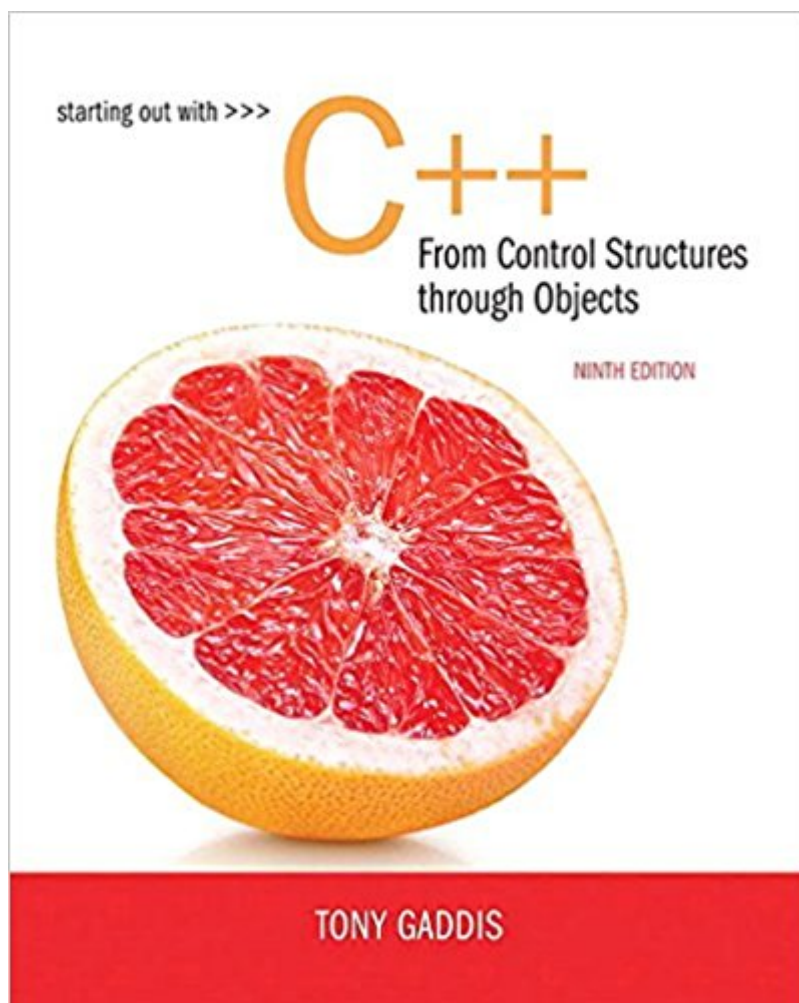


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Starting Out With C++ From Control Structures To Objects (9th Edition)



Synopsis

For two-semester courses in the C++ programming sequence, or an accelerated one-semester course. A clear and student-friendly way to teach the fundamentals of C++ Starting Out with C++: From Control Structures through Objects covers control structures, functions, arrays, and pointers before objects and classes in Tony Gaddis's hallmark accessible, step-by-step presentation. His books help 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 gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. 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. Updates to the 9th Edition include revised, improved problems throughout and a new chapter featuring completely rewritten and expanded material on the Standard Template Library (STL). Also Available with MyLab Programming. MyLab Programming is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab Programming & Mastering does not come packaged with this content. Students, if interested in purchasing this title with MyLab & Mastering, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab & Mastering, search for: 0134544846 / 9780134544847 Starting Out with C++ from Control Structures to Objects Plus MyProgrammingLab with Pearson eText -- Access Card Package, 9/e Package consists of: 0134484193 / 9780134484198 MyProgrammingLab with Pearson eText -- Access Card -- for Starting Out with C++ from Control Structures to Objects, 9/e 0134498372 / 9780134498379 Starting Out with C++ from Control Structures to Objects Students can use the URL and phone number below to help answer their questions: <http://247pearsoned.custhelp.com/app/home> 800-677-6337

