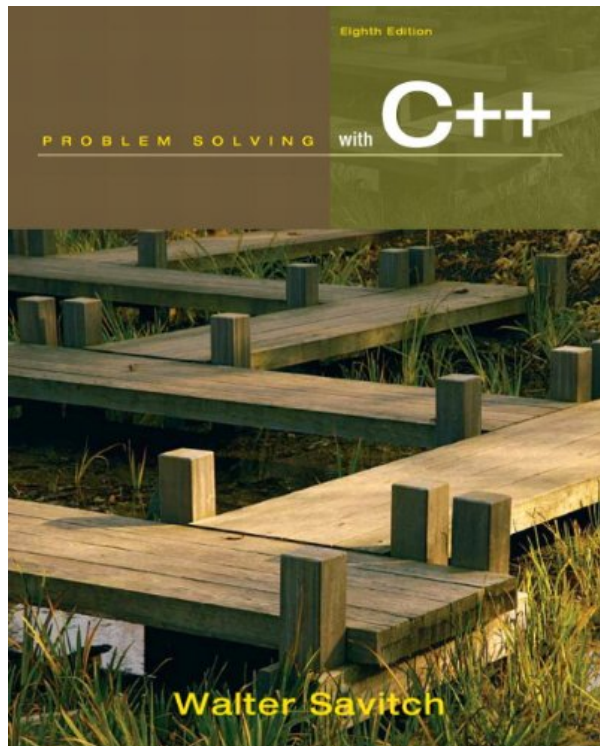
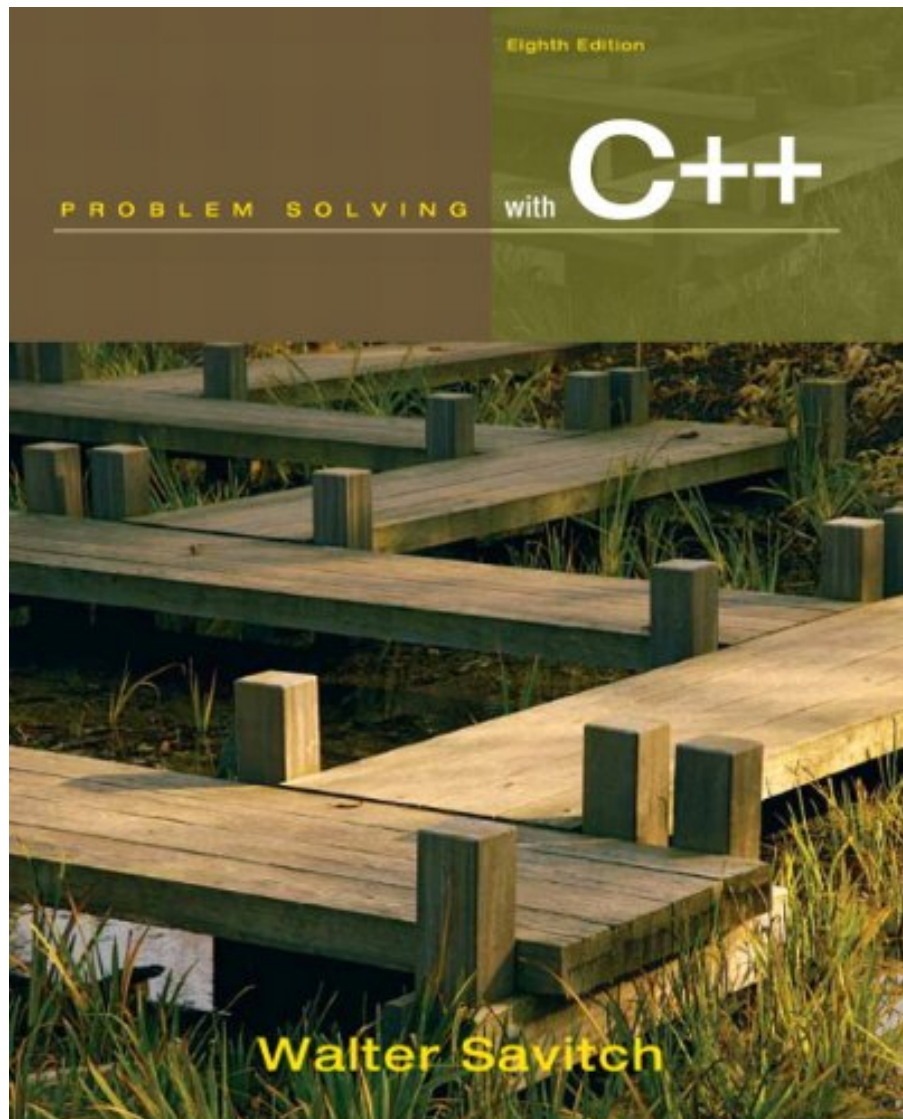


