contenuto	Contents at a Glance; Table of Contents; Introduction; No Experience Necessary; Great for Advanced Folks, Too!; For All Computers; Conventions; Organization; Icons Galore; What's Next?; Beyond the Book; Book I: Getting Started with C++; Chapter 1: Configuring Your System; Obtaining a Copy of C++ 14; Obtaining Code::Blocks; Installing Code::Blocks; Touring the Essential Code::Blocks Features; Using Other IDEs; Chapter 2: Creating Your First C++ Application; Code::Blocks Creating a Project; Typing the Code; Starting with Main; Showing Information; Let Your Application Run Away Chapter 3: Storing Data in C++Putting Your Data Places: Variables; Manipulating Integer Variables; Characters; Strings; Deciding between Conditional Operators; Telling the Truth with Boolean Variables; Reading from the Console; Chapter 4: Directing the Application Flow; Doing This or Doing That; Evaluating Conditions in C++; Including Evaluations in C++ Conditional Statements; Repeating Actions with Statements That Loop; Chapter 5: Dividing Your Work with Functions; Dividing Your Work; Calling a Function; Writing Your Own Functions; Calling All String Functions; Understanding main() Chapter 6: Splitting Up Source Code FilesCreating Multiple Source Files; Sharing with Header Files; Sharing Variables among Source Files; Using the Mysterious Header Wrappers; Chapter 7: Referring to Your Data

Through Pointers; Heaping and Stacking the Variables; Dynamically Allocating with new; Freeing Pointers; Passing Pointer Variables to Functions; Returning Pointer Variables from Functions; Returning a Pointer as a Nonpointer; Passing by Reference; Passing By const Reference; Remembering the Rules; Chapter 8: Working with Classes; Understanding Objects and Classes; Working with a Class Starting and Ending with Constructors and DestructorsBuilding Hierarchies of Classes; Creating and Using Object Aliases; Chapter 9: Using Advanced C++ Features; Filling Your Code with Comments; Converting Types; Reading from the Console; Understanding Preprocessor Directives; Using Constants; Using Switch Statements; Supercharging enums with Classes; Working with Random Numbers; Storing Data in Arrays; Book II: Understanding Objects and Classes; Chapter 1: Planning and Building Objects; Recognizing Objects; Encapsulating Objects; Building Hierarchies; Discovering Classes Chapter 2: Describing Your Program with UMLMoving Up to UML; Building with UML and the Rational Unified Process; Moving Forward with UML; Chapter 3: Structuring Your Classes with UML; Drawing Classes; Building Components; Deploying the Software; Chapter 4: Demonstrating Behavior with UML; Drawing Objects; Casing Out the Use Cases; Sequence Diagrams; Collaboration Diagrams; Activity Diagrams; State Diagrams; Chapter 5: Modeling Your Applications with UML; Using UML Goodies; Free to Be UML; C++ and UML; Chapter 6: Building with Design Patterns; Introducing a Simple Pattern: the Singleton
Watching an Instance with an Observer

Sommario/riassunto	Get ahead of the C++ curve to stay in the game C++ is the workhorse of programming languages and remains one of the most widely used programming languages today. It's cross-platform, multi-functional, and updates are typically open-source. The language itself is object-oriented, offering you the utmost control over data usage, interface, and resource allocation. If your job involves data, C++ proficiency makes you indispensable. C++ All-in-One For Dummies, 3rd Edition is your number-one handbook to C++ mastery. Author John Paul Mueller is a recognized authority in the computer industry, and yo