

Object Oriented Programming Robert Lafore Solutions Manual

A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading C++ Crash Course, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for intermediate to advanced programmers, C++ Crash Course cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including:

- Fundamental types, reference types, and user-defined types
- The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm
- Compile-time polymorphism with templates and run-time polymorphism with virtual classes
- Advanced expressions, statements, and functions
- Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities
- Containers, iterators, strings, and algorithms
- Streams and files, concurrency, networking, and application development

With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you build a strong C++ foundation.

“Every C++ professional needs a copy of Effective C++. It is an absolute must-read for anyone thinking of doing serious C++ development. If you’ve never read Effective C++ and you think you know everything about C++, think again.” — Steve Schirripa, Software Engineer, Google

“C++ and the C++ community have grown up in the last fifteen years, and the third edition of Effective C++ reflects this. The clear and precise style of the book is evidence of Scott’s deep insight and distinctive ability to impart knowledge.” — Gerhard Kreuzer, Research and Development Engineer, Siemens AG

The first two editions of Effective C++ were embraced by hundreds of thousands of programmers worldwide. The reason is clear: Scott Meyers’ practical approach to C++ describes the rules of thumb used by the experts — the things they almost always do or almost always avoid doing — to produce clear, correct, efficient code. The book is organized around 55 specific guidelines, each of which describes a way to write better C++. Each is backed by concrete examples. For this third edition, more than half the content is new, including added chapters on managing resources and using templates. Topics from the second edition have been extensively revised to reflect modern design considerations, including exceptions, design patterns, and multithreading. Important features of Effective C++ include: Expert guidance on the design of effective classes, functions, templates, and inheritance hierarchies. Applications of new “TR1” standard library functionality, along with comparisons to existing standard library components. Insights into differences between C++ and other languages (e.g., Java, C#, C) that help developers from those languages assimilate “the C++ way” of doing things.

Object-Oriented Programming in C++ begins with the basic principles of the C++ programming language and systematically introduces increasingly advanced topics while illustrating the OOP methodology. While the structure of this book is similar to that of the previous edition, each chapter reflects the latest ANSI C++ standard and the examples have been thoroughly revised to reflect current practices and standards. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

Written by a world-renowned expert on programming methodology, and the winner of the 2008 Turing Award, this book shows how to build production-quality programs--programs that are reliable, easy to maintain, and quick to modify. Its emphasis is on modular program construction: how to get the modules right and how to organize a program as a collection of modules. The book presents a methodology effective for either an individual programmer, who may be writing a small program or a single module in a larger one; or a software engineer, who may be part of a team developing a complex program comprised of many modules. Both audiences will acquire a solid foundation for object-oriented program design and component-based software development from this methodology. Because each module in a program corresponds to an abstraction, such as a collection of documents or a routine to search the collection for documents of interest, the book first explains the kinds of abstractions most useful to programmers: procedures; iteration abstractions; and, most critically, data abstractions. Indeed, the author treats data abstraction as the central paradigm in object-oriented program design and implementation. The author also shows, with numerous examples, how to develop informal specifications that define these abstractions--specifications that describe what the modules do--and then discusses how to implement the modules so that they do what they are supposed to do with acceptable performance. Other topics discussed include: Encapsulation and the need for an implementation to provide the behavior defined by the specification Tradeoffs between simplicity and performance Techniques to help readers of code understand and reason about it, focusing on such properties as rep invariants and abstraction functions Type hierarchy and its use in defining families of related data abstractions Debugging, testing, and requirements analysis Program design as a top-down, iterative process, and design patterns The Java programming language is used for the book's examples. However, the techniques presented are language independent, and an introduction to key Java concepts is included for programmers who may not be familiar with the language.

