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Effective C++
Second Edition

50 Specific Ways to Improve Your Programs and Designs

Scott Meyers

Effective C 50 Specific Ways To Improve Your Programs And Design

J Dewey

Effective C 50 Specific Ways To Improve Your Programs And Design:

   Effective C++ Scott Meyers,Scott Douglas Meyers,1998   *Effective C++* Scott Meyers,2005-05-12 Every C professional needs a copy of Effective C It is an absolute must read for anyone thinking of doing serious C development If you ve never read Effective C and you think you know everything about C think again Steve Schirripa Software Engineer Google C and the C community have grown up in the last fifteen years and the third edition of Effective C reflects this The clear and precise style of the book is evidence of Scott s deep insight and distinctive ability to impart knowledge Gerhard Kreuzer Research and Development Engineer Siemens AG The first two editions of Effective C were embraced 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 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 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 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   **Effective C++** Scott Meyers,2005

   The Object-oriented Thought Process Matt A. Weisfeld,2004 A new edition of this title is available ISBN 10 0672330164 ISBN 13 9780672330162 The Object Oriented Thought Process Second Edition will lay the foundation in object oriented concepts and then explain how various object technologies are used Author Matt Weisfeld introduces object oriented concepts then covers abstraction public and private classes reusing code and devloping frameworks Later chapters cover building objects that work with XML databases and distributed systems including EJBs NET Web Services and more Throughout the book Matt uses UML the standard language for modeling objects to provide illustration and examples of each concept   **Numerical Techniques in Electromagnetics, Second Edition** Matthew N.O. Sadiku,2000-07-12 As the availability of powerful computer resources has grown over the last three decades the art of computation of electromagnetic EM problems has also grown exponentially Despite this dramatic growth however the EM community lacked a comprehensive text on the computational techniques used to solve EM problems The first edition of Numerical Techniques in Electromagnetics filled that gap and became the reference of choice for thousands of engineers researchers and students The Second Edition of this bestselling text reflects the continuing increase in awareness and use of numerical techniques and incorporates advances and refinements made in recent years Most notable among these are the improvements made to the standard algorithm for the finite difference time domain FDTD method and treatment of absorbing boundary conditions in

FDTD finite element and transmission line matrix methods The author also added a chapter on the method of lines Numerical Techniques in Electromagnetics continues to teach readers how to pose numerically analyze and solve EM problems give them the ability to expand their problem solving skills using a variety of methods and prepare them for research in electromagnetism Now the Second Edition goes even further toward providing a comprehensive resource that addresses all of the most useful computation methods for EM problems **C++ Gotchas** Stephen C. Dewhurst,2003 Corpus linguistics is a research approach to investigate the patterns of language use empirically based on analysis of large collections of natural texts While corpus based analysis has had relatively little influence on theoretical linguistics it has revolutionized the study of language variation and use what speakers and writers actually do with the lexical and grammatical resources of a language Corpus based research employs the research methods of quantitative and qualitative social science to investigate language use patterns empirically This four volume collection is organized around linguistic research questions that can be investigated from a corpus perspective and includes amongst others studies of individual words comparisons of supposedly synonymous words studies of grammatical variation and sociolinguistic studies of dialects registers styles and world varieties Corpus based analysis has also proven to be important for the study of historical change **C++** Gregory Satir,Doug Brown,1995 A primer for C programmers transitioning to C and designed to get users up to speed quickly this book tells users just what they need to learn first Covering a subset of the features of C the user can actually use this subset to get familiar with the basics of the language The book includes sidebars that give overviews of advanced features not covered **Lecture Slides for Programming in C++ (Version 2019-02-04)** Michael D. Adams,2019-02-04 This document which consists of approximately 2500 lecture slides offers a wealth of information on many topics relevant to programming in C including coverage of the C language itself the C standard library and a variety of other libraries numerous software tools and an assortment of other programming related topics The coverage of the C language and standard library is current with the C 17 standard C PROGRAMMING LANGUAGE Many aspects of the C language are covered from introductory to more advanced This material includes the preprocessor language basics objects types values operators expressions control flow constructs functions and namespaces classes templates function class variable and alias templates variadic templates template specialization and SFINAE lambda expressions inheritance run time polymorphism and CRTP exceptions exception safety and RAII smart pointers memory management new and delete operators and expressions placement new and allocators rvalue references move semantics and perfect forwarding concurrency memory models and happens before and synchronizes with relationships compile time computation and various other topics e g copy elision and initialization C STANDARD LIBRARY AND VARIOUS OTHER LIBRARIES Various aspects of the C standard library are covered including containers iterators algorithms I O streams time measurement and concurrency support threads mutexes condition variables promises and futures atomics and fences A number of Boost libraries are discussed including the Intrusive Iterator and

