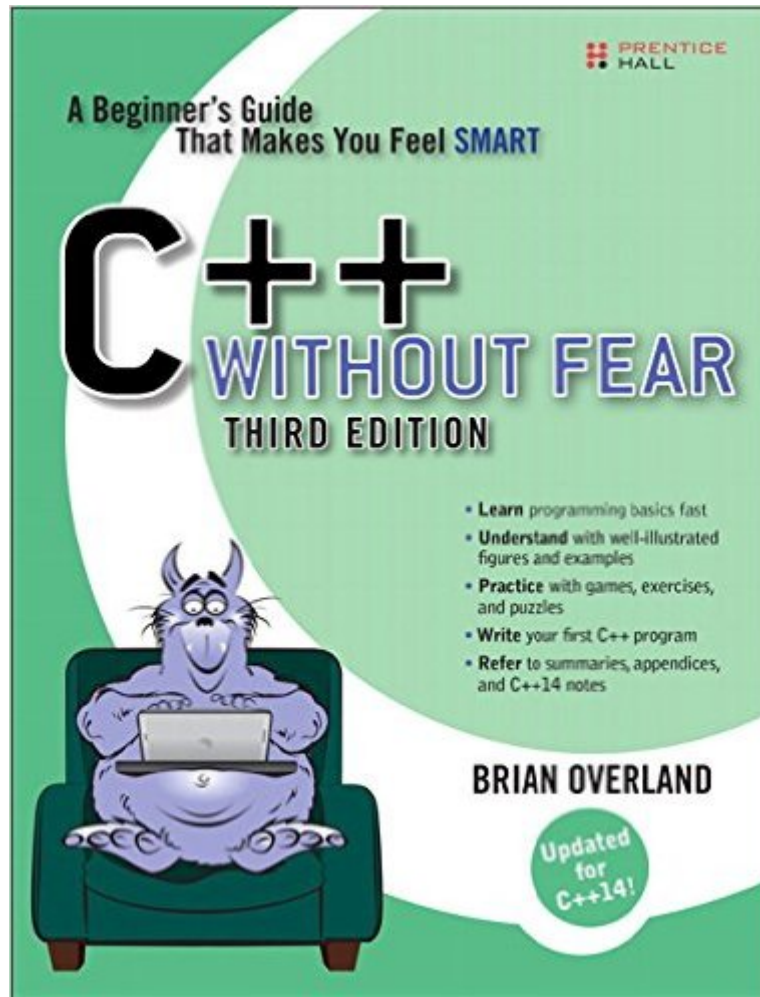


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C++ Without Fear: A Beginner's Guide That Makes You Feel Smart (3rd Edition)



Synopsis

Learning C++ Doesn't Have to Be Difficult! Have you ever wanted to learn programming? Have you ever wanted to learn the C++ language behind many of today's hottest games, business programs, and even advanced spacecraft? C++ Without Fear, Third Edition, is the ideal way to get started. Now updated for the newest C++14 standard and the free Microsoft Visual C++ Community Edition, it will quickly make you productive with C++ even if you've never written a line of code! Brian Overland has earned rave reviews for this book's approach to teaching C++. He starts with short, simple examples you can easily enter and run. Within a couple of chapters, you'll be creating useful utilities, playing games, and solving puzzles. Everything's simplified to its essentials, patiently explained, and clearly illustrated with practical examples and exercises that help you make progress quickly. Overland reveals the "why's" and "tricks" behind each C++ language feature. And you'll never get bogged down in complex or pointless examples: He keeps you 100% focused on learning what works and what matters while having fun! This new and improved edition

- Covers installing and using the free Microsoft Visual C++ Community Edition—but you can use any version of C++
- Explains valuable improvements in the new C++14 standard
- Modularizes C++14 coverage so it's easy to write code that works with older versions
- Teaches with even more puzzles, games, and relevant exercises
- Offers more "why's" and "how-to's" coverage of object orientation, today's #1 approach to programming
- Presents more ways to use Standard Template Library (STL) code to save time and get more done
- Contains an expanded reference section for all your day-to-day programming

Whether you want to learn C++ programming for pleasure or you're considering a career in programming, this book is an outstanding choice.

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Customer Reviews

C++ Without Fear, 2nd EdIn the interests of full disclosure, I was provided a free copy of this book for review purposes. I am an experienced C++ programmer, and responded to a request (in a professional forum) for reviewers.As a quick overview - an excellent first book for a complete programming novice; probably a little slow-paced for someone who knows other languages. The style and approach are well structured for the intended audience and there are few errors in the example code. It will provide you with a good grounding in the basics of C++, and no more - but that's its stated goal. You need to follow on with books such as "Effective C++" by Scott Myers, "OOAD with Applications" by Grady Booch, and some more advanced C++ books. This book (sensibly) declares templates to be an "advanced" issue and beyond its scope, so you'll need to look elsewhere for that information.It is important to note the author's intended audience - namely someone whose computing knowledge goes little farther than "how to turn on a computer and use a mouse" (xxiii). This needs to be born in mind if you actually do know your way around a programming language. The approach to presenting technical concepts, and the level of technical language used, is well tailored to beginners - but will drive an experienced programmer to quickly look for another book.Overall, this is an excellent first book for the pure novice. I would advise a true newcomer to ensure they read everything, including (even especially) the "optional" parts. The Preface (which potential engineers will be inclined to skip on instinct, smacking too much of reading the instructions) contains important information about the structure of the book, and where to find some of the essential tools.

Books attempting to teach beginners both programming and C++ are, of course, relatively rare. In the preface to this one the author says "What's different about this book is that I'm an advocate for you, the reader. I'm on your side. ...". And indeed the enthusiasm of the approach will probably be a great encouragement to the target audience. A persistent reader who worked their way through the book could learn a lot about programming and C++. There is a lot of good factual material and there are a number of clear and illuminating examples.If the this reader read the book in its entirety they could, however, pick up a lot of misleading information, and miss out on some important fundamentals of programming, and of C++. For example, under the heading "What is not covered",

the answer message starts "Relatively little as it turns out.". Yet, for example, the only container described in any detail in the chapter on the STL is `std::list`, plus the container adaptor `std::stack`. Iterators are briefly covered, but not the (STL) algorithms. The appendix "STL Classes and Objects" gives a nod to the wider scope of the standard facilities in this area, but only covers `std::string`, `std::list`, and `std::stack`, as the templates used in the text - and it does this in less than six pages. Some things that I like about the presentation are the use of graphic schematics, such as the flowchart in the first chapter; and the fact that C++0x has been given some coverage (in Chapter 10, and elsewhere). Also pointers seem to be quite well explained, with useful graphics.

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