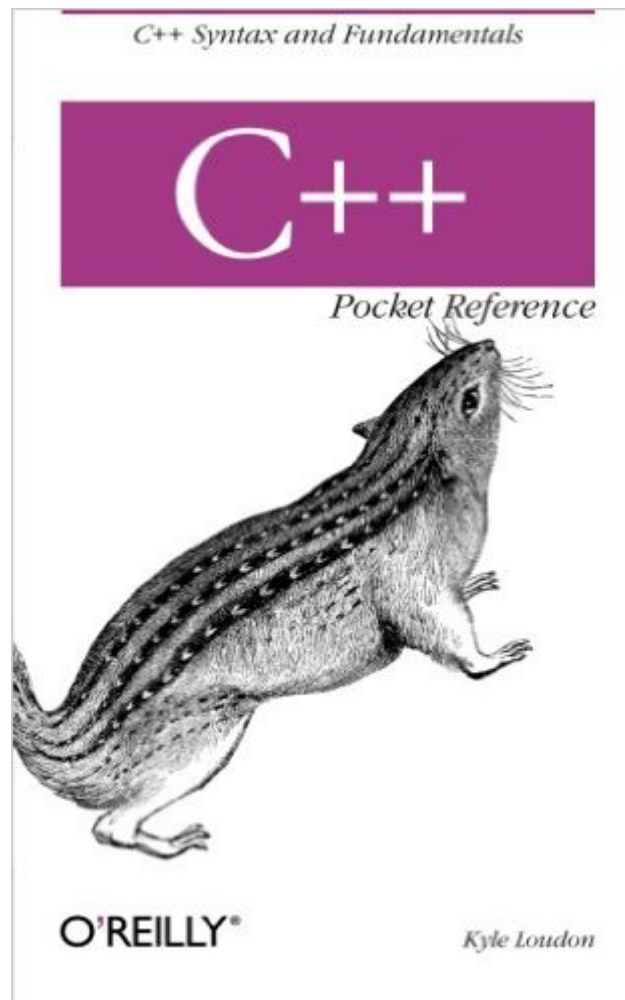


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# C++ Pocket Reference



## Synopsis

C++ is a complex language with many subtle facets. This is especially true when it comes to object-oriented and template programming. The C++ Pocket Reference is a memory aid for C++ programmers, enabling them to quickly look up usage and syntax for unfamiliar and infrequently used aspects of the language. The book's small size makes it easy to carry about, ensuring that it will always be at-hand when needed. Programmers will also appreciate the book's brevity; as much information as possible has been crammed into its small pages. In the C++ Pocket Reference, you will find:

- Information on C++ types and type conversions
- Syntax for C++ statements and preprocessor directives
- Help declaring and defining classes, and managing inheritance
- Information on declarations, storage classes, arrays, pointers, strings, and expressions
- Refreshers on key concepts of C++ such as namespaces and scope

More! C++ Pocket Reference is useful to Java and C programmers making the transition to C++, or who find themselves occasionally programming in C++. The three languages are often confusingly similar. This book enables programmers familiar with C or Java to quickly come up to speed on how a particular construct or concept is implemented in C++. Together with its companion STL Pocket Reference, the C++ Pocket Reference forms one of the most concise, easily-carried, quick-references to the C++ language available.

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## Customer Reviews

The C++ Pocket Reference is designed for C or Java developers who occasionally program in C++ and need a syntax reminder. Not designed as a tutorial or provide lengthy instruction on the subject,

this book is great for a one paragraph explanation on a particular topic. I found this to be a very useful and easy to follow book. It starts out with the basics of writing a C++ program (processor directives, data types) and slowly moves into more complicated aspects of this language (like templates and memory management). I would highly recommend this as a reference book if you find yourself occasionally doing some programming in C++.

This pocket guide is decent for C++03, but it's 2012. I know C++ is huge, but the awesome new features of C++11 deserve to be documented. I'll buy the new pocket guide once an updated version comes out.

I used to know C++ very well but have done little C++ programming in the past decade. I was hoping this book would include all the niggling little details I had forgotten. Looking through the book jogged my memory to help me remember these details, but I was surprised to see how many were not explicitly stated in the book. Perhaps the best example of a detail not included is the difference between overloading the preincrement and postincrement operators. One of them takes an extra dummy parameter, but the book does not mention this difference. The book explains how to declare a multidimensional array when the dimensions are known at compile time, but does not give a code sample explaining how to do so when the dimensions are not known until run time. The section describing return codes from main does not explain that zero indicates success and a non-zero value indicates an error. Perhaps the most disappointing aspect of the book is how little is devoted to the standard library. No math functions are described. There is no discussion of how to format output. I was even hoping for discussion of the most basic uses of the STL. Instead, the book lists only the names of the header files and the four standard input and output streams with the most basic unformatted uses of these streams. The book covers the core C++ language fairly well, but almost none of the extensive standard library.

For many years, I did most of my programming in C, but never learned C++. In recent years, I have been using Java mostly. Now I wish to get back to C++, and I have found this book to be an excellent introduction. In order to read this book one already needs to know how to work with the very low level aspects of C, and at the same time one must understand object oriented concepts. But for the reader who is at such a place, this book provides a very concise description of the C++ language. In just 125 small pages, the author manages to step through all of the aspects of the C++ language and concisely describe them.

First of all, I've come to the realization that the way I learn is through short books and then coding myself. A big book just doesn't do it for me, I get buried in the details and forget most of what I've read. I'm new to C++ and have read through most of Accelerated C++, which is a good book. But it wasn't until I took this pocket reference on a plane trip and read it that everything started coming together. I don't know how they do it but they manage to put examples in there as well, so it was very useful for me. I saw ALL the basics of the language right beside each other and understood better how they inter-relate. I will say this better not be your first C++ reference. The order in which topics are treated is somewhat asynchronous. Properties are referenced in the beginning of the book that aren't explained for 50 pages down the road. But if you're already at least familiar with most topics it works out fine.

If you are looking for a quick and dirty C++ pocket reference, this book should be on the top of your list. It covers all of the necessities, which is great for when you are switching between programming languages. If you have too many languages in your mind, a quick reference is a great little refresher, which this book certainly provides. My only qualm, and the reason it loses a star, is that the organization is not completely intuitive. However, after a few uses, you get used to this and it becomes a non-issue. I suppose you would have this with any book.

-A great tool to quickly reference/learn C++ concepts you are unsure about, forgot, or have heard of but are not quite sure how to implement. I'd also like to add that I am mostly self-taught in C++ programming, and I regularly use online resources such as cprogramming.com, tutorialspoint.com/cplusplus, cplusplus.com, and stackoverflow.com, in that order, \*\*\*and yet I have been very happily surprised by this book\*\*\* to see that it sometimes gives better explanations and more concise and clear information (and even more information in some cases) than the online resources. In other words, this little booklet is a great supplement to those other online resources just mentioned, and it is very portable and especially useful in cases where you don't have internet as readily available.

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