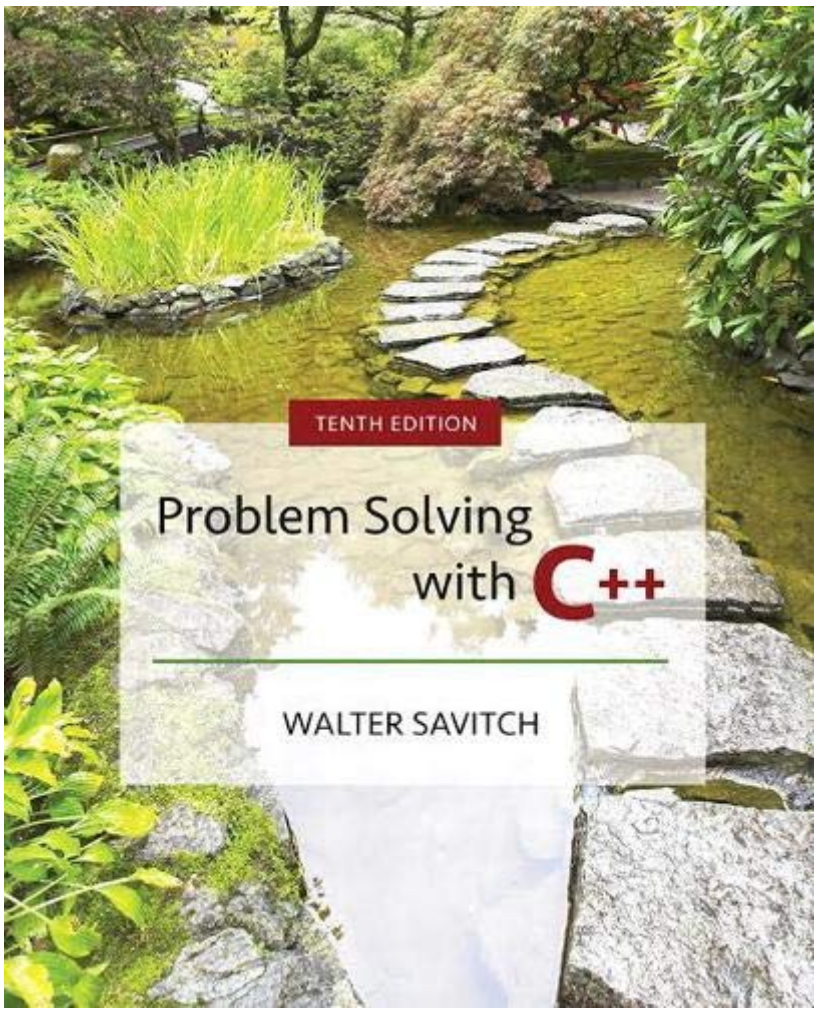

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Problem Solving with C++-Walter J. Savitch 2005 This text explains C++ and basic programming techniques in a way suitable for beginning students. It adapts to the syllabus created by the instructor rather than making you adapt to the book. The order in which the chapters and sections are covered can easily be changed without loss of continuity in reading the text.

Programming and Problem Solving with C++-Nell B. Dale 1998-04 This book continues to reflect our experience that topics once considered too advanced can be taught in the first course. The text addresses metalanguages explicitly as the formal means of specifying programming language syntax. Copyright © Libri GmbH. All rights reserved.

