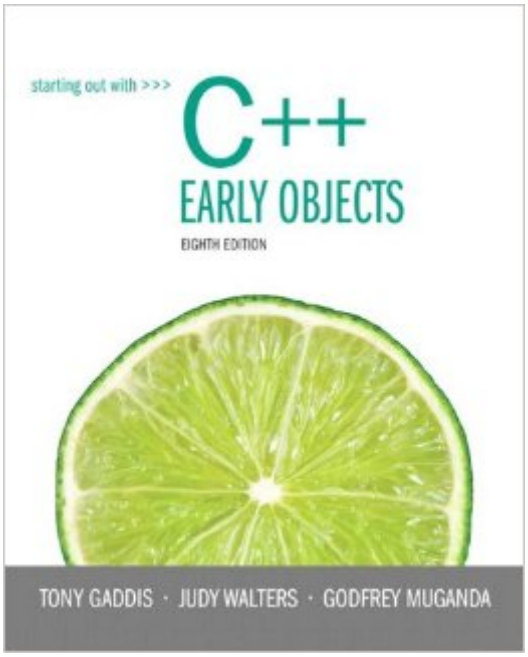
The book was found

Starting Out With C++: Early Objects



PDF
Adobe
DOWNLOAD EBOOK

Synopsis

&> NOTE:Â You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you wouldÂ like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133441849/ISBN-13: 9780133441840 . That packageÂ includes ISBN-10: 0133452255/ISBN-13: 9780133452259 and ISBN-10: 013336092X/ISBN-13: 9780133360929. MyProgrammingLab should only be purchased when required by an instructor. Tony Gaddisâ ™s accessible, step-by-step presentation helps beginners understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the C++ programming language by presenting all the details needed to understand the â œhowâ • and the â œwhyâ •â “but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that readers understand the logic behind developing high-quality programs. In Starting Out with C++: Early Objects, Gaddis covers objects and classes early after functions and before arrays and pointers. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. This text is intended for either a one-semester accelerated introductory course or a traditional two-semester sequence covering C++ programming. MyProgrammingLab for Starting Out with C++ is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and examsâ ”resulting in better performance in the courseâ ”and provides educators a dynamic set of tools for gauging individual and class progress. And, MyProgrammingLab comes from Pearson, your partner in providing the best digital learning experiences.

Book Information

File Size: 18994 KB

Print Length: 1248 pages

Simultaneous Device Usage: Up to 2 simultaneous devices, per publisher limits

Publisher: Pearson; 8 edition (February 22, 2013)

Publication Date: February 22, 2013

Sold by:Â Digital Services LLC

Language: English

ASIN: B00BJOJUIY

Text-to-Speech: Not enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #64,429 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #20 inÂ Kindle Store > Kindle eBooks > Computers & Technology > Programming > C & C++ #30 inÂ Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C++ #78 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design

Customer Reviews

Let me state this right off the bat. This is a great book, very easy to understand, walks you through all the little steps, perhaps even a bit to much in the beginning.Now the reason I am writing this review: My instructor told me to buy this book for a C++ Class I am taking (It is online). I was later told to use the access code that came with the book to register an account here: https://register.pearsoncmg.com/reg/register/reg1.jspI now have to buy an access key from here to get the material that my instructor will be using: https://register.pearsoncmg.com/reg/buy/buy1.jsp?productID=64182If I had known this ahead of time, I would have taken the Hardcover version of this book. I just want everyone to be aware of this.

I’ve used Gaddis’ Java and now C++. I love his style of presentation. I’m just learning both languages so I like the consistency of his format, which gives an introduction and then an extended code which focuses on the subject that he introduced. I use the phrase "extended code" because I took a visual basic class using text by a different author. That author would give an introduction and then show the code out of context so it was hard to conceptualize what he was talking about or how to use the code. With Gaddis, the code is in a functioning. He would introduce the subject of the code. Utilize a program that uses the code and then break down the code to highlight the code of topic. His style felt "comprehensive".In addition to Gaddis’ personal style of presentation, his text is part of the Pearson Higher Education publications. Pearson is student oriented so there are online tutorials (video notes) which offers a lot of student assistance. I recommend this text and Gaddis to any instructor or student learning programming.

