
Object Oriented Programming With C By Balaguruswamy 6th Edition

OBJECT-ORIENTED PROGRAMMING WITH C++

Object Oriented Programming With C++

Object Oriented Programming With C++

Mastering Object-Oriented Design in C++

An Introduction to Object-Oriented Programming in C++

Object-oriented Programming Using C++

with Applications in Computer Graphics

OBJECT ORIENTED PROGRAMMING WITH C++

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Object Oriented Programming with C++ 2/e

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

Programming with Class

Object Oriented Programming with C++, 2nd Edition

C++ Object Oriented Programming & Features of OOP's

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

Beginning Object-Oriented Programming with C#

Programming with Objects

Implement Proven Object-Oriented Design Principles to Write Better Code and Create Robust Software

Object-Oriented Programming in C++

Mastering Object-Oriented Programming With C++

Object-Oriented Programming in C++

A Practical Introduction to Object-Oriented Programming with C++

Object-oriented Programming Using C++

Object Oriented Programming Using C++

Object-oriented Programming in C++

Programming with Objects in C and C++

Programming Series Seventh Edition

An Introduction

Object-Oriented Programming Using C++

Object-Oriented Design and Programming with C++

C Interfaces and Implementations

Class Construction in C and C++

SAUL MELENDEZ

OBJECT-ORIENTED PROGRAMMING WITH C++ Waite Group Press
Object-Oriented Programming with C++ is a paradigm shift in programming, which defines, creates, and manipulates objects to develop reusable software. This book is designed to help students understand the concepts governing OOP and develop a talent in them to choose right the OOP tools for a given problem situation. Dealing at length with the creation and manipulation of OOP components using C++, Object-Oriented Programming with C++ uses examples that reflect current practices and standards to provide a hands-on experience to budding software engineers.
Object Oriented Programming With C++ KHANNA PUBLISHING HOUSE

This step-by-step tutorial teaches you all language features and explains their practical usage. Josuttis goes well beyond the basics, demonstrating how to combine templates with object-oriented programming to produce the power of modern C++ development for high performance programs. *Comprehensive, detailed, readable, practical and up-to-date *Teaches you how to get the power from C++, using the current ANSI language standard and programming model *Specific hints from the author help to switch between and compare C and Java *Companion Web Site provides further information including source code for the examples in the book

Object Oriented Programming With C++ Springer Science & Business Media

Especially designed to teach object oriented programming using the C++ language to those with no previous experience of programming. Throughout the text many straightforward examples are used to introduce and illustrate new techniques and language features. Each chapter starts with learning objectives and concludes with a number of exercises. Solutions for all exercises are given in an appendix.

Mastering Object-Oriented Design in C++ Prentice Hall
Become a skilled C++ programmer by embracing object-oriented programming and exploring language complexities, design patterns, and smart programming techniques with this detailed hands-on guide covering examples compliant with C++20 Key

Features: Apply object-oriented design concepts in C++ using language features and sound programming techniques Unlock sophisticated programming solutions with nuances to become an efficient programmer Explore design patterns as proven solutions for writing scalable and maintainable software in C++ Book Description: While object-oriented software design helps you write more easily maintainable code, companies choose C++ as an OO language for its speed. Object-oriented programming (OOP) in C++ is not automatic - understanding OO concepts and how they map to C++ language features as well as OOP techniques is crucial. You must also know how to distinguish your code by utilizing well-tested, creative solutions, which can be found in popular design patterns. This book will help you to harness OOP in C++ for writing better code. Starting with the essential C++ features that serve as building blocks for the main chapters, this book explains fundamental object-oriented concepts and shows you how to implement them in C++. With the help of practical code examples and diagrams, you'll find out how and why things work. The book's coverage furthers your C++ repertoire by including templates, exceptions, operator overloading, STL, and OO component testing. You'll also discover popular design patterns with in-depth examples and how to use them as effective programming solutions to recurring OOP problems. By the end of this book, you'll be able to employ essential and advanced OOP concepts confidently to create enduring and robust software. What You Will Learn: Quickly learn the building blocks needed to develop a base for essential OOP features in C++ Implement OO designs using both C++ language features and proven programming techniques Understand how well-designed, encapsulated code helps make more easily maintainable software Write robust C++ code that can handle programming exceptions Design extensible and generic code using templates Apply operator overloading, utilize STL, and perform OO component testing Examine popular design patterns to provide creative solutions for typical OO problems Who this book is for: Whether you are a professional programmer or an adept college student looking to use C++ as an OOP language, this book will help you create robust and easily maintainable code. Programmers who want to master the implementation of OO designs through both C++ language features and refined implementation techniques will find the book useful. This OOP book assumes prior

programming experience; however, if you have no prior C++ or basic C++ experience, the early chapters will help you learn the core building blocks that set the foundation for the many OOP sections, advanced features, and design patterns.