Problem Solving with C++-Walter J. Savitch 2007 Introductory Programming / C++ Problem Solving with C++, Sixth Edition Walter Savitch Walter Savitch's "Problem Solving with C++ "is the most widely used textbook for the introduction to programming in C++ course. These are just a few of the reasons why: ""My students and I love this textbook. Savitch makes the material so accessible, and he does it with a great sense of humor that we all enjoy. My students tell me that they finally have purchased a college textbook where they've gotten their full money's worth."" -Jennifer Perkins, University of Arkansas at Little Rock ""Our school has used the Savitch text for many years, and it has been well received by both faculty and students. Walter Savitch explains difficult programming concepts in a clear and concise manner and discusses all the important features of the C++ language."" -Carol Roberts, University of Maine ""Writing a book is an art if, and only if, it can create an artist. Savitch's book does just this. It contains fundamental materials presented in a pleasant way in which not only the flow consistency, but also the example consistency, is preserved."" -Coskun Bayrak, University of Arkansas at Little Rock ""The progression from programming basics to object-oriented concepts is logical and effectively leads beginning C++ students to an understanding of classes and more advanced topics."" -Stephen Weissman, Burlington County College This Sixth Edition features: - Savitch's unparalleled clear and concise writing style - Extensive use of examples, exercises, and projects to promote good programming practice - Earlier coverage of loops and arrays - Enhanced discussion of debugging - All code updated to be ANSI/ISO compliant - Twonew programming projects per chapter MyCodeMate is a web-based, textbook-specific homework tool and programming resource for an introduction to programming course. It provides a wide rangeof tools that students can use to help them learn programming concepts, prepare for tests, and earn better grades in the introductory programming course. Students can work on programming problems from this text or homework problems created by their professors, and receive guided hints with page references and English explanations of compiler errors. Instructors can assign textbook-specific or self-created homework problems, preset style attributes, view students' code and class compiler error logs, and track homework completion. A complimentary subscription is offered when an access code is ordered packaged with a new copy of this text. Subscriptions may also be purchased online. For more information visit www.myCodeMate.com.

Engineering Problem Solving with C++-Delores M. Etter 2016-02-22

Problem Solving with C++-Walter J. Savitch 2017 For courses in C++ introductory programming. Learn the fundamentals of C++ programming with an emphasis on problem solving Now in its 10th Edition, Problem Solving with C++ is written for the beginning programmer. The text cultivates strong problem-solving skills and programming techniques as it introduces readers to the C++ programming language. Author Walt Savitch's approach to programming emphasizes active reading through the use of well-placed examples and self-tests, while flexible coverage means the order of chapters and sections can easily be adapted without sacrificing continuity. Savitch's clear, concise style is a hallmark feature of the text and is supported by a suite of tried-and-true pedagogical tools. The 10th Edition includes ten new Programming Projects, along with new discussions and revisions. Also available with MyLab Programming MyLab(tm) Programming is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab(tm) Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab Programming , ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab Programming , search for: 0134710746 / 9780134710747 Problem Solving with C++ Plus MyLab Programming with Pearson eText -- Access Card Package, 10/e Package consists of: 0134448286 / 9780134448282 Problem Solving with C++ 0134522419 / 9780134522418 MyLab Programming with Pearson eText -- Access Card -- for Problem Solving with C++, 10/e

Programming and Problem Solving with C++-Nell B. Dale 2014 The best-selling Programming and Problem Solving with C++, now in it's Sixth Edition, remains the clearest introduction to C++, object-oriented programming, and software development available. Renowned author team Nell Dale and Chip Weems are careful to include all topics and guidelines put forth by the ACM/IEEE to make this text ideal for the one- or two-term CS1 course. Their philosophy centers on making the difficult concepts of computer science programming accessible to all students, while maintaining the breadth of detail and topics covered. Key Features: -The coverage of advanced object-oriented design and data structures has been moved to later in the text. -Provides the highly successful concise and student-friendly writing style that is a trademark for the Dale/Weems textbook series in computer science. -Introduces C++ language constructs in parallel with the appropriate theory so students see and understand its practical application. -Strong pedagogical elements, a hallmark feature of Dale/Weems' successful hands-on teaching approach, include Software Maintenance case studies, Problem-Solving case studies, Testing & Debugging exercises, Exam Preparation exercises, Programming Warm-up exercises, Programming Problems, Demonstration Projects, and Quick Check exercises. -A complete package of student and instructor resources include a student companion website containing all the source code for the programs and exercises in the text, additional appendices with C++ reference material and further discussion of topics from the text, and a complete digital lab manual in C++. Instructors are provided all the solutions to the exercises in the text, the source code, a Test Bank, and PowerPoint Lecture Outlines organized by chapter.