The Waite Group's Microsoft C Programming for the PC

The Object-Oriented Approach

Practical C++ Programming

**Object-Oriented Programming in Turbo C++
A Fast-Paced Introduction**

"The first edition set a standard of excellence that has eluded all followers, and I have recommended it to my clients for years. The new edition is a gift to the field and should be required reading for all managers." - Adrian J. Bowles, Ph.D., Vice President Giga Information Group "One of the most readable introductions you will find. The new edition offers vital insights into the effective use of objects in business." - Chris Stone, President Object Management Group The first edition of **Object Technology: A Manager's Guide** is widely viewed as the classic introduction to this powerful computing concept. Object technology offers increased agility, significant time-to-market reduction, and the opportunity to exploit the potential of the World Wide Web by deploying globally distributed business systems. At a time when many of the world's largest companies are making the transition to object technology, David Taylor has updated his book to address the important issues facing the growth of object technology and to provide a glimpse into the future of this evolving paradigm. In updating this seminal work, David Taylor has retained the signature conciseness and clarity of discussion that made the first edition a best-seller. **Object Technology: A Manager's Guide, Second Edition**, covers the key terms, emerging concepts, and useful applications of objects. Managers, salespeople, engineers, software developers—anyone interested in understanding or implementing object technology—will find this a lucid introduction to the topic. Highlights of this new edition include: An explanation of how to use objects to create evolutionary software that rapidly adapts to changing business conditions, eliminating the need for most new application development. An introduction to Java, and an explanation of how its use of message interfaces enables a new generation of portable, mix-and-match, Internet-enabled business objects. An update on the state of object databases and extended relational databases, with guidelines for combining the two for optimal information storage. An introduction to the new generation of object engines and how they combine storage and execution capabilities for maximum software integration. 0201309947B09102001

Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. **C++ Primer, Fifth Edition**, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. **Start Fast and Achieve More Learn** how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today's best coding styles and program design techniques **Understand the "rationale behind the rules":** why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights **Benefit from up-to-date learning aids and exercises** that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned **Access the source code for the extended examples** from informit.com/title/0321714113 **C++ Primer, Fifth Edition**, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things

like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.

Sams Teach Yourself C++ In One Hour A Day, 6/E

Object Oriented Programming with C++ 2/e

Learn to Program with C

Learning ZeroMQ

Structured Programming with C++

Assuming no previous knowledge of C++ - although basic programming skills are helpful - this is an attempt to demystify object-orientation. It presents the concept in a simple form, using C++, and is intended particularly for students on HNC/D and degree computing courses. The book is written and designed for academic study, giving a 15-week course plan based on the book's structure. Taking a practical approach, this second edition contains a full-length case study as well as a wide range of exercises.

C++ Programming: An Object-Oriented Approach has two primary objectives: Teach the basic principles of programming as outlined in the ACM curriculum for a CS1 class and teach the basic constructs of the C++ language. While C++ is a complex and professional language, experience shows that beginning students can easily understand and use C++. C++ Programming: An Object-Oriented Approach uses a combination of thorough, well-ordered explanations and a strong visual framework to make programming concepts accessible to students. The authors stress incremental program development, wherein program analysis is followed by building a structure chart, constructing UML flow diagrams, writing algorithms, undertaking program design, and finally testing. This foundation, combined with a focus on the benefits of a consistent and well-documented programming style, prepares students to tackle the academic and professional programming challenges they will encounter down the road with confidence.

With the surge of popularity of PHP 5, object-oriented programming is now an important consideration for PHP developers. This version-neutral book is a gentle introduction to object-oriented programming (OOP) that won't overburden you with complex theory. It teaches you the essential basics of OOP that you'll need to know before moving onto a more advanced level, and includes a series of prepackaged scripts that you can incorporate into your existing sites with the minimum of effort. It shows how object-oriented programming can be used to create reusable and portable code by walking you through a series of simple projects. The projects feature the sorts of things developers run up against every day, and include a validator for filtering user input, a simple Date class that avoids the need to remember all the esoteric format codes in PHP, and an XML generator. Teaches the fundamentals of OOP Simple projects show how OOP concepts work in the real world Prepackaged scripts can easily be added to your own projects

