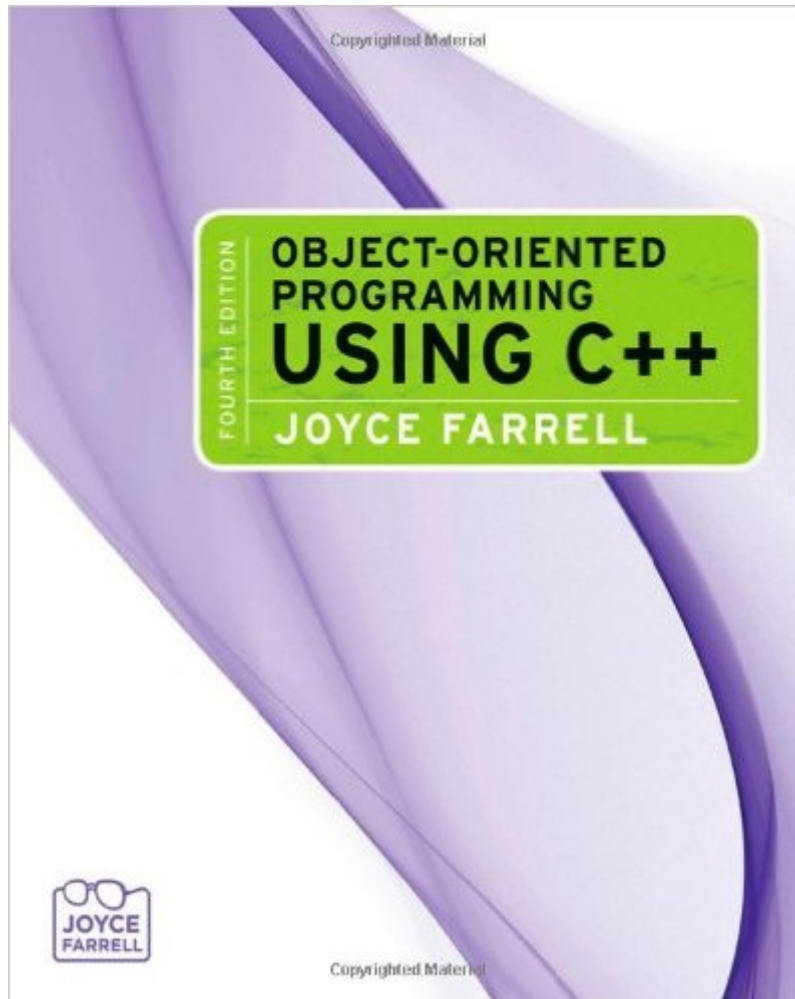


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Object-Oriented Programming Using C++ (Introduction To Programming)



Synopsis

Using object-oriented terminology from the start, *Object-Oriented Programming Using C++, Fourth Edition*, will provide readers with a solid foundation in C++ programming. Like its predecessors, the fourth edition uses clear, straightforward examples to teach both the syntax of the C++ language and sound programming principles. It begins with an overview of object-oriented programming and C++, and then builds upon this knowledge to teach increasingly complex concepts, such as inheritance, templates, handling exceptions, and advanced input and output. Aimed at providing readers with the most current programming knowledge, this edition has been updated to reflect the latest software, Visual C++ 2008.

Book Information

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Customer Reviews

I have been using this book as a text for the past 3 semesters and find it very frustrating to teach from. It contains errors which you would expect from a beginner or a non-C++ programmer. The author seems to have struggled to come up with 10 short chapters (or 'tutorials') worth of material--despite the fact that she left out several significant subjects. The approach is cute, but the examples are sparse and she never gets around to tying things together and showing readers the final result at the end of each chapter. An entire tutorial is devoted to 'friends' (we used to call this padding...). Another chapter (class design issues) discusses coupling and cohesion--but seems to

have been taken from a previous work and awkwardly adapted to member functions so that it would fit the OOP theme (why?). The author seems unaware of ANSI/ISO '98 enhancements to the language (such as the "bool" data type) and never mentions the Standard Template Library. She refers to a typedef'd character array as "string", confusing students who have heard that there really is a string container class-- and applies the label "polymorphism" to nearly everything BUT virtual member functions, which she omits entirely. She confuses reference variables and reference parameters, stating that passing pointers is more flexible than pass-by-reference (which she never does label correctly). Interestingly, she does include nice chapters on exception handling and templates. You could probably stretch the material in this book to cover an 8- or 10-week course. Unfortunately, we have 16-week semesters. We adopted this book in an effort to simplify the material for community college students. I think we overdid it. Our previous text was Dietel and Dietel--which is at the other end of the spectrum. There must be a happy medium...

Funny, my professor didn't know that Stroustrup wrote textbooks for C++. Yes textbooks not just the compendium resource book he originally wrote to accompany the language. This book is horribly organized and better resources exist. Look around.

Bought for a class that I ended up dropping. Really boring book though. Dropped the class because apparently I needed prerequisites that I didn't have..no idea what I was even allowed to enroll in it.

This was honestly one of the worst books I've ever used. It was obviously put together in quite a hurry, and it omits so much about c++ OOP. I honestly barely opened the thing because it was so bad, the code/excercises were all horrible. The previous book we used in the class I was taking was really good for beginners(Intro to c++, by Zak). I'm sure when a new edition comes out this OOP book will be much better.

I use this book for a class that uses the 4th edition. I did not want to pay full price for the book so I found this for 93 cents. Everything in the class curriculum is covered in this book. Such a steal!

As a textbook the book is well written and easy to understand. It contains a number of excellent concise examples to support the topics presented. The brevity of the examples made up for the lack of a CD containing them. A bit repetitious in spots, but (in my humble opinion) this is better than the alternative. All-in-all I found this to be a solid learning vehicle. I do suspect a 5th edition will be

required in order to correct (an unfortunate number of, I think) mis-statements. These, though, are not so numerous that it diminishes overall effectiveness of the book. If you are looking for a solid introduction to the C++ language, I think this textbook is great!

kind of dry and needs to include full programs instead of snippets at least in the beginning so as to not confuse the new readers.

This is my C++ textbook in college. I found it extremely useful because the author taught me the complex theories in the simplest way. I like the exercises. There are only 3 to 6 programming exercises at the end of each tutorial (chapter), which motivate me to finish ALL the exercises, often in a single day. The experience of following the "Teacher's Pet" series of examples was fantastic, it helped me to understand the concepts, then, apply them in the exercises. However, there are weaknesses. The book is not up to date to match the latest version of C++. This book is also not suitable for those without prior programming experience (Pascal, C, C++ fundamentals, etc).

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