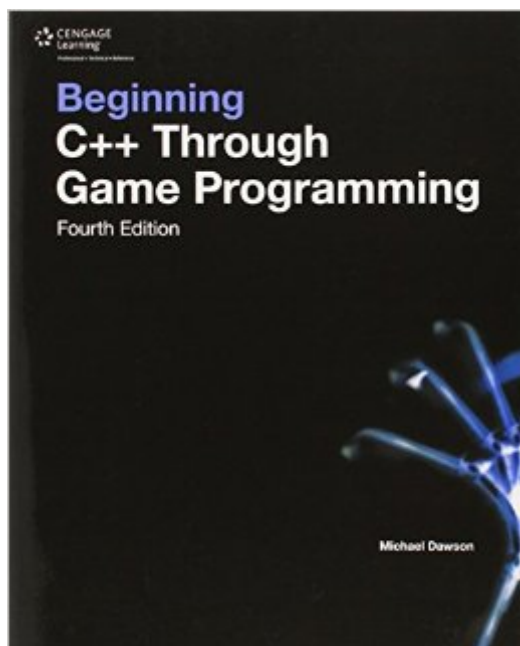


The book was found

Beginning C++ Through Game Programming



Synopsis

When it comes to game programming, C++ is the name of the game. If you aspire to move from game player to game creator, it all starts with learning the fundamentals of C++ and game-programming basics. With **BEGINNING C++ THROUGH GAME PROGRAMMING, FOURTH EDITION**, you will find an up-to-date and thorough introduction to everything you need to get started--with no previous programming experience required. In the new fourth edition of this popular guide to learning C++, you will work with a complete program while learning each new concept and a game program at the end of each chapter. A final game project at the end of the book draws together everything you've learned. Written with the beginning programmer in mind, **BEGINNING C++ THROUGH GAME PROGRAMMING, FOURTH EDITION** is a great way to get started in game programming.

Book Information

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Customer Reviews

I've been programming in perl for years, but I was ready to move on to bigger and better things. Wanting to learn C++, I was in search of a 'good' programming book, whether it go to an intermediate level or just the basic fundamentals, that a person looking into learning C++ would want. What more could stick out than a programming book that not only teaches you the C++ language, but the basic tenants of game programming? Here's the 'deal'. As a person with a lot of prior programming experience, I can say this book is huge when it comes to teaching you the basic fundamentals, and I mean for you to take the word basic to its very most possible meaning. This

book is a bit more on the 'technical' side, and should probably be for a person who is fairly new to programming, can't stand scanning through long code excerpts, or wants to connect the dots; if they had thrown themselves into the realm of programming in the past without taking the time to acquaint themselves with the foundations. The first eight chapters are almost beautiful. I really enjoyed going through those simple things that you haven't seen since your first introductory programming class in college. When you get to chapters nine and ten, the book gets a little rough. It does a good job of explaining the topics of chapter nine, like dynamic memory allocation, memory leaks, etc, but it's not as thorough, so I could see that a 'true' beginner could possibly get lost. The chapter 'does' explain everything, but you have to be more careful and pay much closer attention to the words you're reading or you might be left asking 'why' in the heck some things are the way they are. One thing this book lacks is a good, solid introduction to the C++ language.

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