This book covers 24 Boost C++ Libraries: 1 Type Traits BOOST_CHECK_TYPE add_const add_lvalue_reference add_pointer add_reference add_rvalue_reference common_type BOOST_CHECK_INTEGRAL_CONSTANT conditional function_traits is_abstract is_arithmetic is_array is_base_and_derived is_base_of is_const is_enum is_function is_fundamental is_integral is_lvalue_reference is_member_function_pointer is_member_object_pointer is_member_pointer is_nothrow_move_assignable is_nothrow_move_constructible is_object is_pointer is_polymorphic is_reference is_rvalue_reference is_same is_scalar is_signed is_stateless is_virtual_base_of is_void has_virtual_destructor 2 Call Traits boost::compressed_pair make_pair reference to reference optimizing fill Emulating Partial Specialization 3 Concept Check BOOST_CONCEPT_ASSERT BOOST_CONCEPT_REQUIRES Multi-Type Concepts Creating Concept Checking Classes Concept Covering and Archetypes 4 Enable Disable SFINAE Enabling function templates Enabling template class specializations Overlapping enabler conditions Lazy Version 5 Function Types is_function is_function_pointer is_function_reference is_member_pointer is_member_object_pointer is_member_function_pointer function_arity 6 Generic Image Library Computing the Image Gradient Using Locators GIL Algorithms Image View Transformations 1D pixel iterators STL Equivalent Algorithms Virtual Image Views resize affine convolution histogram packed_pixel dynamic_image 7 In Place Factory, Typed In Place Factory 8 Operators Base Class Chaining and Object Size Arithmetic Operators Ordering Symmetry Return Value Optimization Grouped Arithmetic Operators Final Arithmetic Operator Template Classes Dereference Operators and Iterator Helpers Dereference Operators Grouped Iterator Operators Iterator Helpers 9 Property Map Readable Property Map Writable Property Map Read/Write Property Map Lvalue Property Map Property Map Traits function_property_map iterator_property_map shared_array_property_map associative_property_map const_associative_property_map vector_property_map ref_property_map transform_value_property_map Compose Property Map 10 Distributed Property Map Consistency models Reduction operation Distributed property map adaptor Distributed iterator property map Local property map 11 Static Assert 12 Swap 13 Identity Type 14 Ref reference_wrapper is_reference_wrapper unwrap_reference Compile Time Run Time Implementation 15 Scope Exit 16 Compressed Pair 17 Base-from-Member Idiom 18 Checked Delete 19 Next Prior 20 Non Copyable 21 Address Of 22 Result Of 23 BOOST_BINARY 24 Type Traits Introspection Introspecting an inner type Introspecting an inner class template Variadic macro usage Using the has_template_(xxx) metafunction Introspecting member data Introspecting member function Introspecting static member data Introspecting static member function Introspecting inner data Introspecting an

inner function Nested Types Checking if the member type exists Nested Types and Function Signatures Function Templates

The Waite Group's Object-oriented Programming in C++

The C++ Programming Language

Let Us C

C++ Programming (2Nd Ed.)

Thinking in C++

Essential skills made easy! Written by Herb Schildt, the world's leading programming author, this step-by-step book is ideal for first-time programmers or those new to C++. The modular approach of this series, including sample projects and progress checks, makes it easy to learn to use C++ at your own pace.

Data Structures & Theory of Computation

A comprehensive Java guide, with samples, exercises, casestudies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide.

This tutorial presents the sophisticated new features of the most current ANSI/ISO C++ standard as they apply to object-oriented programming. Learn the concepts of object-oriented programming, why they exist, and how to utilize them to create sophisticated and efficient object-oriented applications. This book expects you to be familiar with basic programming concepts. It is no longer enough to understand the syntax and features of the language. You must also be familiar with how these features are put to use. Get up to speed quick on the new concepts of object-oriented design patterns, CRC modeling, and the new Universal Modeling Language (UML), which provides a systematic way to diagram the relationship between classes. Object-oriented programming is presented through the use of practical task-oriented examples and figures that help conceptualize and illustrate techniques and approaches, and questions and exercises to reinforce learning concepts.

The Boost C++ Libraries

C++ Crash Course

Code Connected Volume 1

Data Structures & Algorithms in Python

Object-Oriented Data Structures Using Java

A comprehensive, entertaining guide to learning the techniques of object-oriented programming discusses such topics as input, variables, structures, loops, arrays, and virtual functions. Original.

