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Bjarne Stroustrup is the designer and

original implementer of C++ and the

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Practice Using C++, 2nd Edition and The C++ Programming Language, among others.

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This is the support site for Stroustrup: 'Programming: Principles and Practice using C++ (Second Edition)' Addison-Wesley 2014, ISBN 978-0-321-99278-9.

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I first ran across the Programming Principles and Practice Using C++ book while I was searching for books that covered the new features introduced in C++11 and was surprised to see that this book covered both C++11 and C++14, and from the creator of C++, Bjarne Stroustrup himself. I was aware of Bjarne Stroustrup's well renowned The C++ Programming Language book, but I hadn't heard or seen ...

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primarily designed for people who have never programmed before, and it has been tested with many thousands of first-year university students. It has also been extensively used for self-study. Also, practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art. Provides a Broad View The first half of the book covers a wide range of essential concepts, design and programming techniques, language features, and libraries. Those will enable you to write programs involving input, output, computation, and simple graphics. The second half explores more specialized topics (such as text processing, testing, and the C programming language) and provides abundant reference material. Source code and support supplements are

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available from the author's website.

The inventor of C++ gives perhaps the most important introduction to programming ever written.

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The C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to

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Using C++ 2nd Edition
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++

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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,

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Using C++ 2nd Edition
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.

Learn how to program using the updated C++17 language. You'll start with the basics and progress through step-by-step examples to become a working C++ programmer. All you need are Beginning C++17 and any recent C++ compiler and you'll soon be writing real C++ programs. There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program

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Using C++ Examples, and all chapters include exercises for you to test and practice your knowledge. Code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++17, and to all conventions and best practices of so-called modern C++. Beginning C++17 also introduces the elements of the C++ Standard Library that provide essential support for the C++17 language. What You'll Learn Define variables and make decisions Work with arrays and loops, pointers and references, strings, and more Write your own functions, types, and operators Discover the essentials of object-oriented programming Use overloading, inheritance, virtual functions and polymorphism Write generic function templates and class

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templates Get up to date with modern C++ features: auto type declarations, move semantics, lambda expressions, and more Examine the new additions to C++17 Who This Book Is For Programmers new to C++ and those who may be looking for a refresh primer on the C++17 programming language in general.

Kenneth Loudon and Kenneth Lambert's new edition of PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog; many other

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languages are discussed more briefly.

The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming languages. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Deep brain stimulation programming (DBS) continues to grow as an effective therapy for a wide range of neurological and psychiatric disorders, helping patients reach optimal control of their disorder. With the technique finding so much success, the next question is how to make the

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complexities of post-operative programming cost-effective, especially when traditional medications and treatments can no longer do the job. The second edition of Deep Brain Stimulation Programming is fully revised and up-to-date with the latest technologies and focuses on post-operative programming, which no other text does. This book provides programmers with a foundation of the brain as an electrical device, focusing on the mechanisms by which neurons respond to electrical stimulation, how to control the stimulation and the regional anatomy, and the many variations that influence a patient's response to DBS. Dr. Montgomery explores new techniques of programming; including those based on stimulation frequency, closed-loop DBS, and the roles of oscillators in

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DBS; and new technological advances that make pre-existing theories of pathophysiology obsolete. Key Features of the Second Edition Include

- Highlights post-operative deep brain stimulation;
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- Provides an appendix of additional resources available through the Greenville Neuromodulation Center.

Mathematics of Computing -- Parallelism.

Writing reliable and maintainable C++ software is hard. Designing such software at scale adds a new set of challenges. Creating large-scale systems requires a practical

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Using Concrete Examples. Professional developers of all experience levels will gain insights that transform their approach to design and development by understanding how to Raise productivity by leveraging differences between infrastructure and application development Achieve exponential productivity gains through feedback and hierarchical reuse Embrace the component's role as the fundamental unit of both logical and physical design Analyze how fundamental properties of compiling and linking affect component design Discover effective partitioning of logical content in appropriately sized physical aggregates Internalize the important differences among sufficient, complete, minimal, and primitive software Deliver solutions that simultaneously optimize

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encapsulation, stability, and performance Exploit the nine established levelization techniques to avoid cyclic physical dependencies Use lateral designs judiciously to avoid the “heaviness” of conventional layered architectures Employ appropriate architectural insulation techniques for eliminating compile-time coupling Master the multidimensional process of designing large systems using component-based methods This is the first of John Lakos’s three authoritative volumes on developing large-scale systems using C++. This book, written for fellow software practitioners, uses familiar C++ constructs to solve real-world problems while identifying (and motivating) modern C++ alternatives. Together with the forthcoming Volume II: Design and Implementation and

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Volume III: Verification and Testing, Large-Scale C++ offers comprehensive guidance for all aspects of large-scale C++ software development. If you are an architect or project leader, this book will empower you to solve critically important problems right now – and serve as your go-to reference for years to come. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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