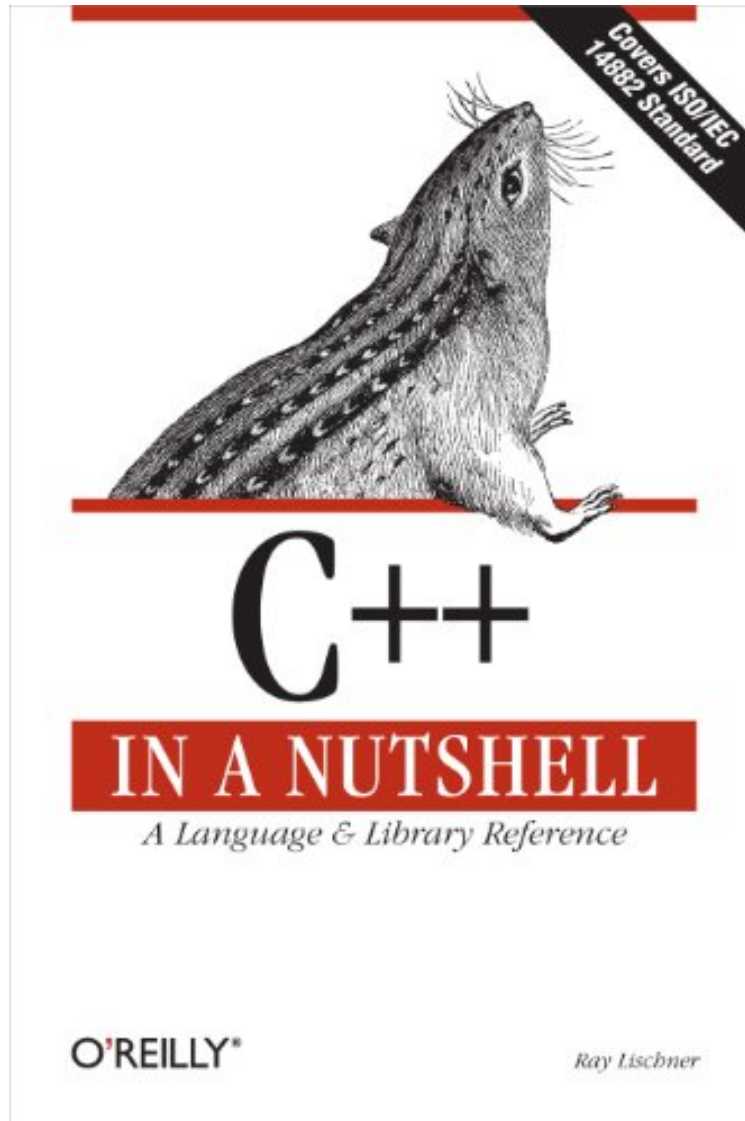


(Read now) C++ In a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly))

C++ In a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly))

Von Ray Lischner

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Von Ray Lischner : C++ In a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)) before purchasing it in order to gauge whether or not it would be worth my time, and all praised C++ In a Nutshell: A Desktop Quick Reference (In a Nutshell (O'Reilly)):

Kundenrezensionen Hilfreichste Kundenrezensionen 17 von 17 Kunden fanden die folgende Rezension hilfreich. Die Referenz Von ComicSansMS Lange hat es gedauert, jetzt ist es da und alle reden darüber. Nach Jahren des Wartens und