Algorithms, Data Structures, and Problem Solving with C++-Mark Allen Weiss 1996 Experienced author and teacher Mark Allen Weiss now brings his expertise to the CS2 course with Algorithms, Data Structures, and Problem Solving with C++, which introduces both data structures and algorithm design from the viewpoint of abstract thinking and problem solving. The author chooses C++ as the language of implementation, but the emphasis of the book itself remains on uniformly accepted CS2 topics such as pointers, data structures, algorithm analysis, and increasingly complex programming projects. Algorithms, Data Structures, and Problem Solving with C++ is the first CS2 textbook that clearly separates the interface and implementation of data structures. The interface and running time of data structures are presented first, and students have the opportunity to use the data structures in a host of practical examples before being introduced to the implementations. This unique approach enhances the ability of students to think abstractly. Features Retains an emphasis on data structures and algorithm design while using C++ as the language of implementation. Reinforces abstraction by discussing interface and implementations of data structures in different parts of the book. Incorporates case studies such as expression evaluation, cross-reference

generation, and shortest path calculations. Provides a complete discussion of time complexity and Big-Oh notation early in the text. Gives the instructor flexibility in choosing an appropriate balance between practice, theory, and level of C++ detail. Contains optional advanced material in Part V. Covers classes, templates, and inheritance as fundamental concepts in sophisticated C++ programs. Contains fully functional code that has been tested on g++2.6.2, Sun 3.0.1, and Borland 4.5 compilers. Code is integrated into the book and also available by ftp. Includes end-of-chapter glossaries, summaries of common errors, and a variety of exercises. 0805316663B04062001

Data Abstraction and Problem Solving with C++-Frank M. Carrano 1998 "Focusing on data abstraction and data structures, the second edition of this very successful book continues to emphasize the needs of both the instructor and the student. The book illustrates the role of classes and abstract data types (ADTs) in the problem-solving process as the foundation for an object-oriented approach. Throughout the next, the distinction between specification and implementation is continually stressed. The text covers major applications of ADTs, such as searching a flight map and performing an event-driven simulation. It also offers early, extensive coverage of recursion and uses this technique in many examples and exercises. Overall, the lucid writing style, widespread use of examples, and flexible coverage of material have helped make this a leading book in the field." --Book Jacket.

Problem Solving with C++ PDF eBook, Global Edition-Walter Savitch 2015-02-27 For the C++ introductory programming course Problem Solving with C++ continues to be the most widely used textbook by students and instructors in the introduction to programming and C++ language course. Through each edition, hundreds and thousands of students have valued Walt Savitch’s approach to programming, which emphasizes active reading through the use of well-placed examples and self-test examples. Created for the beginner, this book focuses on cultivating strong problem-solving and programming techniques while introducing students to the C++ programming language.

Data Abstraction and Problem Solving with Java-Frank M. Carrano 2004 The Third Edition of "Data Abstraction and Problem Solving with Java: Walls and Mirrors" employs the analogies of Walls (data abstraction) and Mirrors (recursion) to teach Java programming design solutions, in a way that beginning students find accessible. The book has a student-friendly pedagogical approach that carefully accounts for the strengths and weaknesses of the Java language. With this book, students will gain a solid foundation in data abstraction, object-oriented programming, and other problem-solving techniques.

Problem Solving with C++-Walter Savitch 2014-03-07 Note: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133862216/ISBN-13: 9780133862218. That package includes ISBN-10: 0133591743/ISBN-13: 9780133591743 and ISBN-10: 0133834417 /ISBN-13: 9780133834413. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. Problem Solving with C++ is intended for use in the C++ introductory programming course. Created for the beginner, it is also suitable for readers interested in learning the C++ programming language. Problem Solving with C++ continues to be the most widely used textbook by students and instructors in the introduction to programming and C++ language course. Through each edition, hundreds and thousands of students have valued Walt Savitch’s approach to programming, which emphasizes active reading through the use of well-placed examples and self-test examples. Created for the beginner, this book focuses on cultivating strong problem-solving and programming techniques while introducing students to the C++ programming language. MyProgrammingLab for Problem Solving with C++ is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better performance in the course—and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience–for you and your students. Personalized Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Keep Your Course Current: This edition features a new introduction to C++11 in the context of C++98. Flexible Coverage that Fits your Course: Instructors can easily adapt the order in which chapters and sections are covered in their course without losing continuity. Clear and Friendly Presentation: Savitch’s clear, concise style is a hallmark feature of the text, receiving praise from students and instructors alike. Tried-and-true Pedagogy: A suite of pedagogical tools, enhanced by understandable language and code, has been used by hundreds of thousands of students and instructors.

