



Big C++

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Wiley, 2004. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Preface.Chapter 1. Introduction.Chapter 2. Fundamental Data Types.Chapter 3. Objects.Chapter 4. Basic Control Flow.Chapter 5. Functions.Chapter 6. Classes.Chapter 7. Advanced Control Flow.Chapter 8. Testing and Debugging.Chapter 9. Vectors and Arrays.Chapter 10. Pointers.Chapter 11. Inheritance.Chapter 12. Streams.Chapter 13. Object-Oriented Design.Chapter 14. Recursion.Chapter 15. Sorting and Searching.Chapter 16. An Introduction to Data Structures.Chapter 17. Operator Overloading.Chapter 18. Memory Management.Chapter 19. Exception Handling.Chapter 20. Name Scope Management.Chapter 21. Polymorphism.Chapter 22. Templates.Chapter 23. The Standard Template Library-Containers.Chapter 24. Standard Template Library-Iterators and Algorithms.Chapter 25. The Unified Modeling Language.Chapter 26. An Introduction to Design Patterns.Chapter 27. Graphical User Interfaces.Chapter 28. Relational Databases.Chapter 29. XML.Appendix A: C++ Language Coding Guidelines.Appendix B: Keyword Summary.Appendix C: Operator Summary.Appendix D: Character Escape Sequences.Appendix E: ASCII Code Table.Appendix F: Number Systems.Appendix G: Bit and Shift Operations.Appendix H: UML Summary.Appendix I: A C++/Java Comparison.Appendix J: Legacy C++ Features.Appendix K: C++ Library Summary.Glossary.Index.Illustration Credits.



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