einer ausgedehnten 'Beta-Phase' ist C++ im Mai 03 nun endlich erschienen. Das O'Reilly sich so viel Zeit mit diesem Projekt lie, obwohl C++ zu den am weitesten verbreiteten Programmiersprachen gehrt, zeigt wohl deutlich, welch hohen Qualittsansprchen diese erste wahre Referenz seit der ursprnglichen ISO-Norm gerecht werden muss. Und tatschlich: Das Buch deckt in gewohnter 'Nutshell'-Qualitt die wichtigsten Elemente der Sprache ab, und berzeugt vor allem durch den umfangreichen und beeindruckenden Referenzteil. Dennoch: C++ in a nutshell ist kein Buch fr jedermann. Noch strker als in anderen Bchern der Serie, werden vom Leser umfangreiche Vorkenntnisse verlangt. Da der Referenzteil nach Header-Dateien sortiert ist, werden sich C++ Anfnger wohl sehr schwer mit diesem Buch tun. C++ in a nutshell funktioniert mehr wie ein Wrterbuch als ein Sprachkurs. Wer mit den C++-typischen Strukturen vertraut ist, dem wird mit diesem Buch ein mchtiges und unverzichtbares Werkzeug an die Hand gegeben. Ohne umfangreiche Kenntnisse von C++, OOP und diverser Konzepte moderner C-Programmierung wird man diesem Buch leider nichts abgewinnen knnen. Allen erfahrenen C-Programmierern kann man jedoch nur zum Kauf raten. Dank der hervorragenden Vorarbeit von Autor und Verlag wirkt das Buch bereits in dieser ersten Auflage nahezu perfekt, gravierende Fehler sind praktisch nicht mehr vorhanden. Ich persnlich werde jedenfalls bei knftigen Programmierprojekten nicht mehr auf dieses Buch verzichten wollen.

11 von 11 Kunden fanden die folgende Rezension hilfreich. Endlich die ganze Wahrheit Von pragmaik Auch wenn es viele Software-Entwickler heute nicht wahr haben wollen, so ist C++ eine - zumindest in der Industrie - beraus weit verbreitete Programmiersprache, die zu lernen sich lohnt. Trotzdem gab es bisher keine komplette Referenz der Sprache (inkl. der Standard Template Library (STL)) in Buchform. Dies lag sicherlich nicht zuletzt daran, dass C++ auch heute noch permanent verndert und verbessert wird. Der O'Reilly-Verlag hat diesem Mistand nun endlich ein Ende bereitet und gab "C++ in a nutshell" heraus. In der Tradition der nutshell-Reihe beschreibt dieses Buch in kompakter Form (trotz der annhernd 800 Seiten) alle Eigenschaften und Eigenheiten des ISO/IEC-Standards 14882 und der dazu gehrenden STL. Dabei werden die sonst eher langweiligen Schnittstellen-Beschreibungen durch viele Beispiele erhellt und aufgelockert. Desweiteren enthlt das Buch viele ntzliche Hinweise auf Themenfelder, die nicht unmittelbar mit dem C++-Standard zu tun haben. Diese fangen an bei Inkompatibilitten der verschiedenen Compiler-Hersteller und enden bei Hinweisen auf viele frei verfgbare C++-Bibliotheken (z.B. Boost, Blitz++ und STLport). Es sei an dieser Stelle klar herausgestellt, dass sich dieses Buch an erfahrene C++-Entwickler wendet und in keiner Weise dazu geeignet ist, die Programmiersprache C++ zu erlernen. Fr den fortgeschrittenen C++-Programmierer wird das Buch aber schnell unentbehrlich werden. Zu dem Buch hat der Autor eine Web-Site eingerichtet auf der der interessierte Leser eine Errata, smtliche Beispiel-Quelltexte und viele weitere hilfreiche Informationen rund um das Thema C++ findet.

4 von 4 Kunden fanden die folgende Rezension hilfreich. Great reference for the C++ language Von Customer Let me start this review by saying that I have not read this book. At least not all of it from front to back. It's just not this kind of book. It's also not the first book about C++ you should read. Probably not the second one either. But it is the book about C++ that should lay on your desk while you are programming. But more on that later. C++ in a Nutshell can be divided into three parts: The first part is about all the things you never wanted to know about C++, but probably should. It tells you all there is to know about the language basics, declarations, expressions, statements, functions, classes, templates, the standard library, input/output and containers/iterators/algorithms. This part is precise and well written, but a little dry from time to time. Not written in a tutorial style, but more for people who already know C++ and want to make sure they understood everything correctly (my impression). The second part contains 3 reference chapters (about the preprocessor, the language and the library). 450 pages with all the classes, templates, functions, algorithms and much more that makes up C++. This is the most important part for me, as I regularly use it to look up the functionality of language constructs while programming. And finally the appendix chapters: compiler extensions and projects. Definitely worth a read, although the experienced C++ programmer will probably know many of them. Let me sum things up: Would I recommend this book to my students? Yes, definitely and I regularly do. Not as a tutorial, but as a reference. And that's exactly where it shines and should be used for.