Container libraries The OpenGL library and GLSL are discussed at length along with several related libraries including GLFW GLUT and GLM The CGAL library is also discussed in some detail SOFTWARE TOOLS A variety of software tools are discussed including static analysis tools e g Clang Tidy and Clang Static Analyzer code sanitizers e g ASan LSan MSan TSan and UBSan debugging and testing tools e g Valgrind LLVM XRay and Catch2 performance analysis tools e g Perf PAPI Gprof and Valgrind Callgrind build tools e g CMake and Make version control systems e g Git code coverage analysis tools e g Gcov LLVM Cov and Lcov online C compilers e g Compiler Explorer and C Insights and code completion tools e g YouCompleteMe and LSP clients servers **Game Engine Architecture** Jason Gregory,2017-03-27 Hailed as a must have textbook CHOICE January 2010 the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development Updating the content to match today s landscape of game engine architecture this second edition continues to thoroughly cover the major components that make up a typical commercial game engine New to the Second Edition Information on new topics including the latest variant of the C programming language C 11 and the architecture of the eighth generation of gaming consoles the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics mathematics and technology that go into creating an AAA game audio engine Updated sections on multicore programming pipelined CPU architecture and optimization localization pseudovectors and Grassman algebra dual quaternions SIMD vector math memory alignment and anti aliasing Insight into the making of Naughty Dog s latest hit The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures algorithms and software interfaces that are typically used to implement them It primarily focuses on the engine itself including a host of low level foundation systems the rendering engine the collision system the physics simulation character animation and audio An in depth discussion on the gameplay foundation layer delves into the game s object model world editor event system and scripting system The text also touches on some aspects of gameplay programming including player mechanics cameras and AI An awareness building tool and a jumping off point for further learning Game Engine Architecture Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered The book will help readers on their journey through this fascinating and multifaceted field **Lecture Slides for Programming in C++ (Version 2017-02-24)** Michael D. Adams,2017-02-24 This document constitutes a detailed set of lecture slides on programming using the C programming language The topics covered are quite broad including the history of C the C language itself the C standard library and various other libraries and software tools as well as numerous other programming related topics Coverage of C is current with the C 14 standard Many aspects of the C language are covered from introductory to more advanced This material includes language basics objects types values operators expressions control flow constructs functions and namespaces classes templates function class alias and variable templates template specialization and variadic templates

lambda expressions inheritance and run time polymorphism exceptions exception safety RAII and smart pointers rvalue references move semantics and perfect forwarding concurrency sequential consistency atomic memory operations data races threads mutexes condition variables promises and futures atomics and fences happens before and synchronizes with relationships and sequentially consistent and other memory models A number of best practices tips and idioms regarding the use of the language are also presented Some aspects of the C standard library are covered including containers iterators and algorithms the std vector and std basic_string classes I O streams time measurement and smart pointers Various general programming related topics are also presented such as material on good programming practices finite precision arithmetic software documentation software build tools such as CMake and Make and version control systems such as Git **The Object-Oriented Thought Process** Matt Weisfeld,2013-03-05 The Object Oriented Thought Process Fourth Edition An introduction to object oriented concepts for developers looking to master modern application practices Object oriented programming OOP is the foundation of modern programming languages including C Java C Visual Basic NET Ruby and Objective C Objects also form the basis for many web technologies such as JavaScript Python and PHP It is of vital importance to learn the fundamental concepts of object orientation before starting to use object oriented development environments OOP promotes good design practices code portability and reuse but it requires a shift in thinking to be fully understood Programmers new to OOP should resist the temptation to jump directly into a particular programming language such as Objective C VB NET C C NET or Java or a modeling language such as UML and instead first take the time to learn what author Matt Weisfeld calls the object oriented thought process Written by a developer for developers who want to make the leap to object oriented technologies The Object Oriented Thought Process provides a solutions oriented approach to object oriented programming Readers will learn to understand the proper uses of inheritance and composition the difference between aggregation and association and the important distinction between interfaces and implementations While programming technologies have been changing and evolving over the years object oriented concepts remain a constant no matter what the platform This revised edition focuses on interoperability across programming technologies whether you are using objects in traditional application design in XML based data transactions in web page development in mobile apps or in any modern programming environment Programmers who aim to create high quality software as all programmers should must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes Doing so entails careful study of books such as Matt Weisfeld s The Object Oriented Thought Process Bill McCarty author of Java Distributed Objects and Object Oriented Design in Java Contents at a Glance 1 Introduction to Object Oriented Concepts 2 How to Think in Terms of Objects 3 Advanced Object Oriented Concepts 4 The Anatomy of a Class 5 Class Design Guidelines 6 Designing with Objects 7 Mastering Inheritance and Composition 8 Frameworks and Reuse Designing with Interfaces and Abstract Classes 9 Building Objects and Object Oriented Design 10 Creating Object Models 11 Objects and Portable Data XML and JSON 12