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About the Author

Walter Savitch is Professor Emeritus of Computer Science at the University of California–San Diego. He received his PhD in mathematics from the University of California–Berkeley in 1969. Since that time he has been on the faculty of the University of California–San Diego (UCSD). He served as director of the UCSD Interdisciplinary PhD program in cognitive science for over ten years. He has served as a visiting researcher at the computer science departments of the University of Washington in Seattle and at the University of Colorado in Boulder, and has been a visiting scholar at the Centrum voor Wiskunde en Informatica in Amsterdam.

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This is how I learned to program in C++

By Allen

Among the many wonderful things about this book, in addition to it being easy to understand, is that it doesn't confine your learning of C++ to one particular compiler or platform. All the concepts and examples in this book should run fine on any decent C++ compiler. I used Visual C++ myself, but several others in my class used Code Warrior or Mac compilers.

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Do yourself a favor if you want to learn C++ and buy this book. It's easy enough to follow that I'm CERTAIN I didn't need to be enrolled in a college course to understand it. It will give you the foundation you will need for UNIX or Windows programming as you become more experienced.

And besides all that, it is fun to read and not horribly dull and dry!25 of 27 people found the following review helpful.

One of the best C++ Textbooks I've bought

By Robert Schaefer

I have a stack of at least a dozen textbooks on C++ or C#, from O'Reilly's C++ Core Language, Keogh & Gray's C++ Programmer's Notebook, the Osbourne McGrawHill C++ Complete Reference, several niche books catering to C++ coding specific to gaming, several Deitel & Deitel C++ Programming books (which are generally very good), to starters like SAMS Teach Yourself C++ and probably an old copy of C++ for Dummies. I've also got a full version of Visual Studio 2005 & 2008 (available in express editions for free from [...]) and several Borland IDE releases, along with seven or eight books purporting to explain everything there is to know about each IDE.

I recently bought Walter Savich's Problem Solving with C++, 7th Ed. It's unusual in my experience to find myself reading textbooks as though they are the next sci-fi/fantasy hit but this book really caught my attention. I love the straight forward, common sense manner in which the author writes, and the fact that he doesn't preach from the pulpit of the ultimate know-it-all. In this book, the essentials of the C++ language are laid out in a manner that I believe anyone familiar with most any scripting language or another high-level language can pick up quite rapidly.

The author does the very difficult task of reaching out in a way that ensures the majority of readers understand regardless of their level of familiarity. I'm not sure how he does it but each page leaves you understanding--and wanting more. There are a number of code examples that have practical application and the author has done a very good job of making them understandable. More importantly however, he presents the C++ coding samples in a way that allow you to easily imagine the use of the same or similar code to solve different problems than were shown in the text. I believe it should be used in most every college programming class. It is certainly a worthy addition to any programmer's library.

Lastly, the book comes with Borland's Turbo C++ IDE and all the source code on cd, as well as online videos and other resources. I rarely comment on the many items I purchase on Amazon, so please realize that it takes a remarkable product to cause me to take my limited time to write a review. I hope anyone purchasing the book finds it as interesting and helpful as I.30 of 35 people found the following review helpful.

Gave it a 3, maybe it deserved a 2

By Jeffrey K. Smith

Yet another overly wordy, poorly organized book. The average length of a chapter in college textbooks seems to have roughly doubled since I last was in college back in the early 90's. I'm not finding any more real content, just more words. This makes books difficult to use as references, as you have to read 20+ pages to answer just about any question.

Chapter 6 (on character I/O) is a particularly good (or bad) example. It rambles all over the place, touching on topics that don't need to be addressed in this chapter, which makes it difficult for readers to keep track of the key points of the chapter or to look up answers to specific questions. Want to know the difference between ofstream and ostream? It will take some effort to find the answer. The very important eof method for input streams isn't addressed until the 48th page of the chapter!

And does anyone proofread books these days? I would have hoped that by the 8th edition obvious errors would have been found and removed. No, the toupper function does NOT "return the uppercase version of Char_Exp" as the table on page 355 claims, it returns the ASCII value of the uppercase version. It's not clear to me that a discussion of methods for character variables properly belongs in a chapter on I/O anyway. Shouldn't it be in the chapter that introduces character variables? (Just about every chapter includes topics that logically should be in other chapters.) See all 124 customer reviews...

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