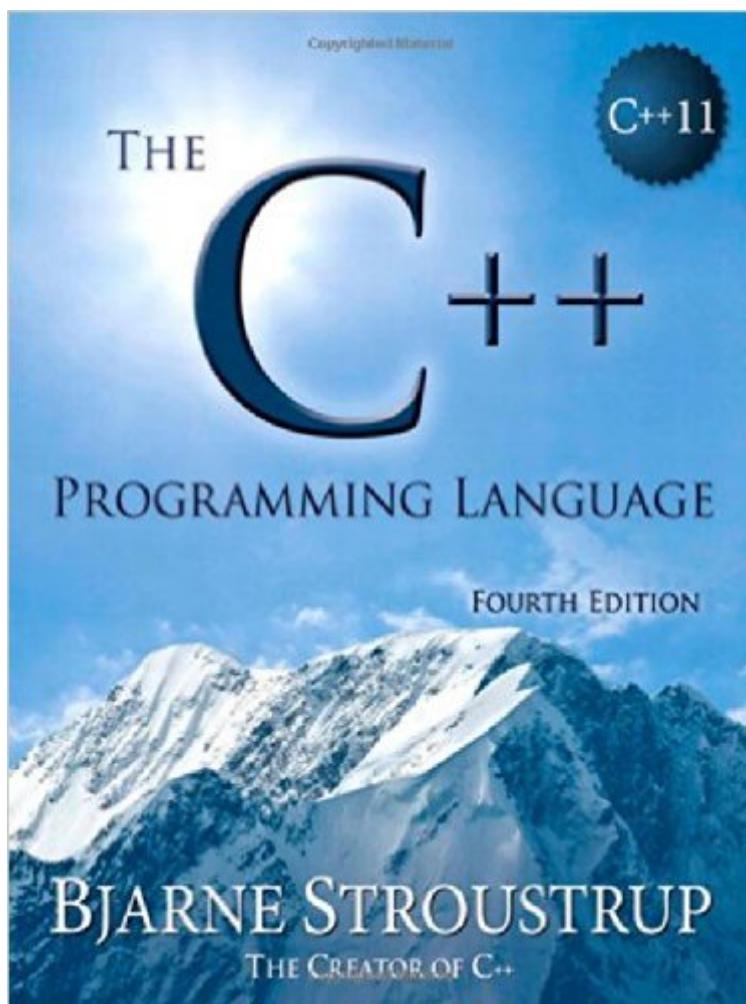The book was found

The C++ Programming Language, 4th Edition

Synopsis

C++11 has arrived: thoroughly master it, with the definitive new guide from C++ creator Bjarne Stroustrup, C++ Programming Language, Fourth Edition! The brand-new edition of the world's most trusted and widely read guide to C++, it has been comprehensively updated for the long-awaited C++11 standard. Extensively rewritten to present the C++11 language, standard library, and key design techniques as an integrated whole, Stroustrup thoroughly addresses changes that make C++11 feel like a whole new language, offering definitive guidance for leveraging its improvements in performance, reliability, and clarity. C++ programmers around the world recognize Bjarne Stoustrup as the go-to expert for the absolutely authoritative and exceptionally useful information they need to write outstanding C++ programs. Now, as C++11 compilers arrive and development organizations migrate to the new standard, they know exactly where to turn once more: Stoustrup's C++ Programming Language, Fourth Edition.

Book Information

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Customer Reviews

Bjarne Stroustrup (www.stroustrup.com) is the designer and original implementer of C++, as well as the author of Programming: Principles and Practice Using C++ (Addison-Wesley, 2009), The C++ Programming Language (Addison-Wesley, 1985, 1991, 1997, 2000), and many popular and academic publications. Dr. Stroustrup is a University Distinguished Professor at Texas A&M University and the holder of the College of Engineering Chair in Computer Science. He is a member of the U.S. National Academy of Engineering, an IEEE Fellow, and an ACM fellow. His research interests include distributed systems, design, programming techniques, software development tools,

and programming languages. He is actively involved in the ISO standardization of C++.