Finally, a CS2 Java book that your students will love! Dr. Malik's definitive Java text for CS2 students is easy-to-read and student-friendly, yet tackles the important concepts and topics for your CS2 course.

The Waite Group's Object-Oriented Programming in C++, Third Edition is the latest revision in a series of classic programming titles-having introduced thousand of users to object-oriented programming in C++. This book takes you from simple programming examples straight up to full-fledged object-oriented applications quick, real-world examples, conceptual illustrations, questions, and exercises. Covering the most current features of the ANSI/ISO C++ standard as it applies object-oriented programming, this guide assumes no C programming experience* only expects you to be familiar with basic programming concepts. Learn the syntax and features of C++ and how they can be used to tackle recurring problems with design patterns, help determine C++ classes, and how to systematically diagram the relationship between classes using CRC modeling and the Universal Modeling Language (UML).

Object-Oriented Programming (OOP) is the most dramatic and potentially confusing innovation in software development since the dawn of the computer age. Based on the idea of treating functions and data as objects, OOP results in programs that are more flexible, more easily maintained, and, on the whole, more powerful. Suitable for students, hackers, and enthusiasts, Object-Oriented Programming in Turbo C++ is written by best-selling author Robert Lafore. Step-by-step lessons teach the Basics of Object-Oriented Programming with Turbo C++ and its new Windows-compatible sibling, Borland C++. Object-Oriented Programming in Turbo C++ focuses on C++ as a separate language, distinct from C, and assumes no prior experience with C.

Object-Oriented Programming in C++, 3rd Edition

Object-oriented Programming in Microsoft C++

Beginning Java Programming

PHP Object-Oriented Solutions Practical Programming

Professionals, students and computer hackers will all appreciate this new guide's thorough but focused approach to learning C++. The author of the bestselling Turbo C Programming for the IBM (250,000 copies in print) teaches object-oriented programming from the ground up.

Assuming no prior knowledge of C and providing manageable, hour-long lessons, a guide to C++ covers such areas as data hiding, encapsulation, overload operators, inheritance, virtual functions, static data and functions, and more. Original. (All Users).

"Even connecting a few programs across a few sockets is plain nasty when you start to handle real life situations. Trillions? The cost would be unimaginable. Connecting computers is so difficult that software and services to do this is a multi-billion dollar business. So today we're still connecting applications using raw UDP and TCP, proprietary protocols, HTTP, Websockets. It remains painful, slow, hard to scale, and essentially centralized. To fix the world, we needed to do two things. One, to solve the general problem of "how to connect any code to any code, anywhere." Two, to wrap that up in the simplest possible building blocks that people could understand and use easily. It sounds ridiculously simple. And maybe it is. That's kind of the whole point." If you are a programmer and you aim to build large systems, in any language, then Code Connected is essential reading. Code Connected Volume 1 takes you through learning ZeroMQ, step-by-step, with over 80 examples. You will learn the basics, the API, the different socket types and how they work, reliability, and a host of patterns you can use in your applications. This is the Professional Edition for C/C++.

C# Primer Plus teaches the C# programming language and relevant parts of the .NET platform from the ground up, walking you through the basics of object-oriented programming, important programming techniques and problem solving while providing a thorough coverage of C#'s essential elements - such as classes, objects, data types, loops, branching statements, arrays, and namespaces. In early chapters guided tours take you sightseeing to the main attractions of C# and provide a fast learning-path that enables you to quickly write simple C# programs. Your initial programming skills are then gradually expanded, through the many examples, case studies, illustrations, review questions and programming exercises, to include powerful concepts - like inheritance, polymorphism, interfaces and exception handling, along with C#'s most innovative features - such as properties, indexers, delegates and events. With C# Primer Plus's dual emphasis on C# as well as fundamental programming techniques, this friendly tutorial will soon make you a proficient C# programmer building Windows applications on the .NET platform.