I took an online C++ class, and was almost entirely able to teach myself with this book despite extremely limited programming experience. The code examples in the book are fully explained and complete. Also, they build up in complexity, using only keywords and structures that have already been explained. Some reviews say the book is too wordy, but I found the reading to be very useful for explaining each concept. Additionally, the book's layout makes it easy to quickly find relevant passages and skip those you may already know!Like another reviewer, I too am currently using my book as a reference for a Data Structures class. It is much clearer than the official book for that class and covers a surprising amount of the material. I would recommend this book to anyone learning C++.

I have several [C++] textbooks that delve into the subjects of programming. The aforementioned text [Starting out with C++ Early Objects, 7th (e)] is extremely helpful, with quite a bit of information. It [C++] is the required text for the upcoming semesters, and not just my introductory class, so it covers beginning C++, intermediate C++, and introduction to data structures. I highly recommend this text, as the language of programming can be fairly abstract, and the authors take care not to intimidate even the most illiterate in technology.Other texts can be rather audacious in their assumptions of the average readers comprehension of mathematics. Fortunately, I am rather skilled with math, but that should not be a decisive factor in this purchase, as the the first couple of chapters implement example after example with regards to the translation of mathematics into codes and strings.All-in-all, I highly recommend this book. Computer science is the innovation of the future, and the demand for said skills is higher than ever.P.S. Most computer science textbooks are atrociously expensive at campus bookstores, so I highly recommend to purchase it on . Also, you could buy it used, as the IDE [Integrated development environment] used in the book is Microsoft Visual Studio (2005, 2008, 2010...any version) which can be downloaded from the Windows software site (Visual Studio Express is free).My campus bookstore charges $220 for this book, I got it for $98 [New] here on . Brand New books come with video lectures and Microsoft VS 2010, however if you can get used and save even more, that would work too, just make sure to download Visual Studio Express.

The textbook is organized well and gives good examples of the code and how to use it. It explains the programming language well. I originally bought it for my Kindle so I wouldn't have to carry a large textbook around campus, but I found that referencing it was just difficult in the electronic media compared to a regular textbook. I actually ended up buying the regular textbook as well, and used it

at home as a reference and just carried the Kindle to campus. The Kindle version is OK for reading chapters, when you're just reading through. But if you need to search it as a reference, or flip back to review another section, etc., it is very difficult to use. For my next class, I will just get the regular textbook and save the double cost. It would be nice if the electronic copy came with the regular textbook purchase, but I'm not going to pay for both again.

Download to continue reading...

Starting Out with C++: Early Objects Starting Out with C++: Early Objects (8th Edition) Starting Out with Java: Early Objects (5th Edition) Starting Out with Programming Logic and Design (Starting Out With...) Starting Out: 1 e4!: A Reliable Repertoire for the Improving Player (Starting Out - Everyman Chess) Starting Out: 1d4 : A Reliable Repertoire for the Improving Player (Starting Out - Everyman Chess) Starting Out with Java: From Control Structures through Objects (6th Edition) Starting Out with C++: From Control Structures through Objects (7th Edition) Starting Out with C++ from Control Structures to Objects (8th Edition) Starting Out with C++: From Control Structures through Objects Starting Out with C++: From Control Structures through Objects, Brief Version (8th Edition) Starting Out with Java: From Control Structures through Objects plus MyProgrammingLab with Pearson eText -- Access Card Package (5th Edition) Starting To Collect Antique Oriental Rugs (Starting to Collect Series) C++ How to Program (Early Objects Version) (9th Edition) Big Java: Early Objects, 5th Edition Human Perception of Objects: Early Visual Processing of Spatial Form Defined by Luminance, Color, Texture, Motion, and Binocular Disparity Starting Out with Java: From Control Structures through Data Structures (2nd Edition) (Gaddis Series) Starting Out with Python (3rd Edition) Starting Out With Visual Basic (7th Edition) Starting Out with Java: From Control Structures through Data Structures (3rd Edition)

Dmca