Only ~100 pages in, but I gotta say there really isn't a more extensive book on C++ out there. One would expect no less, considering it was written by its creator. But the organization of the material makes an astounding amount of sense. Most undergrad books will have you working with the standard library and creating programs that bear very little relevance to actual programming, or try to focus on one specific style (usually object-oriented). This book tries to approach many different styles in a pragmatic sense. Just like how there isn't one language built for every task, there isn't one style that is infinitely superior to another. Stroustrup attempts to showcase this by offering scenarios where operations are exceedingly resource-intensive, (such as when handling large data structures) and offers new ways of solving a problem, compared to conventional methods. Or rather, he insists conventional methods should involve deep thought into resource management and writing clean code. Just having gone through Part One of the book, I feel as though I've improved immensely.Side note: This book attempts to get users in the habit of using C++11 assignment operators and such. This isn't necessarily a bad thing, but it should be worth noting that some compilers will not work with these examples without specifying that it is written in C++11 format. (i.e. affixing -std=c++11 during compilation. Some professors who teach out of other C++ books may mark you wrong for using ++11 or even ++14 conventions.)I would recommend this book to anyone wishing to really delve deep into C++ and produce efficient, clean code. Anyone looking to get "closer to the machine", so to speak, would most likely find this book to tickle their fancy.

(This is for the kindle edition) would give this book 4 or 5 stars if not for the horribly misaligned typography. The text has keywords, variables, etc. in a different font (which is a very good idea), but the text in this font is terribly misaligned. Where the author wants to have "x++", the first + may or may not be next to the x, and the second + winds up two words to the right on top of another character, sometimes rendering the text unreadable. This is not an occasional occurrence; it happens more often than not. I don't know if the paper edition has the same problem, since I haven't been able to find it (which was why I bought the kindle version)

This is a nice reference book on C++.If I were new to C++, I would not start learning C++ with this book. Rather, I would use these below three steps and the relevant books in this order:1. Accelerated C++ by Andrew Koenig & Barbara Moo -- Read and practice example code and exercises from this book first.2. Programming: Principles and Practice Using C++ (2nd Edition) by

Bjarne Stroustrup -- Chapters 5,6, and 7 are gems in this book. You can in fact use this book in parallel with the Accelerated C++ book and3. (a) The C++ Programming Language (4th Edition) by Bjarne Stroustrup, -- Definite reference book to have.3. (b) The C++ Standard Library: A Tutorial and Reference (2nd Edition) by Nicolai M. Josuttis, -- Clear examples and very methodical3. (c) C++ Templates: The Complete Guide by David Vandevoorde -- What can I say! This is simply a classic.C++ is not a race. It is a marathon. So, enjoy learning and also make use of many many C++ resources online.

This book is simply a must-read for C++ programmers.I really liked it's structure: there's a brief "Tour of C++" before the more detailed chapters. In this tour, you can see in a glance what C++11 offers for many programming tasks that's not present in earlier standards: variadic templates, static assertions, many concurrency primitives, a new uniform initialization syntax, initializer lists, range-for loop, new STL containers, etc.After that, there are detailed chapters intended to cover all the details of all the language features and the STL. After seeing a lot of cool stuff in the tour, you are motivated enough to go through the detailed descriptions of everything written by the C++ creator himself.But pay attention to the title: the book is about "The C++ Programming Language". It's not intended to instruct you about:- How to program;- How to write efficient, readable and/or modularized code using C++;- How to use concurrency to enhance the performance of algorithms;- How to design APIs (although the STL is a good example in many situations);- What are the best tools (compiler, VCSs, build systems, IDEs, libraries) to develop C++ programs.It's rather a hitchhiker's guide to C++.

Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) C++ and Python Programming: 2 Manuscript Bundle: Introductory Beginners Guide to Learn C++ Programming and Python Programming C++ and Python Programming 2 Bundle Manuscript. Introductory Beginners Guide to Learn C++ Programming and Python Programming Python Programming: The Complete Step By Step Guide to Master Python Programming and Start Coding Today! (Computer Programming Book 4) Dynamic Programming and Optimal Control, Vol. II, 4th Edition: Approximate Dynamic Programming The Complete Software Developer's Career Guide: How to Learn Your Next Programming Language, Ace Your Programming Interview, and Land The Coding Job Of Your Dreams Python:

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