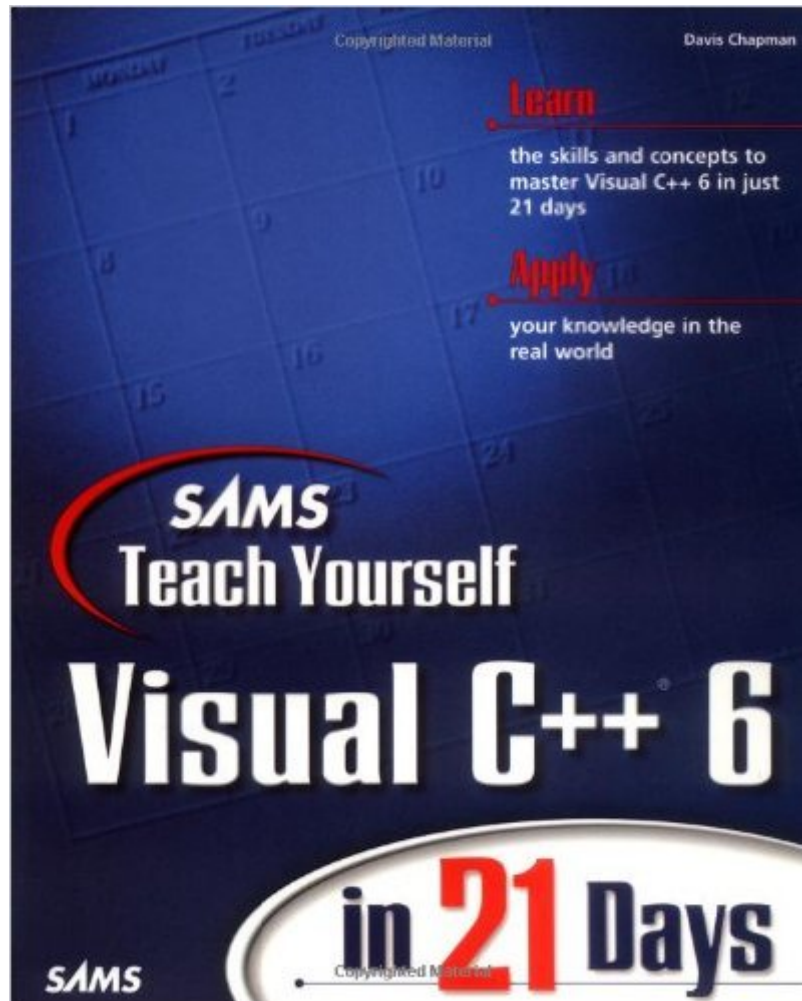# Sams Teach Yourself Visual C++ 6 In 21 Days

Synopsis

Learn Visual C++ through the Teach Yourself series, with sections on: Q&A, Do's and Don'ts, Workshop, Shaded syntax boxes, Type/Output/Analysis icons. Week One starts you with Visual C++. After installing and maneuvering through the components of the software, you'll examine a preliminary program to get the feel for C++ and Visual C++. You'll learn: C++ basics; hierarchies; members, functions, and objects; inheritance; MFC; installing Visual C++, the Visual C++ compiler. In Week Two, you'll look at components of Windows applications and how they are invoked with Visual C++. Topics include: keyboard input; mouse usage; data file handling; lists and serialization; toolbars and status bars; graphics; and projects. Week Three examines the more involved aspects of Visual C++ and Windows applications.

Book Information

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Customer Reviews

I purshased this book to learn the "Visual" aspect of Visual C++. In that regard it is on target. Don't get it to teach you C++ because it is not designed to do so and there are lots of good books for learning C++ itself. I like the fact that it stays on the Visual part -- I have seen many "Visual" C++ books that throw in 1-2 chapters on the visual portion as an obvious afterthoughs.The flaws in this book render it half-useless, however. (1) Many of the examples in the text are incorrect and won't compile. (2) There are too many chapters where one rewrites the same drawing program. Since the first chapter drawing program won't compile, and all of the other ones say to do the same things as in that chapter to start with, this renders at least 3 chapters useless. (3) I would prefer more useful

examples than another variant of "scribble" (especially since it doesn't work anyway). (4) I downloaded the example chapter code from their website. The chapter codes I tried work, but obviously aren't based on a person working through the actual chapters, since the code has many differences from what you get from the compiler. I expect that they used code from past text revisions, possibly based on earlier versions of Visual C++. (5) It would be helpful if they supplied (either in a CD or at their website) actual code derived from various points in each chapter (e.g., "open file for Chapter 10 version 3 to see the code for the partially completed project on page 210"). (6) It would be good to have MANY more compilable points in the chapters. As it stands, one has to make scores to hundreds of changes between times where it allows compilation. This makes it very difficult for a beginner (i.e.

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