Persistent Objects Serialization Marshaling and Relational Databases 13 Objects in Web Services Mobile Apps and Hybrids 14 Objects and Client Server Applications 15 Design Patterns   *C++ Primer Plus* Stephen Prata,2002 This volume teaches the fundamentals of programming including principles of structured code and top down design Suitable as a tutorial or as the core text for C Programming courses Includes a handy tear out Quick Reference Card containing typical program forms statements fundamental types storage classes structures and variable declarations   *Fundamentals of Computer Graphics* Steve Marschner,Peter Shirley,2018-10-24 Drawing on an impressive roster of experts in the field Fundamentals of Computer Graphics Fourth Edition offers an ideal resource for computer course curricula as well as a user friendly personal or professional reference Focusing on geometric intuition the book gives the necessary information for understanding how images get onto the screen by using the complementary approaches of ray tracing and rasterization It covers topics common to an introductory course such as sampling theory texture mapping spatial data structure and splines It also includes a number of contributed chapters from authors known for their expertise and clear way of explaining concepts Highlights of the Fourth Edition Include Updated coverage of existing topics Major updates and improvements to several chapters including texture mapping graphics hardware signal processing and data structures A text now printed entirely in four color to enhance illustrative figures of concepts The fourth edition of Fundamentals of Computer Graphics continues to provide an outstanding and comprehensive introduction to basic computer graphic technology and theory It retains an informal and intuitive style while improving precision consistency and completeness of material allowing aspiring and experienced graphics programmers to better understand and apply foundational principles to the development of efficient code in creating film game or web designs Key Features Provides a thorough treatment of basic and advanced topics in current graphics algorithms Explains core principles intuitively with numerous examples and pseudo code Gives updated coverage of the graphics pipeline signal processing texture mapping graphics hardware reflection models and curves and surfaces Uses color images to give more illustrative power to concepts   **UNIX Network Programming: The sockets networking API** W. Richard Stevens,Bill Fenner,Andrew M. Rudoff,2004 To build today s highly distributed networked applications and services you need deep mastery of sockets and other key networking APIs One book delivers comprehensive start to finish guidance for building robust high performance networked systems in any environment UNIX Network Programming Volume 1 Third Edition   *Programming* Bjarne Stroustrup,2014-06-02 An Introduction to Programming by the Inventor of C Preparation for Programming in the Real World The book assumes that you aim eventually to write non trivial programs whether for work in software development or in some other technical field Focus on Fundamental Concepts and Techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions This approach will give you a solid foundation for writing useful correct maintainable and efficient code Programming with Today s C C 11 and C 14 The book is an introduction to programming in general including object oriented programming and generic

