
Let Us C Solutions By Yashwant Kanetkar Mschub

C Programming Absolute Beginner's Guide

Meditative Coloring

Bullshit Jobs

Understanding Pointers

A First Course in Programming with C

Working With C (For Doe - 'A' & 'B' Level)

Let Us C

Rural rides

A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Seventh Edition and The Standard for Project Management (RUSSIAN)

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Learn by Doing-the Python Learning Mantra

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C# Programming: From Problem Analysis to Program Design

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Let Us C: Authentic Guide to C PROGRAMMING Language 17th Edition (English Edition)

Let us C 16th Edition

The Law of Financial Success

Let Us C

A Modern Approach

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LET US C SOLUTIONS -15TH EDITION

Protect Your Family from the Hidden Dangers of Excess Sugar with Simple Everyday Fixes

The Farmer and the Seed

Let Us C++

Let Us Python Solutions
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C Programming Absolute Beginner's Guide Bpb Publications
Be careful what you wish for. Your dream might come true. This is a humorous story about Chad Smith who had his greatest hope fulfilled but with results he could never have imagined. His ambition was to play ball in the Major League. Only one thing held him back from playing professional baseball in the majors. Through a freak accident this shortcoming is removed but the transformation leads to an unorthodox style of play. His success arouses a number of emotions in the other players, team

managers and owners of the baseball teams. He is swept away into a beehive of controversy.

Meditative Coloring Bpb Publications

Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way It forms the basis of programming and covers concepts such as data structures and the core programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main

structures in the language: functions and classes Feel confident about being able to identify the execution flow through the code Be aware of the facilities of the standard library Gain insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction

to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

Bullshit Jobs Pearson Education

Poems about animals we live around, nature and its affects on us, also other things to pause and think about. Contains color pictures. this is a paperback with thirty-six pages, twenty-eight poems.

Understanding Pointers Let us C Solutions 16th Edition PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project management and the PMBOK® Guide &- Seventh Edition is structured around eight project performance domains. This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes. This edition of the PMBOK® Guide: • Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.); • Provides an entire section devoted to tailoring the development approach and processes; • Includes an expanded list of models, methods, and artifacts; • Focuses on not just delivering project outputs but also enabling outcomes; and • Integrates with PMI standards+™ for information and standards application content based on project

type, development approach, and industry sector.

A First Course in Programming with C Let Us C

A C programmer without knowledge of pointers is like a fish which doesn't know how to swim. He needs command over pointers to be able to exploit their immense potential. Pointers are all about power and punch and this book covers everything that has anything to do with pointers in a simple, way to understand way. The topics covered include: Pointers and Arrays Pointers and Structures Pointers and Dynamic Memory Allocation Pointers to Functions Pointers and Variable Argument Lists Practical use of Pointers Pointers and Doubly linked Lists Pointers and Circular Lists Pointers and Binary Trees Pointers and Threaded Binary Trees

Working With C (For Doe - 'A' & 'B' Level) Bpb Publications

The Farmer and the Seed story was written in honor of those in life that fail to see the miracle of God's plans. Many times in life this has been myself. However, the solid truth of it all is that through devotion, prayer, & faithfulness God will bring anyone to where they need to be... but it takes time, sometimes many years, before the wonderous outcome is revealed. One has only to have the faith of a mustard seed; to make a difference down the line. Your life is your seed. What kind of "tree" will you be remembered as?

Let Us C Simon & Schuster

Learn Python Quickly, A Programmer-Friendly Guide

DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are

looking for something that can get them off the ground quickly.

They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. KEY FEATURES Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare for an interview in short duration of time. Exercises are exceptionally useful to complete the reader's understanding of a topic. WHAT WILL YOU LEARN Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators, Command-line Parsing WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages 16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and

Inheritance 20. Iterators and Generators 21. Exception Handling
22. File Input/Output 23. Miscellany 24. Multi-threading 25.
Synchronization

Rural rides BPB Publications

Considered to be one of the best-selling programming books ever written, the eighth edition has now been edited, revised, and updated. A CD-ROM with demos, code, compiler, executables, and MATLAB examples has been added to the book. Simplicity and an easy narration style are the hallmarks of the book, which have made its previous seven editions immensely successful. Today's C programmer (still the language of choice in science, engineering, game programming and for handheld devices) has to master the complexities of the language and contend with its usage in environments like Windows, Linux, and for the Internet. Let Us C, Eighth Edition covers these three aspects of C programming and doesn't assume any programming background. It begins with the basics and steadily builds the pace, so the reader finds it easy to handle more complicated topics later. This popular author has crafted hundreds of excellent programming examples and exercises for every aspect of C programming.