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Customer Reviews

Gaddis', Starting Out With C++ 3rd Edition Standard Version is the best self teaching guide for learning C++ because: Each major section of the book starts with a Concept Statement, which tells the reader exactly what will be learned in that section. The text has a large number of real-world Example Programs which highlight the topic being studied. Checkpoints are questions placed at several places throughout each chapter. They check the reader's knowledge quickly after learning a new topic. Notes appear throughout the text. They are short explanations of hard to understand points. Warnings are messages that caution the reader about certain C++ features that can lead to malfunctioning programs. Real-world Case Studies are placed throughout the text. Each chapter has many Programming Challenges, which are exercises designed to test the reader's knowledge of the topic. Serendipity Booksellers Software Project is a real-world programming job for a small bookstore, which runs throughout the text. A disk is included containing the source code for each example program in the text. Supplements: Microsoft Visual C++ CD is shipped with the book. Student Disk: included in the text is a disk that contains all source code for each example program in the book. Instructor Materials: Test Bank, Casestudy solutions, Programming Challenge Solutions and Answers to the even-numbered review questions are included. Power Point presentations are also included. An extensive web site for both students and instructors. User ID and Password are available from the publisher to adopters and potential adopters. The Lab Manual for Starting out with C++ by Dean Defino and Michael Bardzell (Salisbury State College). A copious number of pre-lab activities, lab assignments, and post lab activities, designed to reinforce Gaddis' Starting Out

with C++, 3rd edition. QuickStart to Visual C++ by Doug White (Northern Colorado University). A step-by-step introduction to the Visual C++ environment. Unlike other Visual C++ supplements, White provides clear, explicit step-by-step discussions, which any student studying from Gaddis will be able to understand. --This text refers to an out of print or unavailable edition of this title.

Tony Gaddis is the principal author of the Starting Out With series of textbooks. Tony has nearly two decades of experience teaching computer science courses, primarily at Haywood Community College. He is a highly acclaimed instructor who was previously selected as the North Carolina Community College "Teacher of the Year" and has received the Teaching Excellence award from the National Institute for Staff and Organizational Development. The Starting Out With series includes introductory books covering C++, Java, Microsoft Visual Basic, Microsoft C#, Python, Programming Logic and Design, Alice, and App Inventor, all published by Pearson. More information about all these books can be found at www.pearsonhighered.com.

This book is extremely helpful when you are learning C++. I wish I could keep it longer. The only irritation is sometimes the layout of the C++ examples is a little confusing but that is because the examples are longer than a single page. If you can, I suggest the online edition, that can make things a little easier. Overall, I really enjoyed this book.

After renting it for a semester, I feel that this is an excellent textbook. What may be dry material for some is made very interesting with relevant examples and real world applications. Additionally, the author does not add any kind of fluff in order to increase page count - the material stays on point all the time. Highly recommend this book to anyone wanting to jump into C++ or that wants to take a good refresher course.

this is an excellent book for absolute beginners ,people who never programmed in any programming language before.if you have programmed in any language before you still can use this book but you will find yourself reading pages and pages of redundant info (you can cram through them as i did).the author do a very good job explaining stuff to the reader. this book is highly recommended.what i liked : clear explanation of concepts ,beginner friendly.what i disliked : no major complains,maybe the author could explain some software engineering side of things.i would like to make a clear disclaimer here : this book is beginner level book ,you probably will not be able to make your dream program using only this book ,but rather you need to add another intermediate

to advanced book to your arsenal .good luck

I bought this book as it required for C++ at school during this past summer. It's definitely a good book, easy to understand and along with my awesome professor help made this past summer school a dream come true. One might find his coding is too "simple and redundancy" but it is perfect for beginner like myself. I like Tony Gaddis books so much that I bought "Starting out with Java" to self study and now I'm currently programming my own Android apps. Since the coding in his books are too simple I recommend supplement your learning from different author such like "Ivor Horton".

Okay so I bought this book for my programming class at school and it was significantly cheaper compared to the school's bookstore. The book itself is great, it's clear and understandable. However, the access code did not work at all. Although in the description the book was said to also come with MyProgrammingLab, it did not actually in fact. Instead it came with a code to just video notes for the book. After continuously calling Pearson's help support, in the end they were unable to help me, so sadly I had to just buy another access code for the lab. Overall, the amount I paid for this book and the access code for MyProgrammingLab came to be over the school bookstore's amount. Although the textbook itself is pretty good, if you expect MyProgrammingLab to come with it, be horribly disappointed.

I rented this book and it was visibly used, but not in too bad of shape. I haven't yet started my college semester, but this book appears to cover a ground up approach to computer science starting with the hardware and physical components that make all of software possible and then goes as far as to cover pointers, structs, and basic object oriented programming principles (I am starting my degree with some prior knowledge on this subject matter).

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An excellent guide to C++ with detailed and specific code examples written in a clear and straight

forward manner. I ordered this because my actual C++ textbook only contained generic comments riddled with jargon and horrible partial examples of code. This book was an excellent replacement, and took a lot of time off of the learning curve when getting into beginner and intermediate aspects of C++. I highly recommend this book.

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