

MASTER THE COMPLEXITIES OF OBJECT-ORIENTED PROGRAMMING AND C++

C++ FOR ARTISTS: THE ART, PHILOSOPHY, AND SCIENCE OF OBJECT-ORIENTED PROGRAMMING TAKES A REFRESHING, AND SOMETIMES CONTROVERSIAL, APPROACH TO THE COMPLEX TOPIC OF OBJECT-ORIENTED PROGRAMMING AND THE C++ LANGUAGE. INTENDED AS BOTH A CLASSROOM AND REFERENCE TEXT, C++ FOR ARTISTS BREAKS ALL MOLDS BY BEING THE FIRST BOOK OF ITS KIND SPECIFICALLY DESIGNED TO HELP READERS TAP THEIR CREATIVE ENERGY TO UNDERSTAND AND APPLY DIFFICULT PROGRAMMING CONCEPTS. C++ FOR ARTISTS WILL HELP YOU SMASH THROUGH THE BARRIERS PREVENTING YOU FROM MASTERING THE COMPLEXITIES OF OBJECT ORIENTED PROGRAMMING IN C++. START TAMING COMPLEXITY NOW! READ C++ FOR ARTISTS TODAY – ENERGIZE YOUR PROGRAMMING SKILLS FOR LIFE!

SUPERCHARGE YOUR CREATIVE ENERGY BY RECOGNIZING AND UTILIZING THE POWER OF THE “FLOW”, QUICKLY MASTER MULTI-FILE PROGRAMMING TECHNIQUES TO HELP TAME PROJECT COMPLEXITY, UTILIZE THE PROJECT APPROACH STRATEGY TO MAINTAIN PROGRAMMING PROJECT MOMENTUM, USE THE STUDENT SURVIVAL GUIDE TO HELP TACKLE ANY PROJECT THROWN AT YOU, LEARN A DEVELOPMENT CYCLE YOU CAN ACTUALLY USE AT WORK, APPLY REAL-WORLD PROGRAMMING TECHNIQUES TO PRODUCE PROFESSIONAL CODE, MASTER THE COMPLEXITIES OF AD-HOC, STATIC, AND DYNAMIC POLYMORPHISM, LEARN HOW TO CALL C AND C++ ROUTINES FROM JAVA PROGRAMS USING THE JAVA NATIVE INTERFACE (JNI), LEARN HOW TO INCORPORATE ASSEMBLY LANGUAGE ROUTINES IN YOUR C++ CODE, MASTER THREE OBJECT-ORIENTED DESIGN PRINCIPLES THAT WILL GREATLY IMPROVE YOUR SOFTWARE ARCHITECTURES, PAINLESSLY CONQUER POINTERS AND REFERENCES WITH THE HELP OF C++ MAN®, PACKED WITH OVER 43 TABLES, 216 ILLUSTRATIONS, AND 415 CODE EXAMPLES, REINFORCE YOUR LEARNING WITH THE HELP OF CHAPTER LEARNING OBJECTIVES, SKILL-BUILDING EXERCISES, SUGGESTED PROJECTS, AND SELF-TEST QUESTIONS. ALL CODE EXAMPLES WERE COMPILED AND EXECUTED BEFORE BEING USED IN THE BOOK TO GUARANTEE QUALITY, ACCOMPANYING CD CONTAINS EBOOK/PDF EDITION OF THE TEXT, SOURCE CODE FILES AND CODEWARRIOR™ PROJECTS, PLUS UML MODELING TOOLS FOR WINDOWS™ AND MACINTOSH™, AND MUCH, MUCH, MORE...

“Finally, a writer who understands the complexities associated with the programming language learning process!”

“I wish I had this book when I was in school!” It’s clear, concise, and packed full of great information that’s hard to find conveniently located between two covers.”

“C++ FOR ARTISTS IS AWESOME! IT’S A MUST-READ FOR ANYONE TIRED OF GETTING THE SAME OLD S#!@ IN A PROGRAMMING TEXT.”

Rick Miller is a SENIOR SOFTWARE SYSTEMS ENGINEER AND Web Applications Architect for Science Applications International Corporation (SAIC), and Assistant Professor at Northern Virginia Community College, Annandale Campus, where he teaches C++ and Java programming classes.

“Read C++ For Artists Today –
ENERGIZE YOUR PROGRAMMING skills
for life!”

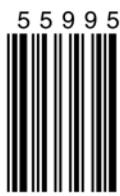


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