A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Seventh Edition and The Standard for Project Management (RUSSIAN) BPB Publications

Provides instructions for writing C code to create games and mobile applications using the new C11 standard.

Data Structures Through C BPB Publications

Appreciate the learning path to C Key Features Strengthens the foundations, as a detailed explanation of programming language

concepts are given Lists down all the important points that you need to know related to various topics in an organized manner Provides In-depth explanation of complex topics Focuses on how to think logically to solve a problem Description Best way to learn any programming language is to create good programs in it. C is not an exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program, That's where you would find this book useful. It contains solutions to all the exercises present in Let Us C 17th Edition. If you learn the language elements form Let Us C, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C programmer. What will you learn C Instructions Decision Control Instruction, Loop Control Instruction, Case Control Instruction Functions, Pointers, Recursion Data Types, The C Preprocessor Arrays, Strings Structures, Console Input/Output, File Input/Output Who this book is for Students, Programmers, researchers, and software developers who wish to learn the basics of C programming language. Table of Contents 1. Introduction 2. Before We Begin... 3. Getting Started 4. C Instructions 5. Decision Control Instruction 6. More Complex Decision Making 7. Loop Control Instruction 8. More Complex Repetitions 9. Case Control Instruction 10. Functions 11. Pointers 12. Recursion 13. Data Types Revisited 14. The C Preprocessor 15. Arrays 16. Multidimensional Arrays 17. Strings 18. Handling Multiple Strings 19. Structures 20. Console Input/Output 21. File Input/Output 22. More Issues In Input/Output 23. Operations On

Bits 24. Miscellaneous Features 25. Periodic Tests - I, II, III, IV
 About the Authors Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "Distinguished Alumnus Award" by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "Best .NET Technical Contributor" and "Most Valuable Professional" awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur.

Let Us C Solutions BPB Publications

Adult coloring for relaxation, stress reduction, meditation, spiritual connection, prayer, centering, healing, and coming into your deep, true self. Ages 9 to 109. The drawings of Ancient Symbols: Meditative Coloring Book 3 feature timeless shapes and

forms used by every culture on earth to remind us of the sacred. These drawings serve to inspire deeply meaningful, meditative, or prayerful experiences through coloring. Ancient and indigenous sacred images speak deeply to us, to our bones and bellies, to our cellular memory and wisdom, to our souls' yearnings. Native peoples throughout time and place see the sacred in all of life. For them, holiness IS life. Life is the manifestation of the holy in all things. Step out of the busy world and into calm and peace. Focus on an affirmation while you color, or on a wish or a prayer. Ask for understanding or wisdom. Allow expansion into more of what you are meant to be. Or simply color with an attitude of gentle, graceful willingness. This book includes 32 different original drawings, information about ancient symbols, suggestions for how to use this book, a guided meditation, introduction to the artist, and open pages inviting you to record your own impressions. Five Volumes of Meditative Coloring Books: Angels, Crosses, Ancient Symbols, Hearts, and Labyrinths. *Learn by Doing-the Python Learning Mantra* Packt Publishing Ltd C is a popular programming language which is commonly used by scientists and engineers to write programs for any specific application. C is also a widely accepted programming language in the software industries. This beginner's guide to computer programming is for student programmers to effectively write programs for solving numerical problems. All that is required of a beginner programmer is not experience in computing but interest in computing. The programs illustrated in the book have been accumulated, experimented and tested by the author during his teaching of the subject to a few thousand students in over a decade. In addition, numerous problems are adapted form

university question papers. Short questions and answers and objective questions are an added feature. All these would build confidence of the students and those appearing for interview/viva voce in a practical lab. The special topic of the book is C graphics and animation which helps students develop simple programs to generate geometrical and graphical objects.

Strike Five Cengage Learning

From bestselling writer David Graeber—"a master of opening up thought and stimulating debate" (Slate)—a powerful argument against the rise of meaningless, unfulfilling jobs...and their consequences. Does your job make a meaningful contribution to the world? In the spring of 2013, David Graeber asked this question in a playful, provocative essay titled "On the Phenomenon of Bullshit Jobs." It went viral. After one million online views in seventeen different languages, people all over the world are still debating the answer. There are hordes of people—HR consultants, communication coordinators, telemarketing researchers, corporate lawyers—whose jobs are useless, and, tragically, they know it. These people are caught in bullshit jobs. Graeber explores one of society's most vexing and deeply felt concerns, indicting among other villains a particular strain of finance capitalism that betrays ideals shared by thinkers ranging from Keynes to Lincoln. "Clever and charismatic" (The New Yorker), *Bullshit Jobs* gives individuals, corporations, and societies permission to undergo a shift in values, placing creative and caring work at the center of our culture. This book is for everyone who wants to turn their vocation back into an avocation and "a thought-provoking examination of our working lives" (Financial Times).

