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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,

2. Record Nr.	UNISA996200542903316
Titolo	New physician
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Soggetti	Medicine Physicians Periodicals. Periodical
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Note generali	As of Sept. 17, 2009, articles available prior to the current year are presented by the year, not by the issue, or in a searchable article archive.
Sommario/riassunto	Vols. 15-<21, no. 4> (1966-<Apr. 1972>) include The Doctor and the law, which retained separate volume numbering.