ADTs, Data Structures, and Problem Solving with C++-Larry R. Nyhoff 2005 For the introductory Data Structures course (CS2) that follows a first course in programming. A presentation of essential principles and practices in data structures using C++. Reflecting trends in computer science, new and revised material in the Second Edition places increased emphasis on abstract data types (ADTs) and object-oriented design.

Programming and Problem Solving with C++-Nell Dale 2010-10-22 Based off the highly successful Programming and Problem Solving with C++ which Dale is famous for, comes the new Brief Edition, perfect for the one-term course. The text was motivated by the need for a text that covered only what instructors and students are able to move through in a single semester without sacrificing the breadth and detail necessary for the introductory programmer. The authors excite and engage students in the learning process with their accessible writing style, rich pedagogy, and relevant examples. This Brief Edition introduces the new Software Maintenance Case Studies element that teaches students how to read code in order to debug, alter, or enhance existing class or code segments.

C++ Programming: From Problem Analysis to Program Design-D. S. Malik 2017-05-24 Learn how to program with C++ using today’s definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 8E. D.S. Malik’s time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik’s experience further strengthen the reader’s understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Data Structures and Problem Solving Using C++-Mark Allen Weiss 2003 Data Structures and Problem Solving Using C++ provides a practical introduction to data structures and algorithms from the viewpoint of abstract thinking and problem solving, as well as the use of C++. It is a complete revision of Weiss' successful CS2 book Algorithms, Data Structures, and Problem Solving with C++. The most unique aspect of this text is the clear separation of the interface and implementation. C++ allows the programmer to write the interface and implementation separately, to place them in separate files and compile separately, and to hide the implementation details. This book goes a step further: the interface and implementation are discussed in separate parts of the book. Part I (Objects and C++), Part II (Algorithms and Building Blocks), and Part III (Applications) lay the groundwork by discussing basic concepts and tools and providing some practical examples, but implementation of data structures is not shown until Part IV (Implementations). This separation of interface and implementation promotes abstract thinking.Class interfaces are written and used before the implementation is known, forcing the reader to think about the functionality and potential efficiency of the various data structures (e.g., hash tables are written well before the hash table is implemented). Throughout the book, Weiss has included the latest features of the C++ programming language, including a more prevalent use of the Standard Template Library (STL).

Problem Solving with Algorithms and Data Structures Using Python-Bradley N. Miller 2011 THIS TEXTBOOK is about computer science. It is also about Python. However, there is much more. The study of algorithms and data structures is central to understanding what computer science is all about. Learning computer science is not unlike learning any other type of difficult subject matter. The only way to be successful is through deliberate and incremental exposure to the fundamental ideas. A beginning computer scientist needs practice so that there is a thorough understanding before continuing on to the more complex parts of the curriculum. In addition, a beginner needs to be given the opportunity to be successful and gain confidence. This textbook is designed to serve as a text for a first course on data structures and algorithms, typically taught as the second course in the

computer science curriculum. Even though the second course is considered more advanced than the first course, this book assumes you are beginners at this level. You may still be struggling with some of the basic ideas and skills from a first computer science course and yet be ready to further explore the discipline and continue to practice problem solving. We cover abstract data types and data structures, writing algorithms, and solving problems. We look at a number of data structures and solve classic problems that arise. The tools and techniques that you learn here will be applied over and over as you continue your study of computer science.

