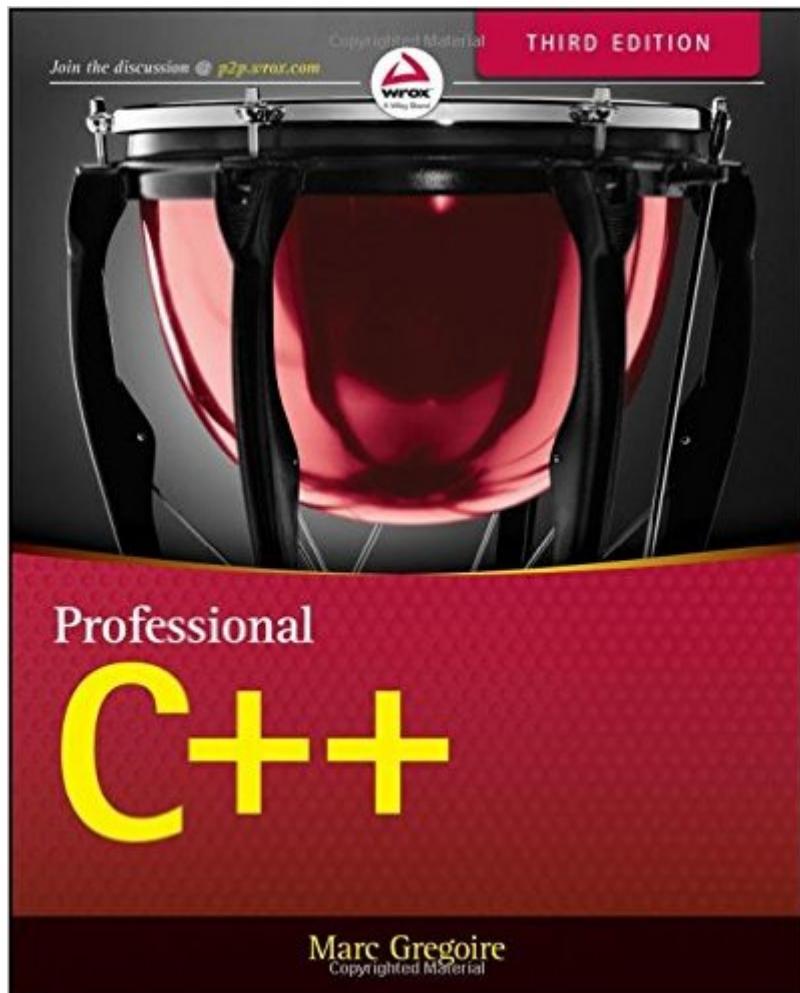


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# Professional C++



## Synopsis

Master complex C++ programming with this helpful, in-depth resource. From game programming to major commercial software applications, C++ is the language of choice. It is also one of the most difficult programming languages to master. While most competing books are geared toward beginners, *Professional C++*, Third Edition, shows experienced developers how to master the latest release of C++, explaining little known features with detailed code examples users can plug into their own codes. More advanced language features and programming techniques are presented in this newest edition of the book, whose earlier editions have helped thousands of coders get up to speed with C++. Become familiar with the full capabilities offered by C++, and learn the best ways to design and build applications to solve real-world problems. *Professional C++*, Third Edition has been substantially revised and revamped from previous editions, and fully covers the latest (2014) C++ standard. Discover how to navigate the significant changes to the core language features and syntax, and extensions to the C++ Standard Library and its templates. This practical guide details many poorly understood elements of C++ and highlights pitfalls to avoid. Best practices for programming style, testing, and debugging Working code that readers can plug into their own apps In-depth case studies with working code Tips, tricks, and workarounds with an emphasis on good programming style Move forward with this comprehensive, revamped guide to professional coding with C++.

## Book Information

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## Customer Reviews

I find this book really readable and well written. It starts light but goes into the "heavy" stuff quite quickly but with a lot of examples. Although book does cover some basics, it is definitely not for a programming beginner. I find it well suited for experienced programmer (maybe in another programming language) who wants to brush up on C++ development. For those already owning a previous, 2nd edition, suitability of this book depends mostly on how interested they are in C++ 14 features since changes in other content are small enough you won't miss on anything. If 14's features are of interest, this book does a great job to bring (most of) them to attention. For those owning 1st edition, 3rd (this) edition is definitely a way to go. Disclosure: I know author personally and I received the book for free.

This is a decent book that covers a lot of ground, and perhaps ironically that's part of why I'm not rating it higher. The author clearly put a lot of effort into pulling together all kinds of info about the C++ language, but my impression of the book from reviews or promotions I had seen made me think it was going to be more focused on professional developers. Then the first 500 pages or so were really things that would be familiar to most C++ developers, but with a few C++ updates from the 11 and 14 standards. While I appreciate those bits of info, even if I won't be able to use them because of some platform restrictions on the development we do, 500 pages is still quite a bit to go through to find the few updates. Certainly there are some good things in this book, although nothing that I would call out as exceptional. I just wish it had focused more on the 'advanced topics' and left the review of basic things (like looping and the basic STL containers) to an appendix or even a separate book entirely.

This is a great book even for an experienced programmer. Provides very clear explanation. Topics mentioned are very relevant in large projects. This actually covers many small tricks that I have faced during interviews.

I've been using this book to brush up on C++ lately. I haven't used C++ much at all since the early 2000s, so this has been a great reference to get up to speed on C++11 and familiarize myself with better practices.

I have learned many things about C++11 and C++14 from this books. This book is for professionals. Read C++ Primer if you are going to learn C++ from beginning.

Perhaps this book should be called "Professional C++ for C programmer". It contains a lot of comparisons to C. This is not detrimental but quite annoying. I've not interested in C and the book has a giant C++ on the cover! What is detrimental is that the author seems to be thinking in C, which can be wrong in C++. For example, on the intro section titled "DIVING DEEPER INTO C++", there's an explanation about pointer: "Notice that this is not the same as setting myIntegerPointer to the value 8. You are not changing the pointer; you are changing the memory that it points to. If you were to reassign the pointer value, it would point to the memory address 8, which is probably random garbage that will eventually make your program crash." Because of type-checking (pointer is not integer), the above would not even compile in C++. We're not talking about typo here - the concept explained is incorrect. And this is just in the Intro section. I wonder what else are conceptually incorrect later in this book.

I have a \*lot\* of programming books. This is my go-to C++ book. I wish I had the OO design sections 20 years ago.

This book assumes that you have atleast C knowledge it directly dives you into deeper C++ knowledge. if you only want to learn C++ and have prior programming experience this book is best.

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