Synopsis

In the first edition of Thinking in C++, Bruce Eckel synthesized years of C++ teaching and programming experience into a beautifully structured course in making the most of the language. It became an instant classic, winning the 1995 Software Development Jolt Cola Award for best book of the year. Now, Eckel has thoroughly rewritten Thinking in C++ to reflect the final ANSI/ISO C++ standard. Every page has been revisited and rethought, with many new examples and exercises--all designed to help you understand C++ "down to the bare metal," so you can solve virtually any problem. Eckel starts with a detailed look at objects, showing how C++ programs can be constructed from off-the-shelf object libraries. This edition includes a new, chapter-length overview of the C features that are used in C++ -- plus a new CD-ROM containing an outstanding C seminar that covers all the foundations developers need before they can truly take advantage of C++. Eckel then walks through initialization and cleanup; function overloading and default arguments; constants; inline functions; name control; references and the copy constructor; operator overloading; and more. There are chapters on dynamic object creation; inheritance and composition; polymorphism and virtual functions, and templates. (Bonus coverage of string, templates, and the Standard Template Library, can be found at Eckel's web site.) Every chapter contains many modular, to-the-point examples, plus exercises based on Eckel's extensive experience teaching C++ seminars. Put simply, Eckel has made an outstanding book on C++ even better.

Book Information

Paperback: 814 pages
Publisher: Prentice Hall; 2nd edition (March 25, 2000)
Language: English
ISBN-10: 0139798099
Product Dimensions: 7 x 1.9 x 9.2 inches
Shipping Weight: 2.1 pounds (View shipping rates and policies)
Average Customer Review: 4.3 out of 5 stars Â See all reviewsÂ (106 customer reviews)
Customer Reviews

Since I'm reviewing both "Accelerated C++" as well as "Thinking in C++", I thought I'd post the review on both book links. There have already been excellent reviews of this book, but I would think the main reason people purchase these books is because they have an explicit purpose, which is to learn Standard C++. That being said, C++ is one of the most powerful and multi-faceted languages around, and no other language provides both high level abstractions and low level control in one programming language as C++. Because of these features, it is often opined that C++ is too complicated, large and takes too long to master. While there are some merits to this criticism, many important real world systems are being built with C++ and professional developers need to master the fundamentals of C++ now. With that in mind, and after spending (or wasting) much money on various books proclaiming to teach C++ from the ground up, it was not until reading Konig and Moo's "Accelerated C++" and Eckel's "Thinking in C++" and in that order, that I finally "got it". Why I emphasize "in that order" in the last paragraph, is due to the methodologies used to teach C++ by ACPP and TICPP, and due to this, its best to read ACPP first, then TICPP for the most effective learning. Here's my reasons: ACPP teaches C++ in a top down fashion. What I mean by this, is that the higher level Standard Libraries are integrated right from the start to teach programming constructs such as looping, selection and decisions making using library facilities such as , , and . The Standard is utilized from chapter zero, and relieves much of the burden of C strings and all the low level details one would have to know to use them properly.

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