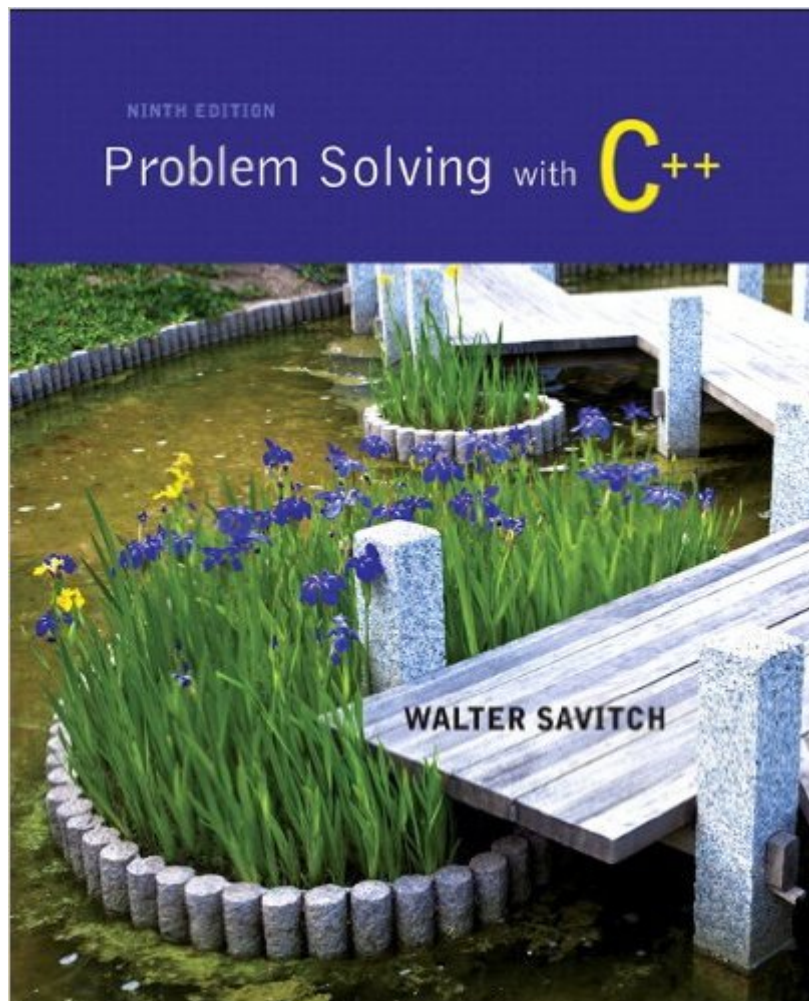


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Problem Solving With C++ Plus MyProgrammingLab With Pearson EText-- Access Card Package (9th Edition)



Synopsis

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I have a stack of at least a dozen textbooks on C++ or C#, from O'Reilly's C++ Core Language, Keogh & Gray's C++ Programmer's Notebook, the Osbourne McGrawHill C++ Complete Reference, several niche books catering to C++ coding specific to gaming, several Deitel & Deitel C++ Programming books (which are generally very good), to starters like SAMS Teach Yourself C++ and probably an old copy of C++ for Dummies. I've also got a full version of Visual Studio 2005 & 2008 (available in express editions for free from [...]) and several Borland IDE releases, along with seven or eight books purporting to explain everything there is to know about each IDE. I recently bought Walter Savich's Problem Solving with C++, 7th Ed. It's unusual in my experience to find myself reading textbooks as though they are the next sci-fi/fantasy hit but this book really caught my attention. I love the straight forward, common sense manner in which the author writes, and the fact that he doesn't preach from the pulpit of the ultimate know-it-all. In this book, the essentials of the C++ language are laid out in a manner that I believe anyone familiar with most any scripting language or another high-level language can pick up quite rapidly. The author does the very difficult task of reaching out in a way that ensures the majority of readers understand regardless of their level of familiarity. I'm not sure how he does it but each page leaves you understanding--and wanting more. There are a number of code examples that have practical application and the author has done a very good job of making them understandable.

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