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edition
reflects the
changes that
have occurred
as the C++
language has**

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the last five
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C++, now
provides
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all of the

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including
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linkage, and
abstract
classes.**

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language with
many subtle
facets. This
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pages. In the
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Reference, you
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and defining
classes, and
managing
inheritance
Information on
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storage
classes,
arrays,
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strings, and

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making the**

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themselves
occasionally
programming in
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languages are
often
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how a
particular
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concept is
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to the C++
language

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concentrate on those issues most critical to the professional programmer's work, and they present more explanatory material and

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helping
programmers
avoid
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changes, such
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more
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projects you
should do first,
second, and
never. See how
to tie your work
to your**

**organization's
mission and
show your
managers, your
board, and your
staff what you
can accomplish
and when.
Picture the work
you have, and
make those
difficult**

**decisions,
ensuring that all
your strength is
focused where it
needs to be. All
your projects
and programs
make up your
portfolio. But
how much time
do you actually
spend on your**

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**projects, and
how much time
do you spend on
emergency fire
drills or waste
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multitasking?
This book gives
you insightful
ways to rank all
the projects
you're working**

**on and figure
out the right
staffing and
schedule so
projects get
finished faster.
The trick is
adopting lean
and agile
approaches to
projects,
whether they're**

**software
projects,
projects that
include
hardware, or
projects that
depend on
chunks of
functionality
from other
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out how to**

define the mission of your team, group, or department, with none of the buzzwords that normally accompany a mission statement. Armed with the work and the

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**mission, you'll
manage your
portfolio better
and make those
decisions that
define the true
leaders in the
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discover how to**

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portfolio
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from one team
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**provide even
more ways to
visualize your
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the classics. Just
as natural
pearls grow
from grains of
sand that
irritate oysters,
programming
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programs have
been rewritten,**

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***programming
language using the
new C++11
standard, covering
such topics as
concurrency,
facilities, standard
libraries, and design
techniques.***

***Geared to
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not be familiar with
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explaining poorly
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elements of the C++
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to avoid Contains
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working code that's
been tested on
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Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning

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to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using

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in "old" C++
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*revision for software
development in
modern C++
Effective Modern
C++ follows the
proven guideline-
based, example-
driven format of
Scott Meyers' earlier
books, but covers
entirely new
material. "After I
learned the C++
basics, I then*

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learned how to use C++ in production code from Meyer's series of Effective C++ books. Effective Modern C++ is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now".

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have grown up in
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***The clear and precise style of the book is evidence of Scott's deep insight and distinctive ability to impart knowledge.” —
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*by hundreds of
thousands of
programmers
worldwide. The
reason is clear:
Scott Meyers'
practical approach
to C++ describes the
rules of thumb used
by the experts — the
things they almost
always do or almost
always avoid doing
— to produce clear,*

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correct, efficient code. The book is organized around 55 specific guidelines, each of which describes a way to write better C++. Each is backed by concrete examples. For this third edition, more than half the content is new, including added chapters on

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managing resources and using templates. Topics from the second edition have been extensively revised to reflect modern design considerations, including exceptions, design patterns, and multithreading. Important features

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***of Effective C++
include: Expert
guidance on the
design of effective
classes, functions,
templates, and
inheritance
hierarchies.
Applications of new
“TR1” standard
library functionality,
along with
comparisons to
existing standard***

library components.

***Insights into
differences between
C++ and other
languages (e.g.,
Java, C#, C) that
help developers
from those
languages
assimilate “the C++
way” of doing
things.***

Die C++-Programmiersprache

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***Professional C++
An Intensive Course
for Scientists,
Engineers, and
Programmers
Practical Design
Patterns for Network
and Systems
Programming
A Tutorial and
Reference
Mastering
Complexity with
ACE and Patterns,***

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The C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, thoroughly covers the details of this

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language and its use
in his definitive

reference, The C++
Programming

Language, Fourth
Edition. In A Tour of
C++ , Stroustrup

excerpt the
overview chapters
from that complete
reference, expanding
and enhancing them
to give an

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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

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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++ features in the context of the programming styles

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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,

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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

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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

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Edition, for that). If, however, 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

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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++

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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

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illustrated with working program 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

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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

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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
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the essentials of
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programming Use
overloading,
inheritance, virtual
functions and
polymorphism Write
generic function
templates and class
templates Get up to
date with modern
C++ features: auto
type declarations,
move semantics,
lambda expressions,

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and more Examine
the new additions to
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Programmers new to
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Learn C++
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language by code examples
C++ is a middle-level programming language developed by Bjarne Stroustrup starting in 1979 at Bell Labs. C++ runs on a variety of platforms, such as Windows, Mac OS, and the various versions of

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senior manager, and
lead programmer,
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largest software development teams and spends a good part of his time recruiting and mentoring software engineers. This book shares all the lessons for success Sam has learned...plus powerful insights from 17 of the industry's biggest

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Salesforce.com

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C++ programming

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and algorithms, and
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programs that
communicate over
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all the major features of
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Fundamental types,
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management,
exceptions, call stacks,
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assumes that they aim
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programming and
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is also a solid
introduction to the C++
programming language,
one of the most widely
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presents modern C++
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*C++ standard library to
simplify programming
tasks.*

*In A Tour of C++,
Second Edition, Bjarne
Stroustrup, the creator
of C++, describes what
constitutes modern
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contained guide covers
most major language
features and the major
standard-library
components—not, of*

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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++ features in the context of the programming styles they support, such as object-oriented and generic programming. His tour

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*is remarkably
comprehensive.*

*Coverage begins with
the basics, then ranges
widely through more
advanced topics,
including many that are
new in C++17, such as
move semantics,
uniform initialization,
lambda expressions,
improved containers,
random numbers, and
concurrency. The tour*

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even covers some extensions being made for C++20, such as concepts and modules, and ends with a discussion of the design and evolution of C++. This guide does not aim to teach you how to program (for that, see Stroustrup's Programming: Principles and Practice Using C++, Second

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Edition), nor will it be the only resource you'll need for C++ mastery (for that, see Stroustrup's The C++ Programming Language, Fourth Edition, and recommended online sources). If, however, you are a C or C++ programmer wanting greater familiarity with the current C++

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gives you strong
skills for
programming at
nearly every level,
from “close to the
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highest-level
abstractions. In
short, C++ is a
language that***

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concepts using
examples from
many technical
problem domains,
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extensive
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students of
physics, math, and
engineering. This
book is designed
to help you get
started rapidly and
then master
increasingly
robust features,
from lambdas to
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***also learn how to
take advantage of
the powerful
libraries available
to C++
programmers:
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graphs.***

***Throughout,
Gottschling
demonstrates how
to write clear and
expressive
software using
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and procedural
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finished, you'll
have mastered all
the abstractions
you need to write
C++ programs with
exceptional quality
and performance.
This guide was
written for readers
interested in
learning the C++
programming***

***language from
scratch, and for
both novice and
advanced C++
programmers
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enhance their
knowledge of C++.
The text is
organized to guide
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