C# Programming: From Problem Analysis to Program Design BPB Publications

About the Book : - Best way to learn any programming language is to create good programs in it. C++ is not exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program. That's where you would find this book useful. It contains solutions to all the exercises present in Let Us C++ second Edition. If you learn the language elements from Let Us C++, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C++ programmer. I am sure you would appreciate this learning path like the lacs of students and professionals have in the past decade. Contents : - Introduction Introduction to OOP Before we Begin Graduating To C++ Functions Classes in C++ The C++ Free Store Miscellaneous Class Issues Data structures Through C++ Inheritance Virtual Functions Input/Output In C++ Advanced Features Templates Exception Handling

Beginning C++ Programming BPB Publications

Learn the basics of most favored dynamic language for application development Key features Major reorganisation of chapters with a view to improve comprehension of concepts involved Comprehensive coverage of all the concepts of Core Java Simple language, crystal clear approach, user friendly book Concepts are duly supported by several examples and self explanatory analogies. Description Java Language is very popularly used for creating applications for PC, Laptop, Tablet,

Web and Mobile world Learning a language that can work on so many different platforms can be a challenge. This is where you would find this book immediately useful. It follows simple and easy narration style. It doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on reader's mind. Object Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this book, cover every aspect of Java programming. What will you learn Data types & Control Instructions Classes & Objects Arrays & Strings Inheritance & Polymorphism Interfaces, Packages Exception Handling, Effective IO Multithreading & Synchronization Generics, Collection classes, GUI Using Swing Database Connectivity Using JDBC Who this book is for This book will prove to be a "e;must have"e; for beginners as well as experienced professionals as it is a stepping stone for learning Java technology. Table of contents

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About the author Yashavant Kanetkar Through his books and Quest Video Courses on C, C++, Java, Python, Data

Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yashavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His Linkedin profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)
Let Us C: Authentic Guide to C PROGRAMMING Language 17th Edition (English Edition) Vikas Publishing House
 Let Us C has been part of learning and teaching material in most Engineering and Science Institutes round the country for years now. From last year or so, I received several suggestions

that its size bepruned a bit, as many learners who learn C language in their Engineering or Science curriculum have some familiarity with it. I am happy to fulfill this request. I hope the readers would appreciate the lean look of the current edition. In one of the previous edition I had realigned the chapters in such a manner that if a C programming course is taught using Let Us C, it can be finished in 22 lectures of one hour each, with one chapter's contents devoted to one lecture. I am happy that many readers liked this idea and reported that this has made their learning path trouble-free. A more rational reorganization of end-of-chapter exercises in the book has also been well-received. Riding on that feedback I had introduced one more feature in the fifteenth edition-KanNotes. These are hand-crafted notes on C programming. From the reader's emails I gather that they have turned out to be very useful to help revise their concepts on the day before the examination, viva-voce or interview. Many readers also told me that they have immensely benefitted from the inclusion of the chapter on Interview FAQs. I have improved this chapter further. The rationale behind this chapter is simple-ultimately all the readers of Let Us C sooner or later end up in an interview room where they are required to take questions on C programming. I now have a proof that this chapter has helped to make that journey smooth and fruitful. All the programs present in the book (and some more) are available in source code form at www.kicit.com/books/letusc/sourcecode. You are free to download them, improve them, change them, do whatever with them. If you wish to get solutions for the Exercises in the book they are available in another book titled 'Let Us C Solutions'. If you want some more problems for practice they are available in the

book titled 'Let Us C Workbook'. As usual, new editions of these *Let us C 16th Edition* Project Management Institute Effectively balance today's most important programming principles and concepts with the latest insights into C# using Doyle's C# PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 4E. This insightful introductory book highlights the latest Visual Studio 2012 and C# 4.0 software with a unique, principles-based approach to give readers a deep understanding of programming. Respected author Barbara Doyle admirably balances principles and concepts, offering just the right amount of detail to create a strong foundation for beginning students. A straightforward approach and understandable vocabulary make it easy for readers to grasp new programming concepts without distraction. The book introduces a variety of fundamental programming concepts, from data types and expressions to arrays and collections, all using the popular C# language. New programming exercises and new numbered examples throughout this edition reflect the latest updates in Visual Studio 2012, while learning objectives, case studies and Coding Standards summaries in each chapter ensure mastery. While this edition assumes no prior programming knowledge, coverage extends beyond traditional programming books to cover new advanced topics, such as portable class libraries to create applications for Windows Phone and other platforms. With entire chapters devoted to working with databases and Web-based applications, you'll find everything you need for a solid understanding of C# and programming fundamentals for ongoing success. Important Notice: Media content referenced within the product description or the product text may not be available in

the ebook version.