Programming and Problem Solving With C++ / With Laboratory Manual-Nell B. Dale 1999-08

The Modern C++ Challenge-Marius Bancila 2018-05-23 Test your C++ programming skills by solving real-world programming problems covered in the book Key Features Solve a variety of real-world programming and logic problems by leveraging the power of C++17 Test your skills in using language features, algorithms, data structures, design patterns, and more Explore areas such as cryptography, communication, and image handling in C++ Book Description C++ is one of the most widely-used programming languages and has applications in a variety of fields, such as gaming, GUI programming, and operating systems, to name a few. Through the years, C++ has evolved into (and remains) one of the top choices for software developers worldwide. This book will show you some notable C++ features and how to implement them to meet your application needs. Each problem is unique and doesn't just test your knowledge of the language; it tests your ability to think out of the box and come up with the best solutions. With varying levels of difficulty, you'll be faced with a wide variety of challenges. And in case you're stumped, you don't have to worry: we've got the best solutions to the problems in the book. So are you up for the challenge? What you will learn Serialize and deserialize JSON and XML data Perform encryption and signing to facilitate secure communication between parties Embed and use SQLite databases in your applications Use threads and asynchronous functions to implement generic purpose parallel algorithms Compress and decompress files to/from a ZIP archive Implement data structures such as circular buffer and priority queue Implement general purpose algorithms as well as algorithms that solve specific problems Create client-server applications that communicate over TCP/IP Consume HTTP REST services Use design patterns to solve real-world problems Who this book is for This book will appeal to C++ developers of all levels. There's a challenge inside for everyone.

Engineering Problem Solving with C++-D. M. Etter 2012 For one/two semester courses in Engineering and Computer Science at the freshman/sophomore level. This text is a clear, concise introduction to problem solving and the C++ programming language. The authors' proven five-step problem solving methodology is presented and then incorporated in every chapter of the text. Outstanding engineering and scientific applications are used throughout; all applications are centered around the theme of engineering challenges in the 21st century.

A New Approach to Problem-Solving with C++-Novus Publishing, LLC 2005-08

Java: An Introduction to Problem Solving and Programming PDF ebook, Global Edition-Walter Savitch 2015-01-26 Java: An Introduction to Problem Solving and Programming, is ideal for introductory Computer Science courses using Java, and other introductory programming courses in departments of Computer Science, Computer Engineering, CIS, MIS, IT, and Business. Students are introduced to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces inheritance, and exception handling. The Java coverage is a concise, accessible introduction that covers key language features. Objects are covered thoroughly and early in the text, with an emphasis on application programs over applets. This program presents a better teaching and learning experience–for you and your students. A Concise, Accessible Introduction to Java: Key Java language features are covered in an accessible manner that resonates with introductory programmers. Tried-and-true Pedagogy: Numerous case studies, programming examples, and programming tips are used to help teach problem-solving and programming techniques. Flexible Coverage that Fits your Course: Flexibility charts and optional graphics sections allow instructors to order chapters and sections based on their course needs. Instructor and Student Resources that Enhance Learning: Resources are available to expand on the topics presented in the text. The full text downloaded to your computer. With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends Print 5 pages at a time Compatible for PCs and MACs No expiry (offline access will remain whilst the Bookshelf software is installed. eBooks are downloaded to your computer and accessible either offline through the VitalSource Bookshelf (available as a free download), available online and also via the iPad/Android app. When the eBook is purchased, you will receive an email with your access code. Simply go to http://bookshelf.vitalsource.com/ to download the FREE Bookshelf software. After installation, enter your access code for your eBook. Time limit The VitalSource products do not have an expiry date. You will continue to access your VitalSource products whilst you have your VitalSource Bookshelf installed.

Structured and Object-oriented Problem Solving Using C++-Andrew C. Staugaard 2002 Appropriate for Introductory Computer Science (CS1) courses using C++ and Introductory C++ programming courses found in Computer Science, Engineering, CIS, MIS, and Business Departments. This accessible text emphasizes problem-solving techniques using the C++ language, with coverage that develops strong problem-solving skills using problem abstraction and stepwise refinement through the "Programmer's Algorithm." Staugaard first emphasizes the structured (procedural) paradigm, then gradually advances to the object-oriented paradigm using object-oriented programming "seed topics." This approach prepares students for in-depth coverage of classes and objects presented later in the text, while building essential structured programming concepts.

Problem Solving With C++ Value Pack-Walter Savitch 2008-07

Exam Prep for: MyProgrammingLab for Problem Solving with C++-

Understanding Programming and Problem Solving with C++-Kenneth A. Lambert 1996 This text features a gradual approach to object-oriented programming that covers problem solving and algorithm development but also offers solid grounding in objects and classes. Problem solving is emphasized throughout the text through numerous exercises, programming problems, and projects.

