C++ HOW TO PROGRAM

The complete, authoritative DEITEL® LIVE-CODE introduction to C++, object-oriented programming (OOP) and object-oriented design (OOD) with the UML™ 2

C++ is one of the most popular object-oriented programming languages. This new edition of the world's most widely used C++ textbook uses a carefully paced early classes and objects approach.

“Great early introduction to classes and objects. The combination of live-code examples and detailed figures provides a unique visualization of C++ concepts.” —Earl LaLant, University of New Hampshire

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“This book is one of the best of its kind. It is an excellent ‘objects first’ coverage of C++ that remains accessible to beginners. The example-driven presentation is enriched by the optional OOD/UML ATM case study that contextualizes the material in an ongoing software engineering project.” —Gavin Osborne, Saskatchewan Institute

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“I love the optional ATM case study! It can be the capstone experience that combines the building blocks of the language and software engineering concepts into an extremely relevant example.”

—Earl LaBatt, University of New Hampshire

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Includes a nice introduction to searching and sorting, especially with the intro to Big-O (without being overly theoretical about it). The exercises are especially good.” —Robert Myers, Florida State University

C++ How to Program, 5/e, provides a comprehensive coverage of object-oriented programming in C++, including several major integrated case studies: the GradeBook class (Chapters 3–7), the Time class (three sections of Chapter 9), the Employee class (Chapters 12–13) and the optional OOD/UML ATM System (Chapters 1–7, 9 and 13).

Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized corporate training and content creation organization specializing in C++, Java™, C#, Visual Basic®, .NET, Visual C++®, .NET, XML, Python, Perl, Internet, Web and object technologies. The Deitels are the authors of many other best-selling textbooks including Java How to Program, 6/e, Internet & World Wide Web How to Program, 6/e, C How to Program, 6/e and Operating Systems, 7/e.

C++ How to Program, 5/e, instructor and student resources include Web sites (www.deitel.com and www.prenhall.com/deitel) with the book’s code examples (also on the enclosed CD) and information for faculty, students and professionals. Contact the authors at deitelodeitel.com

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