The Law of Financial Success Infinity Science PressLLc

Description: Best way to learn any programming language is to create good programs in it. C is not exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program. That's where you would find this book useful. It contains solutions to all the exercises present in Let Us C 15th Edition. If you learn the language elements from Let Us C, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C programmer. I am sure you would appreciate this learning path like the millions of students and professionals have in the past decade.

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Let Us C Bpb Publications

Learn real-world C programming as per the latest ANSI standard
Key features
Learn real-world C programming as per the latest ANSI standard
All programs work on DOS, Windows as well as Linux
Detailed explanation of difficult concepts like "e;Pointers"e; and "e;Bitwise operators"e;
End of chapter exercises drawn from different universities
Written by best-selling author of Let Us C
Description
In this heterogeneous world a program that is compiler dependent is simply unacceptable.
ANSI C Programming teaches you C language in such a manner that you are able to write truly portable programs.
This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complicated topics towards the end. Each chapter has been designed to create a deep and lasting impression on the reader's mind. "e;If taught through examples, any concept becomes easy to gasp"e;. This book follows this dictum faithfully, Yashavant has crafted well thought out programming examples for every aspects of C programming. What will you learn
Algorithms, control instructions, strings, bitwise operators, flowcharts, functions
Structures, enumerations, data types, pointers, unions, dynamic memory allocation
Storage classes, arrays, File IO, linked list
Who this book is for
Students, Programmers, researchers, and software developers who wish to learn the basics of ANSI C Programming.
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Structures13. Self Referential Structures and Linked Lists14. Console Input/Output15. File Input/Output16. More Issues In Input/Output17. Operations On Bits18. Miscellaneous FeaturesAppendix A - Precedence TableAppendix B - Chasing the BugsAppendix C - ASCII ChartIndex About the authorYashavant Kanetkar's programming books have almost become a legend. Through his original works in the form of books and Quest Video courseware CDs on C, C++, Data Structures, VC++, .NET, Embedded Systems, etc. Yashavant Kanetkar has created, moulded and groomed lacs of IT careers in the last decade and half. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards byMicrosoft. His current passion includes Device Driver and Embedded System Programming. Yashavant has recently been honored with a "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yashavant'scurrent affiliations include being a Director of KICIT and KSET. His Linkedin profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

A Modern Approach BPB Publications

Highlights Core Features Like Encapsulation, Polymorphism, Inheritance, Virtual Functions, Templates, Exception Handling, STL and more DESCRIPTION Most best-selling software including

MS Office, Internet Explorer, Photoshop, AutoCAD, Google Earth, Firefox etc. are written in C++. So, for anyone who aspires to write good software, C++ has become the language of choice. One has to know the concepts of Object-Oriented Programming and how to use them in C++, to make a mark in the programming world. Let Us C++ teaches you C++ in Yashavant Kanetkar's inimitable style. You would find Let Us C++ easy, yet incredibly thorough. Every discussion is highlighted by clear, direct examples. It will not only serve as your tutorial, but it is likely to be the first thing that you would reach for when faced with a confusing issue. KEY FEATURES Strengthens the foundations, as a detailed explanation of programming language concepts are given. Lists down all the important points that you need to know related to various topics in an organized manner. Provides In-depth explanation of complex topics. Focuses on how to think logically to solve a problem. WHAT WILL YOU LEARN Classes & Objects, Free Store Management, Stream I/O, References, Virtual Tables and vptr, Templates, Polymorphism, Namespaces, Exception Handling, Inheritance, Smart Pointers, STL WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of C++ programming language. Table of Content 1. Intro to OOP 2. Graduating to C++ 3. Functions 4. Classes and Objects 5. Class Intricacies 6. Inheritance 7. Polymorphism 8. Input/ Output in C++ 9. Advanced Features of C++ 10. Templates 11. Exception Handling 12. Standard Template Library

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