Programming and Problem Solving with C++: Brief Edition-Nell Dale 2010-10-22 Based off the highly successful Programming and Problem Solving with C++ which Dale is famous for, comes the new Brief Edition, perfect for the one-term course. The text was motivated by the need for a text that covered only what instructors and students are able to move through in a single semester. Important Notice: The digital edition of this book is missing some of the images or content found in the physical edition

Problem Solving in C++ Including Breadth and Laboratories-Angela B. Shiflet 1998 In the author's words, this book introduces students "to the analysis, design, implementation, testing, and debugging of programs using C++, and to the breadth and richness of the computer science discipline." PROBLEM SOLVING IN C++ features an early but gradual and natural introduction to object-oriented programming (starting in Chapter 3), and chapter-ending, built-in laboratories that directly support the book's presentation of concepts. It offers twenty-two discrete "breadth" sections that present a broad range of topics in computer science. The author presents programming in a clear, visual manner with ample use of examples and figures. Other learning features include exercises at the end of each section, an average of 17 programming projects per chapter, historical anecdotes, chapter introductions and goals, programming and debugging hints, chapter key terms and summaries, and review questions.

Logical Problem Solving Before the Flowchart with C++ and Visual Basic Applications-Robert Lamey 2002 For undergraduate courses in problem solving or programming logic found in departments of computer science, CIS, MIS, IT and business. Also appropriate as a supplementary text for introductory C++ and Visual Basic courses.

Practical C++ Financial Programming-Carlos Oliveira 2015-03-12 Practical C++ Financial Programming is a hands-on book for programmers wanting to apply C++ to programming problems in the financial industry. The book explains those aspects of the language that are more frequently used in writing financial software, including the STL, templates, and various numerical libraries. The book also describes many of the important problems in financial engineering that are part of the day-to-day work of financial programmers in large investment banks and hedge funds. The author has extensive experience in the New York City financial industry that is now distilled into this handy guide. Focus is on providing working

solutions for common programming problems. Examples are plentiful and provide value in the form of ready-to-use solutions that you can immediately apply in your day-to-day work. You'll learn to design efficient, numerical classes for use in finance, as well as to use those classes provided by Boost and other libraries. You'll see examples of matrix manipulations, curve fitting, histogram generation, numerical integration, and differential equation analysis, and you'll learn how all these techniques can be applied to some of the most common areas of financial software development. These areas include performance price forecasting, optimizing investment portfolios, and more. The book style is quick and to-the-point, delivering a refreshing view of what one needs to master in order to thrive as a C++ programmer in the financial industry. Covers aspects of C++ especially relevant to financial programming. Provides working solutions to commonly-encountered problems in finance. Delivers in a refreshing and easy style with a strong focus on the practical.

Problem Solving in Data Structures and Algorithms Using C-Hemant Jain 2018-11-06 "Problem Solving in Data Structures & Algorithms" is a series of books about the usage of Data Structures and Algorithms in computer programming. The book is easy to follow and is written for interview preparation point of view. In these books, the examples are solved in various languages like Go, C, C++, Java, C#, Python, VB, JavaScript and PHP. GitHub Repositories for these books. https://github.com/Hemant-Jain-Author Book's Composition This book introduces you to the world of data structures and algorithms. Data structures defines the way in which data is arranged in memory for fast and efficient access while algorithms are a set of instruction to solve problems by manipulating these data structures. Designing an efficient algorithm is a very important skill that all software companies, e.g. Microsoft, Google, Facebook etc. pursues. Most of the interviews for these companies are focused on knowledge of data-structures and algorithms. They look for how candidates use concepts of data structures and algorithms to solve complex problems efficiently. Apart from knowing, a programming language you also need to have good command of these key computer fundamentals to not only qualify the interview but also excel in you jobs as a software engineer. This book assumes that you are a C language developer. You are not an expert in C language, but you are well familiar with concepts of classes, functions, arrays, pointers and recursion. At the start of this book, we will be looking into Complexity Analysis followed by the various data structures and their algorithms. We will be looking into a Linked-List, Stack, Queue, Trees, Heap, Hash-Table and Graphs. We will also be looking into Sorting, Searching techniques. In last few chapters, we will be looking into various algorithmic techniques. Such as, Brute-Force algorithms, Greedy algorithms, Divide and Conquer algorithms, Dynamic Programming, Reduction and Backtracking. . Table of Contents Chapter 0: How to use this book. Chapter 1: Algorithms Analysis Chapter 2: Approach to solve algorithm design problems Chapter 3: Abstract Data Type & C# Collections Chapter 4: Searching Chapter 5: Sorting Chapter 6: Linked List Chapter 7: Stack Chapter 8: Queue Chapter 9: Tree Chapter 10: Priority Queue Chapter 11: Hash-Table Chapter 12: Graphs Chapter 13: String Algorithms Chapter 14: Algorithm Design Techniques Chapter 15: Brute Force Algorithm Chapter 16: Greedy Algorithm Chapter 17: Divide & Conquer Chapter 18: Dynamic Programming Chapter 19: Backtracking Chapter 20: Complexity Theory

