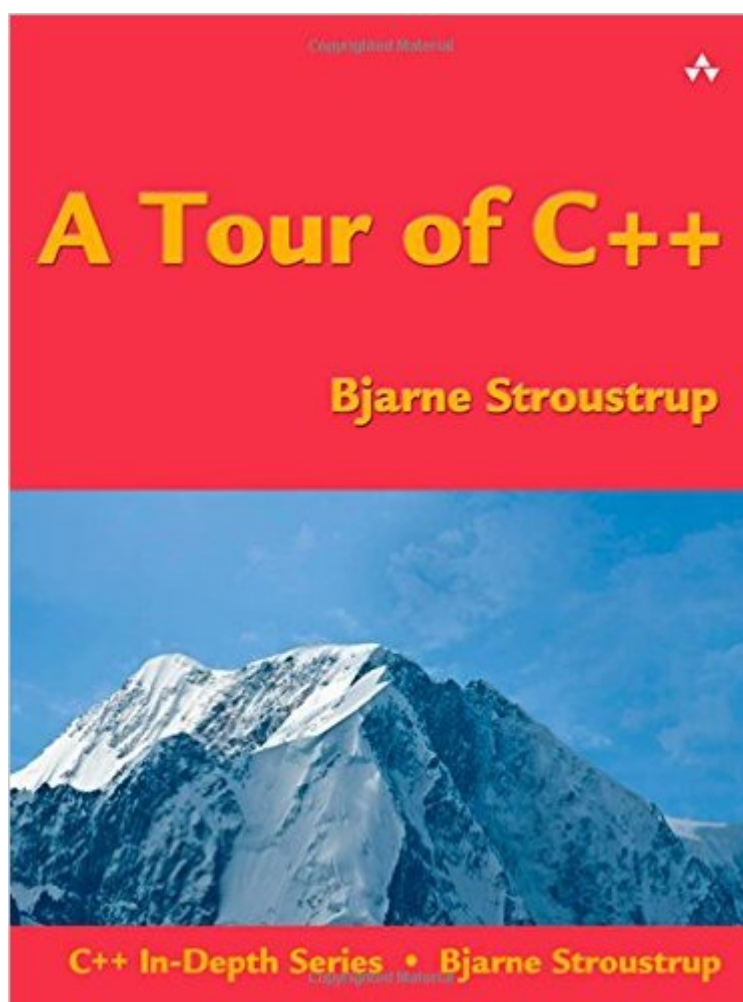


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A Tour Of C++ (C++ In-Depth)



Synopsis

The C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, thoroughly covers the details of this language and its use in his definitive reference, *The C++ Programming Language*, Fourth Edition. In *A Tour of C++*, Stroustrup excerpts the overview chapters from that complete reference, expanding and enhancing them to give an experienced programmer “in just a few hours” a clear idea of what constitutes modern C++. In this concise, self-contained guide, Stroustrup covers most major language features and the major standard-library components “not, of course, in great depth, but to a level that gives programmers a meaningful overview of the language, some key examples, and practical help in getting started. Stroustrup presents the C++ features in the context of the programming styles they support, such as object-oriented and generic programming. His tour is remarkably comprehensive. Coverage begins with the basics, then ranges widely through more advanced topics, including many that are new in C++11, such as move semantics, uniform initialization, lambda expressions, improved containers, random numbers, and concurrency. The tour ends with a discussion of the design and evolution of C++ and the extensions added for C++11. This guide does not aim to teach you how to program (see Stroustrup’s *Programming: Principles and Practice Using C++* for that); nor will it be the only resource you’ll need for C++ mastery (see Stroustrup’s *The C++ Programming Language*, Fourth Edition, for that). If, however, you are a C or C++ programmer wanting greater familiarity with the current C++ language, or a programmer versed in another language wishing to gain an accurate picture of the nature and benefits of modern C++, you can’t find a shorter or simpler introduction than this tour provides.

Book Information

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Customer Reviews

I purchased this book in order to get an overview of C++11 with the specific purpose of assessing where I needed study in new language features and how those new language features are used in programming. My primary question was what habits of language use did I need to consider changing since I spend so much time doing maintenance of existing C and C++ source code. Since I spend so much time on maintenance, it constrains what C++ language features I habitually use so I wanted to determine where I needed to spend some time in study of language features and software engineering skills that I was not using. This book has been quite good in helping me to identify areas for study and improvement. Some of the language is fairly technical. Not only has the book helped with assessing my lack of knowledge with new C++11 it has also helped to provide an assessment of technical, software engineering mental constructs that I need to spend some time on as well. The writing is concise, in my case a bit too concise, and there are times when I have to do some research on a particular topic to understand the topic in general in order to understand a specific section of the book. Each of the chapters has an advice list that contains a list of things to consider and think about. I expected a longer book than what is under 200 pages. I really wish that some of the topics such as templates, copy/move semantics, unique/shared pointers, and lambda expressions had more depth than they do. The discussion on strings and on the regular expression functionality was quite nice. The first, short couple of chapters cover basics of the language and the compile link process.

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