An Introduction to Object-Oriented Programming in C++ Wiley

A thorough exploration of the fundamentals of object-oriented programming and C++, this reference shows novice and experienced programmers how to develop classes in C++ and use them as building blocks for complex applications. Assuming a working knowledge of the C language, the volume first discusses a subset of C++ so readers can become as comfortable as possible before having to deal with the new syntax.

Object-oriented Programming Using C++ Wiley

This book introduces the art of programming in C++. The topics covered range from simple C++ programmes to programme features such as classes, templates, and namespaces. Emphasis is placed on developing a good programming technique and demonstrating when and how to use the advanced features of C++. This revised and extended second edition includes: the Standard Template Library (STL), a major addition to the ANSI C++ standard; full coverage of all the major topics of C++, such as templates; and practical tools developed for object-oriented computer graphics programming. All code program files and exercises are ANSI C++ compatible and have been compiled on both Borland C++ v5.5 and GNU/Linux g++ v2.91 compilers. They are available from the author's web site.

with Applications in Computer Graphics Alpha Science Int'l Ltd.

An Indispensable Text On The Subject, Object-Oriented Programming With C++ Aims At Providing A Sound Appreciation Of The Fundamentals And Syntax Of The Language As Also Of The Powerful Concepts And Their Applicability In Real-Life Problems. Emphasis Has Been Laid On The Reusability Of Code In Object-Oriented Programming And How The Concepts Of Class, Objects, Inheritance, Polymorphism, Friend Functions, And Operator Overloading Are All Geared To Make The Development And Maintenance Of Applications Easy, Convenient And Economical.
OBJECT ORIENTED PROGRAMMING WITH C++ PHI Learning Pvt. Ltd.

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.

Galgotia Publications

This book provides software professionals with in-depth coverage of the object-oriented paradigm, as well as the technology involved in its implementation. This book explains why object-oriented programming can vastly improve programmers' productivity and shows how to apply object-oriented analysis, design and programming in a practical environment. Many programming examples are provided, and special attention is given to how different programming languages support the core of object-oriented concepts. All programming examples have been updated to reflect the latest ANSI C++ standard; all definitions and terminology updated to reflect the Object Management Group standard object model; additional coverage of encapsulation features of ANSI C++; updated to reflect current versions of Smalltalk, Eiffel, and ObjectPascal; updated coverage of commonly available class libraries; expanded coverage of object-oriented database design; expanded coverage of object-oriented analysis and design; and includes one floppy disk, containing source code for all of the programming examples in the book.

Object-oriented Programming Fundamentals Ajit Singh

The C++ Programming Language is one of the popular programming language that support object-oriented programming in addition to procedural programming. All major IT companies are using C++ language as their preferred language in implementing substantial number of projects using object-oriented technology. To fulfill the requirement of these companies, all universities/institutions offering various courses on programming with C++ in their curriculum. This book is designed

as a textbook for the students taking these courses. Throughout the book the level of presentation is kept simple and illustrative so that even and average reader can grasp the subject matter with quite ease practically this book will provide you everything you need on object-oriented programming with C++.

Focus on Object-Oriented Programming with C++ John Wiley & Sons

Object Oriented Programming in C++ Object Oriented Programming is a programming in which we design and develop our application or program based of object. Objects are instances(variables) of class.Object oriented programming does not allow data to flow freely around the system. It binds data more closely to the functions that operate on it, and protects it from accidental modifications from outside functions.Object oriented programming allows separation of a complex programs into objects and then builds data and functions around these objects. The data of an object can be accessed only by the functions associated with that object. However, functions of one object can access the functions of other objects.Features of OOP's (Object Oriented Programming) Class: Class is an encapsulation of data and coding. Classes are an expanded version of structures. Structure can contain multiple variables. Classes can contain multiple variables, even more, classes can also contain functions as class member. Variables available in class are called Data Members. Functions available in class are called Member Functions. Object: Class is a user-defined data type and object is a variable of class type. Object is used to access class members. Inheritance: Inheritance means access the properties and features of one class into another class. The class who is going to provide its features to another class will be called base class and the class who is using the properties and features of another class will be called derived class. Polymorphism: Polymorphism means more than one function with same name, with different working. It can be static or dynamic. In static polymorphism memory will be allocated at compile time. In dynamic polymorphism memory will be allocated at runtime. Both function overloading and operator overloading are an examples of static polymorphism. Virtual function is an example of dynamic polymorphism. Data Abstraction: The basic idea of data abstraction is to visible only the necessary information, unnecessary information will be hidden from the outside world. This can be done by making class

members as private members of class. Private members can be accessed only within the same class where they are declared. Encapsulation: Encapsulation is a process of wrapping data members and member functions in a single unit called class. Using the method of encapsulation, the programmer cannot directly access the data. Data is only accessible through the object of the class.

