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Autore	Horton Ivor
Titolo	Ivor Horton's beginning Visual C++ 2010 [[electronic resource] /] / Ivor Horton
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Collana	Wrox programmer to programmer
Disciplina	005.133
Soggetti	C++ (Computer program language)
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Nota di contenuto	Ivor Horton's Beginning Visual C++ 2010; About the Author; Contents; Introduction; PROGRAMMING IN C++; DEVELOPING WINDOWS APPLICATIONS; ADVANCED LIBRARY CAPABILITIES; WHO THIS BOOK IS FOR; WHAT THIS BOOK COVERS; HOW THIS BOOK IS STRUCTURED; WHAT YOU NEED TO USE THIS BOOK; CONVENTIONS; SOURCE CODE; ERRATA; P2P.WROX.COM; Chapter 1: Programming with Visual C++ 2010; THE .NET FRAMEWORK; THE COMMON LANGUAGE RUNTIME; WRITING C++ APPLICATIONS; LEARNING WINDOWS PROGRAMMING; WHAT IS THE INTEGRATED DEVELOPMENT ENVIRONMENT?; USING THE IDE; SUMMARY; Chapter 2: Data, Variables, and Calculations THE STRUCTURE OF A C++ PROGRAMDEFINING VARIABLES; FUNDAMENTAL DATA TYPES; BASIC INPUT/OUTPUT OPERATIONS; CALCULATING IN C++; TYPE CONVERSION AND CASTING; THE AUTO KEYWORD; DISCOVERING TYPES; THE BITWISE OPERATORS; INTRODUCING LVALUES AND RVALUES; UNDERSTANDING STORAGE DURATION AND SCOPE; NAMESPACES; C++/CLI PROGRAMMING; DISCOVERING C++/CLI TYPES; SUMMARY; Chapter 3: Decisions and Loops; COMPARING VALUES; REPEATING A BLOCK OF STATEMENTS; C++/CLI PROGRAMMING; SUMMARY; Chapter 4: Arrays, Strings, and

Pointers; HANDLING MULTIPLE DATA VALUES OF THE SAME TYPE;
 INDIRECT DATA ACCESS
 DYNAMIC MEMORY ALLOCATION USING REFERENCES; NATIVE C++
 LIBRARY FUNCTIONS FOR STRINGS; C++/CLI PROGRAMMING;
 SUMMARY; Chapter 5: Introducing Structure into Your Programs;
 UNDERSTANDING FUNCTIONS; PASSING ARGUMENTS TO A FUNCTION;
 RETURNING VALUES FROM A FUNCTION; RECURSIVE FUNCTION CALLS;
 C++/CLI PROGRAMMING; SUMMARY; Chapter 6: More about Program
 Structure; POINTERS TO FUNCTIONS; INITIALIZING FUNCTION
 PARAMETERS; EXCEPTIONS; HANDLING MEMORY ALLOCATION ERRORS;
 FUNCTION OVERLOADING; FUNCTION TEMPLATES; USING THE
 DECLTYPE OPERATOR; AN EXAMPLE USING FUNCTIONS; C++/CLI
 PROGRAMMING; SUMMARY
 Chapter 7: Defining Your Own Data Types THE STRUCT IN C++; DATA
 TYPES, OBJECTS, CLASSES, AND INSTANCES; UNDERSTANDING CLASSES;
 CLASS CONSTRUCTORS; PRIVATE MEMBERS OF A CLASS; CONST
 OBJECTS; ARRAYS OF OBJECTS; STATIC MEMBERS OF A CLASS; POINTERS
 AND REFERENCES TO CLASS OBJECTS; C++/CLI PROGRAMMING;
 SUMMARY; Chapter 8: More on Classes; CLASS DESTRUCTORS;
 IMPLEMENTING A COPY CONSTRUCTOR; SHARING MEMORY BETWEEN
 VARIABLES; OPERATOR OVERLOADING; THE OBJECT COPYING PROBLEM;
 CLASS TEMPLATES; USING CLASSES; ORGANIZING YOUR PROGRAM
 CODE; NATIVE C++ LIBRARY CLASSES FOR STRINGS; C++/CLI
 PROGRAMMING
 SUMMARY Chapter 9: Class Inheritance and Virtual Functions; OBJECT-
 ORIENTED PROGRAMMING BASICS; INHERITANCE IN CLASSES; ACCESS
 CONTROL UNDER INHERITANCE; THE COPY CONSTRUCTOR IN A
 DERIVED CLASS; CLASS MEMBERS AS FRIENDS; VIRTUAL FUNCTIONS;
 CASTING BETWEEN CLASS TYPES; NESTED CLASSES; C++/CLI
 PROGRAMMING; SUMMARY; Chapter 10: The Standard Template Library;
 WHAT IS THE STANDARD TEMPLATE LIBRARY?; THE RANGE OF STL
 CONTAINERS; SEQUENCE CONTAINERS; ASSOCIATIVE CONTAINERS;
 MORE ON ITERATORS; MORE ON FUNCTION OBJECTS; MORE ON
 ALGORITHMS; LAMBDA EXPRESSIONS; THE STL FOR C++/CLI PROGRAMS
 LAMBDA EXPRESSIONS IN C++/CLI

Sommario/riassunto

The leading author of programming tutorials for beginners introduces you to Visual C++ 2010 Ivor Horton is the preeminent author of introductory programming language tutorials; previous editions of his Beginning Visual C++ have sold nearly 100,000 copies. This book is a comprehensive introduction to both the Standard C++ language and to Visual C++ 2010; no previous programming experience is required. All aspects of the 2010 release are covered, including changes to the language and the C++ standard..Microsoft Visual C++ is one of the most popular C++ development envir