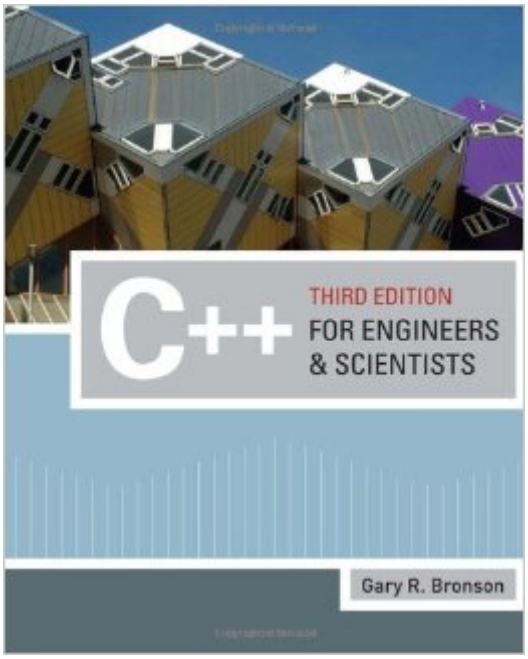
C++ For Engineers And Scientists (Introduction To Programming)



Synopsis

Now in its third edition, Bronson’s C++ for Engineers and Scientists makes C++ accessible to first-level engineering students as C++ maintains its stronghold in engineering and scientific communities. The text continues to take a pragmatic approach that incorporates actual engineering and science problems for its applications and examples. Students begin with a foundation in procedural programming, moving into object-oriented concepts in the second half of the text. This new edition also offers new case studies and an expanded selection of examples from a variety of fields including thermodynamics, optics, and fluid mechanics.

Book Information

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Customer Reviews

I have to say that I was already a beginner in a few programming languages before I read this book, and that may have made a few concepts easier to understand. But due to its hardware-centric design, C++ can be a hard language to learn, because of its low-level orientation (so things that take one or two commands in other languages can take six or twenty in C++), because it’s so finicky when dealing with text input, and because the "libraries" (dependent code) which come with various compilers and which are and aren’t built in vary so much. (C++ has many, many compilers and libraries.)(For what it’s worth, I prefer the compiler from DevShed.)What’s great about this book for a beginner is it focuses, in the first chapter, on how a programming language interacts with a

computer. It explains what memory is and how a computer uses it (and a program transparently manages it for the user). Not everyone is a computer guru before they pursue a computer degree! Also, it teaches newbies the importance of understanding the input they expect and the output they desire before they start programming, so that they can properly test the program with various dummy input. Since you (the programmer) must ensure your program uses the proper libraries for input and output to the screen (thanks to C++'s formerly-mentioned low-level hardware orientation), the very first programs you will write are neccessarily overly simplistic.This book's organization lends itself well to cross-referencing and referencing later, which I found critical when dealing with text, which, in my opinion, is C++'s weak spot. (I'm used to text-oriented langauages such as PHP and Perl.) The only complaint I have about the book is that Mr.

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