Object Technology

C++ Primer

Object Oriented Programming using Java

Program Development in Java

Java SE 7 Programming Essentials

C++ Primer Plus, Sixth Edition New C++11 Coverage C++ Primer Plus is a carefully crafted, complete tutorial on one of the most significant and widely used programming languages today. An accessible and easy-to-use self-study guide, this book is appropriate for both serious students of programming as well as developers already proficient in other languages. The sixth edition of C++ Primer Plus has been updated and expanded to cover the latest developments in C++, including a detailed look at the new C++11 standard. Author and educator Stephen Prata has created an introduction to C++ that is instructive, clear, and insightful.

Fundamental programming concepts are explained along with details of the C++ language. Many short, practical examples illustrate just one or two concepts at a time, encouraging readers to master new topics by immediately putting them to use. Review questions and programming exercises at the end of each chapter help readers zero in on the most critical information and digest the most difficult concepts. In C++ Primer Plus, you'll find depth, breadth, and a variety of teaching techniques and tools to enhance your learning: A new detailed chapter on the changes and additional capabilities introduced in the C++11 standard Complete, integrated discussion of both basic C language and additional C++ features Clear guidance about when and why to use a feature Hands-on learning with concise and simple examples that develop your understanding a concept or two at a time Hundreds of practical sample programs Review questions and programming exercises at the end of each chapter to test your understanding Coverage of generic C++ gives you the greatest possible flexibility Teaches the ISO standard, including discussions of templates, the Standard Template Library, the string class, exceptions, RTTI, and namespaces Table of Contents 1: Getting Started with C++ 2: Setting Out to C++ 3: Dealing with Data 4: Compound Types 5: Loops and Relational Expressions 6: Branching Statements and Logical Operators 7: Functions: C++'s Programming Modules 8: Adventures in Functions 9: Memory Models and Namespaces 10: Objects and Classes 11: Working with Classes 12: Classes and Dynamic Memory Allocation 13: Class Inheritance 14: Reusing Code in C++ 15: Friends,

Exceptions, and More 16: The string Class and the Standard Template Library 17: Input, Output, and Files 18: The New C++11
Standard A Number Bases B C++ Reserved Words C The ASCII Character Set D Operator Precedence E Other Operators F The
stringTemplate Class G The Standard Template Library Methods and Functions H Selected Readings and Internet Resources I Converting
to ISO Standard C++ J Answers to Chapter Reviews

Designed to serve as a textbook for students pursuing a BTech or BE program in information technology or computer science, Object-
Oriented Programming with C++ 2/e imparts a clear understanding of objects and the method of modelling them in the object-oriented
programming system. The book would also be suitable for undergraduate as well as postgraduate students of computer applications.

Best selling author Bruce Eckel has joined forces with Chuck Allison to write Thinking in C++, Volume 2, the sequel to the highly
received and best selling Thinking in C++, Volume 1. Eckel is the master of teaching professional programmers how to quickly learn
cutting edge topics in C++ that are glossed over in other C++ books. In Thinking in C++, Volume 2, the authors cover the finer
points of exception handling, defensive programming and string and stream processing that every C++ programmer needs to know.
Special attention is given to generic programming where the authors reveal little known techniques for effectively using the
Standard Template Library. In addition, Eckel and Allison demonstrate how to apply RTTI, design patterns and concurrent
programming techniques to improve the quality of industrial strength C++ applications. This book is targeted at programmers of all
levels of experience who want to master C++.

Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes ·
Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.

Data Structures Using Java

Data Structures and Algorithms in Java

Loose Leaf for C++ Programming: An Object-Oriented Approach

Effective C++

Object-Oriented Programming in C++

Object-Oriented Programming In Microsoft C + +Galgotia PublicationsObject-Oriented Programming in Turbo C++Galgotia Publications

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum.

**Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for
the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data
structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data
structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures
and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.
The most recent, unannounced release of Microsoft C will provide serious programmers and software developers with current developments in C
programming. Robert Lafore's title has become the de facto standard for C programmers and developers with easy-to-understand steps,
programs, and questions and answers.**

Object-oriented Programming in C++

Object-oriented Programming with C++

Abstraction, Specification, and Object-Oriented Design

C++ Primer Plus

Generic Programming