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By Gary J. Bronson

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Editorial Review

Review
Part I: FUNDAMENTALS OF C++ PROGRAMMING. 1. Getting Started. 2. Data Types, Declarations, and Displays. 3. Assignment and Interactive Input. 4. Selection. 5. Repetition. 6. Modularity Using Functions. 7. Arrays. 8. Arrays and Pointers. 9. I/O Streams and Data Files. Part II: OBJECT-ORIENTED PROGRAMMING. 10. Introduction to Classes. 11. Adding Functionality to Your Classes. 12. Extending Your Classes. 13. The Standard Template Library. Part III: ADDITIONAL TOPICS. 14. The string Class and Exception Handling. 15. Strings as Character Arrays. 16. Data Structures. Appendices. A: Operator Precedence Table. B: ASCII Character Codes. C: Bit Operations (online only; NOT in book). D: Floating-Point Number Storage. E: Solutions to Selected Exercises.

About the Author
Dr. Gary J. Bronson is a Professor of Information Systems at Fairleigh Dickinson University, where he has twice been voted Teacher of the Year. Dr. Bronson has worked as a senior project engineer at Lockheed Electronics, has been an invited instructor and consultant to Bell Laboratories, and has served as a software consultant to a number of Wall Street financial firms. He has also authored several successful programming textbooks on C, C++, and Java™ as well as articles on teaching Excel using incrementally reinforcing case studies.

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