

## <<C++面向对象程序设计>>

### 图书基本信息

书名：<<C++面向对象程序设计>>

13位ISBN编号：9787302167136

10位ISBN编号：7302167133

出版时间：2008-3

出版时间：清华大学出版社

作者：（美）萨维厅（Savitch.W.）著，佟俐鹃 等改编

页数：499

版权说明：本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问：<http://www.tushu007.com>

## <<C++面向对象程序设计>>

### 内容概要

本书由著名作者Walter Savitch编写，美国很多大学采用它为“面向对象程序设计（OOP）”的教材，是一本非常畅销的教材，其前5版在全球已经拥有数十万读者。

作者结合自己多年的教学经验，根据教学大纲精心设计并编写了书中内容。

根据国内“C++面向对象程序设计”双语教学的需要，对原书进行了一定的改编，删去了C语言的内容，使之更适合国内OOP的教学大纲。

# <<C++面向对象程序设计>>

## 书籍目录

Chapter 1 Introduction to C++ 1.1 INTRODUCTION TO C++ Origins of the C++ Language C++ and Object-Oriented Programming A Sample C++ Program PROGRAMMING TIP: Input and Output Syntax Layout of a Simple C++ Program PITFALL: Putting a Space before the include File Name Compiling and Running a C++ Program PROGRAMMING TIP: Getting Your Program to Run 1.2 PROGRAM STYLE Comments Naming Constants Chapter Summary Programming Projects

chapter 2 C++ Basics 2.1 VARIABLES AND ASSIGNMENTS Variables Names: Identifiers Variable Declarations Assignment Statements PTFALL: Uninitialized Variables 2.2 INPUT AND OUTPUT Output Using cout PROGRAMMING TIP: End Each Program with a \n or endl Include Directives and Namespaces Formatting for Numbers with a Decimal Point Input Using cin Designing Input and Output PROGRAMMING TIP: Line Breaks in I/OIV Problem Solving with C++ 6th Edition 2.3 DATA TYPES AND EXPRESSIONS Simple Types Introduction to the Class string Type Compatibilities Arithmetic Operators and Expressions 2.4 FLOW OF CONTROL Boolean Expressions Branching Mechanisms Loop Mechanisms Chapter Summary Programming Projects

chapter 3 Functions 3.1 THE BASICS OF FUNCTIONS Using Predefined Functions Type Casting Programmer-Defined Functions Namespaces Revisited Case Study: Buying Pizza 3.2 CALL-BY-REFERENCE PARAMETERS A View of Call-by-Value A First View of Call-by-Reference Call-by-Reference in Detail PROGRAMMING TIP: What Kind of Parameter to Use 3.3 OVERLOADING FUNCTION NAMES Introduction to Overloading PROGRAMMING EXAMPLE: Revised Pizza-Buying Program 3.4 PROCEDURAL ABSTRACTION The Black Box Analogy Case Study: Supermarket Pricing 3.5 TESTING AND DEBUGGING FUNCTIONS Stubs and Drivers 3.6 GENERAL DEBUGGING TECHNIQUES Keep an Open Mind Check Common Errors Localize the Error The assert Macro Chapter Summary Programming Projects

Chapter 4 Arrays and Pointers

Chapter 5 I/O Streams as an Introduction to Objects and Classes

Chapter 6 Strings and Vectors

Chapter 7 Defining Classes

Chapter 8 Friends, Overloaded Operators, Arrays in Classes

Chapter 9 Sepailation and Namespaces

Chapter 10 Inheritance

Chapter 11 Exception Handling

Chapter 12 Templates

Chapter 13 Standard Template Library

APPENDIX 1 C++ Keywords

APPENDIX 2 Precedence of Operators

APPENDIX 3 Some Library Functions

APPENDIX 4 Inline Functions

APPENDIX 5 Overloading the Array Index Square Brackets

APPENDIX 6 The this Pointer

APPENDIX 7 Overloading Operators as Member Operators

## <<C++面向对象程序设计>>

### 版权说明

本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问:<http://www.tushu007.com>