

Problem Solving with C++: The Object of Programming (3rd Edition)

Walter J. Savitch



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Problem Solving with C++: The Object of Programming has been used more than any other book to teach the first course on programming in C++. It explains C++ and basic programming techniques in a way suitable for beginning students, but offers a flexible organization that does not tightly prescribe the order in which topics must be covered. The book teaches students how to define their own classes early, while ensuring a solid understanding of basic tools such as simple control structures and function definitions. It takes a measured approach to classes, teaching students how to write some simple classes, then adds constructors, then overloading simple operators, then overloading the I/O operators and , and so forth. Material can be easily rearranged to cover classes earlier or later. *NEW Enhanced chapter on Inheritance. *NEW Chapter on Exception Handling. *NEW Expanded coverage of Templates. *NEW Additional material on vectors. *NEW Contains new exercises and projects, as well as other improvements based upon classroom experience. *Written to allow instructors a wide latitude in reordering the material. *Renowned for a friendly and motivational writing style that is appropriate for beginners.



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