programming It is also a solid introduction to the C programming language one of the most widely used languages for real world software The book presents modern C programming techniques from the start introducing the C standard library and C 11 and C 14 features to simplify programming tasks For Beginners And Anyone Who Wants to Learn Something New The book is primarily designed for people who have never programmed before and it has been tested with many thousands of first year university students It has also been extensively used for self study Also practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art Provides a Broad View The first half of the book covers a wide range of essential concepts design and programming techniques language features and libraries Those will enable you to write programs involving input output computation and simple graphics The second half explores more specialized topics such as text processing testing and the C programming language and provides abundant reference material Source code and support supplements are available from the author s website   Lecture Slides for Programming in C++ (Version 2018-02-15) Michael D. Adams,2018-02-15 This document which consists of over 2000 lecture slides offers a wealth of information on many topics relevant to programming in C including coverage of the C language itself the C standard library and a variety of other libraries numerous software tools and an assortment of other programming related topics The coverage of the C language and standard library is current with the C 17 standard C PROGRAMMING LANGUAGE Many aspects of the C language are covered from introductory to more advanced This material includes the preprocessor language basics objects types values operators expressions control flow constructs functions and namespaces classes templates function class variable and alias templates variadic templates template specialization and SFINAE lambda expressions inheritance run time polymorphism and CRTP exceptions exception safety and RAII smart pointers memory management new and delete operators and expressions placement new and allocators rvalue references move semantics and perfect forwarding concurrency memory models and happens before and synchronizes with relationships C STANDARD LIBRARY AND VARIOUS OTHER LIBRARIES Various aspects of the C standard library are covered including containers iterators algorithms I O streams time measurement and concurrency support threads mutexes condition variables promises and futures atomics and fences A number of Boost libraries are discussed including the Intrusive Iterator and Container libraries The OpenGL library and GLSL are discussed at length along with several related libraries including GLFW GLUT and GLM The CGAL library is also discussed in some detail SOFTWARE TOOLS A variety of software tools are discussed including static analysis tools e g Clang Tidy code sanitizers e g ASan UBSan and TSan debugging and testing tools e g Catch2 performance analysis tools e g Perf PAPI Gprof and Valgrind Callgrind build tools e g CMake and Make and version control systems e g Git OTHER TOPICS An assortment of other programming related topics are also covered including data structures algorithms computer arithmetic e g floating point arithmetic and interval arithmetic cache efficient algorithms vectorization good programming practices and software documentation   **Practical Java** Peter Haggar,2000 ndice

abreviado General techniques Objects and equality Exception handling Performance Multithreading Classes and interfaces Appendix learning Java   **Advanced UNIX Programming** Marc J. Rochkind,2004-04-29 The classic guide to UNIX programming completely updated UNIX application programming requires a mastery of system level services Making sense of the many functions more than 1 100 functions in the current UNIX specification is a daunting task so for years programmers have turned to Advanced UNIX Programming for its clear expert advice on how to use the key functions reliably An enormous number of changes have taken place in the UNIX environment since the landmark first edition In Advanced UNIX Programming Second Edition UNIX pioneer Marc J Rochkind brings the book fully up to date with all new comprehensive coverage including POSIX SolarisTM Linux FreeBSD Darwin the MacTM OS X kernel And more than 200 new system calls Rochkind s fully updated classic explains all the UNIX system calls you re likely to need all in a single volume Interprocess communication networking sockets pseudo terminals asynchronous I O advanced signals realtime and threads Covers the system calls you ll actually use no need to plow through hundreds of improperly implemented obsolete and otherwise unnecessary system calls Thousands of lines of example code include a Web browser and server a keystroke recorder player and a shell complete with pipelines redirection and background processes Emphasis on the practical ensuring portability avoiding pitfalls and much more Since 1985 the one book to have for mastering UNIX application programming has been Rochkind s Advanced UNIX Programming Now completely updated the second edition remains the choice for up to the minute in depth coverage of the essential system level services of the UNIX family of operating systems

    Advanced CORBA® Programming with C++ Michi Henning,Steve Vinoski,1999-02-17 Here is the CORBA book that every C software engineer has been waiting for Advanced CORBA Programming with C provides designers and developers with the tools required to understand CORBA technology at the architectural design and source code levels This book offers hands on explanations for building efficient applications as well as lucid examples that provide practical advice on avoiding costly mistakes With this book as a guide programmers will find the support they need to successfully undertake industrial strength CORBA development projects The content is systematically arranged and presented so the book may be used as both a tutorial and a reference The rich example programs in this definitive text show CORBA developers how to write clearer code that is more maintainable portable and efficient The authors detailed coverage of the IDL to C mapping moves beyond the mechanics of the APIs to discuss topics such as potential pitfalls and efficiency An in depth presentation of the new Portable Object Adapter POA explains how to take advantage of its numerous features to create scalable and high performance servers In addition detailed discussion of advanced topics such as garbage collection and multithreading provides developers with the knowledge they need to write commercial applications Other highlights In depth coverage of IDL including common idioms and design trade offs Complete and detailed explanations of the Life Cycle Naming Trading and Event Services Discussion of IIOP and implementation repositories Insight into the dynamic aspects of CORBA such as

dynamic typing and the new DynAny interfaces Advice on selecting appropriate application architectures and designs Detailed portable and vendor independent source code   Programming with POSIX Threads David R. Butenhof,1997 Software Operating Systems

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