

Cybernetics in C++

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C++ is a powerful, much sought after programming language, but can be daunting to work with, even for engineering professionals.

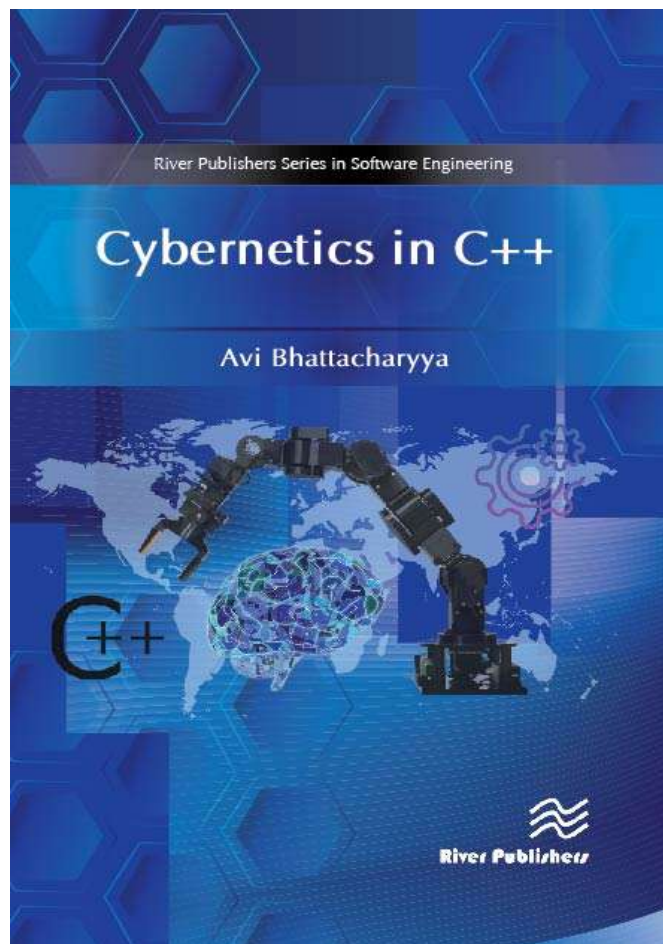
Why is this book so useful? Have you ever wondered:

- How do keywords like static and virtual change their meanings according to context?
- What are the similarities and differences between Pointers and References, Pointers and Arrays, Constructors and Copy Constructors, Nested and Local Inner Classes?
- Why is Multiple Interface Inheritance seen to be beautiful but Multiple Implementation Inheritance considered evil?
- When is Polymorphism Static or Dynamic, Bounded or Unbounded?

Answers on these questions, and much more, are explained in this book, *Cybernetics in C++*. What makes this text so different and appealing in comparison to existing books on the market?

- The Bulleted style, as opposed to Prose, produces results much faster, both in learning and reference
- Rules of Thumb, and further expert Tips are given throughout in how to optimise your code
- The Prospective Evils sections tell you what to avoid
- The thorough coverage ensures you will be trained to expert level in each of Imperative, Procedural, Memory & Resource Management, Object Oriented and Generic Programming

Cybernetics in C++ combines a theoretical overview and practical approach in one book, which should prove to be a useful reference for computer scientists, software programmers, engineers and students in this and related field.



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C++, Computer Programming, Software Languages, Object Oriented Programming, Imperative Programming, Procedural Programming, Generic Programming