Problem Solving with C++-Jacqueline A. Jones 2007

Scientific Approach to Problem Solving-Sal Washah 2013-12-23 A Scientific Approach to Problem-Solving with C++ Programming teaches the basic concepts needed to master C++, illustrating every building block of the programming language. The book provides practical information such as style guidance, debugging, and real-world, coherent programming advice. Initially, readers get an overview of C++, and its integration into software development. The book then discusses the basics of C++ including variables, data types, constants, operators, and basic input/output. Subsequent chapters address control structures, functions, arrays, and pointers. The book concludes with Class I and II object-oriented programming. In addition, the book features numerous program examples, easy-to-understand figures, summary reference tables, and appendices. The material is accessible to those new to the language, and adds information and techniques for those who are already experts in C++ programming. A Scientific Approach to Problem-Solving can be used in courses on introductory programming, computer science, and C++ programming. It is also useful addition to introductory engineering classes.

C++ Cookbook-D. Ryan Stephens 2006 Designed for the way many developers work, this practical problem-solving guide balances the need for rapid development with a trusted source of information.

Problem Solving with C++ Value Pack (Includes Mycodemate Student Access Kit & Video Notes on Disk for Problem Solving with C++)-Walter Savitch 2008-04 0135040175 / 9780135040171 Problem Solving with C++ Value Pack (includes MyCodemate Student Access Kit & Video Notes on Disk for Problem Solving with C++) Package consists of 0321356977 / 9780321356970 MyCodemate Student Access 0321531345 / 9780321531346 Problem Solving with C 0321545842 / 9780321545848 Video Notes on Disk for Problem Solving with C++

Fundamentals of Computer Programming with C#-Svetlin Nakov 2013-09-01 The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Programming, Problem Solving and Abstraction with C-Alistair Moffat 2013 Professor Moffat has been a member of the academic staff at the University of Melbourne since 1987. This book has evolved out of his 20 years' teaching experience with first year students. The readable style is punctuated by more than 100 working programs and each chapter includes detailed case study, key points and exercises.

C++ Plus Data Structures-Nell B. Dale 2003 Computer Science

JavaScript: The Good Parts-Douglas Crockford 2008-05-08 Most

programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language-ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

Problem Solving, Abstraction, and Design Using C++-Frank L. Friedman 1994 Using C++, this book presents introductory programming material. Only the features of C++ that are appropriate to introductory concepts are introduced. Object-oriented concepts are presented. Abstraction is stressed throughout the book and pointers are presented in a gradual and gentle fashion for easier learning.

Data Abstraction and Problem Solving with C++-Frank M. Carrano 2005 Designed for a second course in computer science, this textbook introduces the data abstraction technique for building walls between a program and its data structures, and presents various abstract data types and their implementations as C++ classes. The author evaluates the advantages and disadvantages of array-based and pointer-based data structures, and explains the concepts behind recursion, inheritance, polymorphism, algorithm efficiency, and balanced search trees. Annotation : 2004 Book News, Inc., Portland, OR (booknews.com).