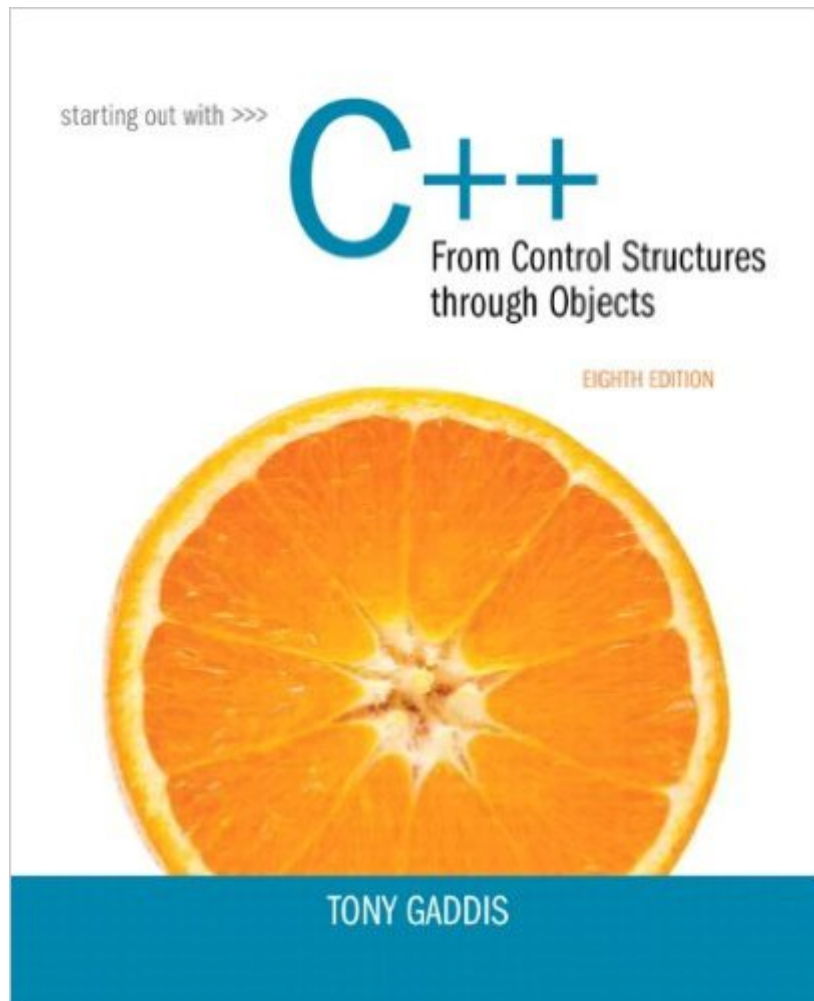


The book was found

Starting Out With C++ From Control Structures To Objects (8th Edition)



Synopsis

Note: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab, search for ISBN-10: 0133796337/ISBN-13: 9780133796339. That package includes ISBN-10: 0133769399/ISBN-13: 9780133769395 and ISBN-10: 0133780619 /ISBN-13: 9780133780611. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. This text is intended for either a one-semester accelerated introductory course or a traditional two-semester sequence covering C++ programming. It is also suitable for readers interested in a comprehensive introduction to C++ programming. Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the C++ programming language by presenting all the details needed to understand the *how* and the *why*—but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. In *Starting Out with C++: From Control Structures through Objects*, Gaddis covers control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. MyProgrammingLab for *Starting Out with C++* is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better performance in the course—and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience—*for you and your students*. It will help: **Personalize Learning with MyProgrammingLab:** Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. **Enhance Learning with the Gaddis Approach:** Gaddis's accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. **Keep Your Course Current:** This edition introduces many of the new C++11 language features. **Support Instructors and Students:** Student and instructor resources are available to expand on the topics presented in the text.

Book Information

Paperback: 1280 pages

Publisher: Pearson; 8 edition (March 8, 2014)

Language: English

ISBN-10: 0133769399

ISBN-13: 978-0133769395

Product Dimensions: 7.9 x 1.8 x 9.9 inches

Shipping Weight: 4.4 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars Â Â See all reviewsÂ (304 customer reviews)

Best Sellers Rank: #22,943 in Books (See Top 100 in Books) #9 inÂ Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C++ #82 inÂ Books > Textbooks > Computer Science > Programming Languages #6586 inÂ Books > Reference

Customer Reviews

We're using 'Starting Out with C++: From Control Structures through Objects' in our freshman C++ class. The author Tony Gaddis has a very nice, lucid writing style that explains the basic fundamentals of the C++ language to a beginning crowd: the text is not bogged down with overly verbose technical language as this is not appropriate for beginners. But don't think that Gaddis doesn't introduce technical aspects of the language to the reader: he does, and does so in a fresh, clear manner, which makes this text actually very enjoyable in the classroom and even outside of the classroom. I love the code samples in every chapter which makes for great studying: you can sit down with the text in your lap and type the code examples in your compiler, run it, see the results, and play with it. The author seems to understand that you really learn C++ (or any language for that matter) by not reading the book, but through trying the examples as there are literally TONS of code examples per section in each chapter to try out. I also really appreciate the checkpoints capping every section to test your knowledge of what you just read, the "gotcha" notes interspersed throughout each chapter, as well as the 'Focus on Software Engineering' asides that introduce beginning programmers to important aspects of code style, comparisons/contrasts between C and C++, what constructs are better to use in certain situations over others, etc. The text also comes with a CodeMate CD-ROM and sold separately is the Lab Manual but also comes in handy (or is a necessary evil if you have to purchase it anyway for lab like me).

[Download to continue reading...](#)

Starting Out with C++ from Control Structures to Objects (8th Edition) Starting Out with C++: From Control Structures through Objects, Brief Version (8th Edition) Starting Out with Java: From Control

Structures through Objects (6th Edition) Starting Out with C++: From Control Structures through Objects (7th Edition) Starting Out with Java: From Control Structures through Objects plus MyProgrammingLab with Pearson eText -- Access Card Package (5th Edition) Starting Out with C++: From Control Structures through Objects Starting Out with Java: From Control Structures through Data Structures (2nd Edition) (Gaddis Series) Starting Out with Java: From Control Structures through Data Structures (3rd Edition) Starting Out with C++: Early Objects (8th Edition) Starting Out with Programming Logic and Design (Starting Out With...) Starting Out: 1 e4!: A Reliable Repertoire for the Improving Player (Starting Out - Everyman Chess) Starting Out: 1d4 : A Reliable Repertoire for the Improving Player (Starting Out - Everyman Chess) Starting Out with Java: Early Objects (5th Edition) Starting Out with C++: Early Objects Starting To Collect Antique Oriental Rugs (Starting to Collect Series) Data Structures and Other Objects Using C++ (4th Edition) Data Structures and Other Objects Using Java (3rd Edition) Data Structures and Other Objects Using C++ (2nd Edition) Data Structures and Other Objects Using Java (4th Edition) Data Structures and Other Objects Using Java

[Dmca](#)