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

We are living in the world that is moving from the asset based economy to knowledge based economy. Our thinking process is changing from local scope to global scope. Programming is not an exception for paradigm shift. It is changing from modules to objects. And now it is your turn for shifting from C to C++. C++ is a super set of C language. It provides the C programmers the flavor of OOPS. With its object-oriented programming features like encapsulation, inheritance and polymorphism, C++ offers a number of benefits over C language. Object-Oriented Programming with C++ is a book also designed as per the syllabus of IV semester B.E. (Computer Science & Engineering and Information Science Engineering) course framed by the Visveswaraiah Technological University, Belgaum. This book is to teach the students the object-oriented programming concepts and C++. This book is written in a easy, riveting and readable style. The information provided in the book is helpful for B.E., B.Sc., BCA, MCA and M.Tech students of all universities The book provides around 200 programs to enrich the better understanding of C++. All C++ programming lab assignments are provided in Appendix-A. All the programs have been run and tested on Turbo C++ compiler on MS-DOS. However, some programs hardly countable with fingers are executed on Borland's C++ compiler. These programs are exclusively mentioned with the comment - This program is run on Borland's C++.

Demystified Object-Oriented Programming with C++ Addison-Wesley Professional

Detailed study of the C++ programming language and its support for data abstraction and object-oriented programming. Presents an introduction to the fundamental elements of object-oriented programming including encapsulation, classes, inheritance, polymorphism, templates, and exceptions.

Object Oriented Programming with C++ 2/e Pearson Education India

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.

Object-Oriented Programming in Turbo C++ Vikas Publishing House

In older times, classic procedure-oriented programming was used to solve real-world problems by fitting them in a few, predetermined data types. However, with the advent of object-oriented programming, models could be created for real-life systems. With the concept gaining popularity, its field of research and application has also grown to become one of the major disciplines of software development. With Object-Oriented Programming with C++, the authors offer an in-depth view of this concept with the help of C++, right from its origin to real programming level. With a major thrust on control statements, structures and functions, pointers, polymorphism, inheritance and reusability, file and exception handling, and templates, this book is a resourceful cache of programs-bridging the gap between theory and application. To make the book student-friendly, the authors have supplemented difficult topics with illustrations and programs. Put forth in a lucid language and simple style to benefit all types of learner, Object-Oriented Programming with C++ is

packaged with review questions for self-learning.

Object Oriented Programming With C++ Packt Publishing
The Waite Group's Object-oriented Programming in C++ Waite Group Press

Object Oriented Programming Using C++ PHI Learning Pvt. Ltd.

The revised edition of Object-Oriented Programming with C++ has become more comprehensive with the inclusion of several topics. Like its previous edition, it provides an in-depth coverage of basic, as well as advanced concepts of object-oriented programming such as encapsulation, abstraction, inheritance, polymorphism, dynamic binding, templates, exception handling, streams, and Standard Template Library (STL) and their implementation through C++. Besides, the revised edition includes a chapter on multithreading. The book meets the requirements of students enrolled in various courses at undergraduate and postgraduate levels, including BTech, BE, BCA, BSc, MSc, and MCA. It is also useful for software developers who wish to expand their knowledge of C++. New in This Edition

- Inclusion of topics like empty class, anonymous objects, recursive constructors and object slicing.
 - A chapter on multithreading explaining how concurrency is implemented in C++.
- Key Features
- Presentation for easy grasp through chapter objectives, suitable tables, diagrams and programming examples.
 - Notes and key points provided to make the reader self-sufficient.
 - Examination-oriented approach through objective and descriptive questions at the end of each chapter to help students in the preparation for annual and semester tests

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

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. **Programming with Class** Sapna Book House (P) Ltd.

Object-Oriented Design and Programming with C++: Your Hands-On Guide to C++ Programming, with Special Emphasis on Design, Testing, and Reuse provides a list of software engineering principles to guide the software development process. This book presents the fundamentals of the C++ language. Organized into two parts encompassing 10 chapters, this book begins with an overview of C++ and describes object-oriented programming and the history of C++. This text then introduces classes, polymorphism, inheritance, and overloading. Other chapters consider the C++ preprocessor and organization of class libraries. This book discusses as well the scope rules, separate compilation, class libraries, and their organization, exceptions, browsers, and exception handling. The final chapter deals with the design of a moderately complex system that provides file system stimulation. This book is a valuable resource for readers who are reasonably familiar with the C programming language and want to understand the issues in object-oriented programming using C++.

Object Oriented Programming with C++, 2nd Edition John Wiley & Sons Incorporated

Detailed study of the C++ programming language and its support for data abstraction, abstract data types and object-oriented programming. Presents an introduction to the fundamental elements of object-oriented programming including objects, classes, encapsulation, constructors and destructors, function and operator overloading, references, assignment and initialization, container relationships, inheritance, polymorphism, and templates.