Kurzbeschreibung To-the-point, authoritative, no-nonsense solutions have always been a trademark of O'Reilly books. The In a Nutshell books have earned a solid reputation in the field as the well-thumbed references that sit beside the knowledgeable developer's keyboard. C++ in a Nutshell lives up to the In a Nutshell promise. C++ in a Nutshell is a lean, focused reference that offers practical examples for the most important, most often used, aspects of C++. C++ in a Nutshell packs an enormous amount of information on C++ (and the many libraries used with it) in an indispensable quick reference for those who live in a deadline-driven world and need the facts but not the frills. The book's language reference is organized first by topic, followed by an alphabetical reference to the language's keywords, complete with syntax summaries and pointers to the topic references. The library reference is organized by header file, and each library chapter and class declaration presents the classes and types in alphabetical order, for easy lookup. Cross-references link related methods, classes, and other key features. This is an ideal resource for students as well as professional programmers. When you're programming, you need answers to questions about language syntax or

parameters required by library routines quickly. What, for example, is the C++ syntax to define an alias for a namespace? Just how do you create and use an iterator to work with the contents of a standard library container? C++ in a Nutshell is a concise desktop reference that answers these questions, putting the full power of this flexible, adaptable (but somewhat difficult to master) language at every C++ programmer's fingertips. Kurzbeschreibung To-the-point, authoritative, no-nonsense solutions have always been a trademark of O'Reilly books. The In a Nutshell books have earned a solid reputation in the field as the well-thumbed references that sit beside the knowledgeable developer's keyboard. C++ in a Nutshell lives up to the In a Nutshell promise. C++ in a Nutshell is a lean, focused reference that offers practical examples for the most important, most often used, aspects of C++. C++ in a Nutshell packs an enormous amount of information on C++ (and the many libraries used with it) in an indispensable quick reference for those who live in a deadline-driven world and need the facts but not the frills. The book's language reference is organized first by topic, followed by an alphabetical reference to the language's keywords, complete with syntax summaries and pointers to the topic references. The library reference is organized by header file, and each library chapter and class declaration presents the classes and types in alphabetical order, for easy lookup. Cross-references link related methods, classes, and other key features. This is an ideal resource for students as well as professional programmers. When you're programming, you need answers to questions about language syntax or parameters required by library routines quickly. What, for example, is the C++ syntax to define an alias for a namespace? Just how do you create and use an iterator to work with the contents of a standard library container? C++ in a Nutshell is a concise desktop reference that answers these questions, putting the full power of this flexible, adaptable (but somewhat difficult to master) language at every C++ programmer's fingertips. Synopsis C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. This is a complete reference to C++ which is organized first by topic, then followed by an alphabetical reference to the language's keywords, complete with syntax summaries and pointers to the topic references. The library reference is organized by header file, and each library chapter and class declaration presents the classes and types in alphabetical order, for easy lookup. Cross-references link related methods, classes, and other key features. This resource should be useful for students as well as professional programmers. When you're programming, you need answers to questions about language syntax or parameters required by library routines quickly. What, for example, is the C++ syntax to define an alias for a namespace? Just how do you create and use an iterator to work with the contents of a standard library container? This book is a concise desktop reference that answers these questions, putting the full power of this flexible, adaptable (but somewhat difficult to master) language at every C++ programmer's fingertips.