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Nota di contenuto	Contents at a Glance; Table of Contents; Table of Contents Introduction; Introduction; About This Book; Icons Used in This Book; Beyond the Book; Where to Go from Here; Part I: Getting Started with C++ Programming; Chapter 1: Writing Your First C++ Program; Grasping C++ Concepts; Installing Code::Blocks; Creating Your First C++ Program; Executing Your Program; Reviewing the Annotated Program; Calculating Expressions; Chapter 2: Declaring Variables Constantly; Declaring Variables; Declaring Different Types of Variables; Declaring Variable Types; Wide Loads on Char Highway Are These Calculations Really Logical?Mixed Mode Expressions; Automatic Declarations; Chapter 3: Performing Mathematical Operations; Performing Simple Binary Arithmetic; Decomposing Expressions; Determining the Order of Operations; Performing Unary Operations; Using Assignment Operators; Chapter 4: Performing Logical Operations; Why Mess with Logical Operations?; Using the Simple Logical Operators; Expressing Binary Numbers; Performing Bitwise Logical Operations; Chapter 5: Controlling Program Flow; Controlling Program Flow with the Branch Commands; Executing Loops in a Program Nesting Control CommandsSwitching to a Different Subject?; Part II: Becoming a Functional C++ Programmer; Chapter 6: Creating Functions; Writing and Using a Function; Understanding the Details of Functions; Overloading Function Names; Defining Function Prototypes; Defaulting Arguments; Passing by Value and Passing by Reference;

Variable Storage Types; Chapter 7: Storing Sequences in Arrays; Arraying the Arguments for Arrays; Using Arrays of Characters; Manipulating Strings with Character; Adding Some Library Functions; Making Room for Wide Strings

Chapter 8: Taking a First Look at C++ PointersVariable Size; What's in an Address?; Address Operators; Using Pointer Variables; Passing Pointers to Functions; Constant const Irritation; Making Use of a Block of Memory Called the Heap; Chapter 9: Taking a Second Look at C++ Pointers; Defining Operations on Pointer Variables; When Is a Pointer Not?; Declaring and Using Arrays of Pointers; Chapter 10: The C++ Preprocessor; What Is a Preprocessor?; Including Files; #Defining Things; Including Things #if I Say So; Intrinsically Defined Objects; Typedef; Part III: Introduction to Classes

Chapter 11: Examining Object-Oriented ProgrammingAbstracting Microwave Ovens; Classifying Microwave Ovens; Why Classify?; Chapter 12: Adding Class to C++; Introducing the Class; The Format of a Class; Accessing the Members of a Class; Activating Our Objects; Adding a Member Function; Calling a Member Function; Scope Resolution (And I Don't Mean How Well Your Telescope Works); Defining a Member Function in the Class; Keeping a Member Function after Class; Overloading Member Functions; Chapter 13: Point and Stare at Objects; Declaring Arrays of Objects; Declaring Pointers to Objects Passing Objects to Functions

Sommario/riassunto

The best-selling C++ For Dummies book makes C++ easier! C++ For Dummies, 7th Edition is the best-selling C++ guide on the market, fully revised for the 2014 update. With over 60% new content, this updated guide reflects the new standards, and includes a new Big Data focus that highlights the use of C++ among popular Big Data software solutions. The book provides step-by-step instruction from the ground up, helping beginners become programmers and allowing intermediate programmers to sharpen their skills. The companion website provides all code mentioned in the text,
