



CD includes
Microsoft® Visual C++®
Express Edition

C++

—Sixth Edition—

HOW TO PROGRAM

Introducing
Game Programming
and the **Boost Libraries**



EARLY CLASSES/OBJECTS/OOP

- CLASSES, OBJECTS, ENCAPSULATION
- INHERITANCE, POLYMORPHISM
- INTEGRATED OOP CASE STUDIES: TIME, GRADEBOOK, EMPLOYEE

FUNDAMENTALS

- HISTORY, HARDWARE, SOFTWARE
- STREAM I/O, TYPES, OPERATORS
- CONTROL STATEMENTS, FUNCTIONS
- ARRAYS, VECTORS
- POINTERS, REFERENCES
- STRING CLASS, C-STYLE STRINGS
- OPERATOR OVERLOADING
- EXCEPTIONS, FILES
- BIT AND CHARACTER MANIPULATION
- GNU™ & VISUAL C++® DEBUGGERS

DATA STRUCTURES

- RECURSION, SEARCHING, SORTING
- LISTS, QUEUES, STACKS, TREES
- TEMPLATES
- STANDARD TEMPLATE LIBRARY: CONTAINERS, ITERATORS, AND ALGORITHMS

OOD/UML™ 2 ATM CASE STUDY (OPTIONAL)

- DETERMINING CLASSES, ATTRIBUTES, STATES, ACTIVITIES, OPERATIONS, COLLABORATIONS
- DIAGRAMS: USE CASE, CLASS, STATE, ACTIVITY, COMMUNICATION, SEQUENCE

OPEN SOURCE C++ LIBRARIES

- GAME PROGRAMMING WITH OGRE
- BOOST AND THE FUTURE OF C++

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