Contents at a Glance

Introduction 1

1 Getting Started with C++ 9

2 Setting Out to C++ 27

3 Dealing with Data 65

4 Compound Types 115

5 Loops and Relational Expressions 195

6 Branching Statements and Logical Operators 253

7 Functions: C++'s Programming Modules 305

8 Adventures in Functions 379

9 Memory Models and Namespaces 447

10 Objects and Classes 505

11 Working with Classes 563

12 Classes and Dynamic Memory Allocation 627

13 Class Inheritance 707

14 Reusing Code in C++ 785

15 Friends, Exceptions, and More 877

16 The string Class and the Standard Template Library 951

17 Input, Output, and Files 1061

18 Visiting with the New C++ Standard 1153
Appendixes

A  Number Bases  1215
B  C++ Reserved Words  1221
C  The ASCII Character Set  1225
D  Operator Precedence  1231
E  Other Operators  1235
F  The string Template Class  1249
G  The Standard Template Library Methods and Functions  1271
H  Selected Readings and Internet Resources  1323
I  Converting to ISO Standard C++  1327
J  Answers to Chapter Reviews  1335

Index  1367
# Table of Contents

**Introduction** 1

1 **Getting Started with C++** 9
   - Learning C++: What Lies Before You 10
   - The Origins of C++: A Little History 10
   - Portability and Standards 15
   - The Mechanics of Creating a Program 18
   - Summary 25

2 **Setting Out to C++** 27
   - C++ Initiation 27
   - C++ Statements 41
   - More C++ Statements 45
   - Functions 48
   - Summary 61
   - Chapter Review 62
   - Programming Exercises 62

3 **Dealing with Data** 65
   - Simple Variables 66
   - The `const` Qualifier 90
   - Floating-Point Numbers 92
   - C++ Arithmetic Operators 97
   - Summary 109
   - Chapter Review 110
   - Programming Exercises 111

4 **Compound Types** 115
   - Introducing Arrays 116
   - Strings 120
   - Introducing the `std::string` Class 131
   - Introducing Structures 140
   - Unions 149
   - Enumerations 150
   - Pointers and the Free Store 153
   - Pointers, Arrays, and Pointer Arithmetic 167
   - Combinations of Types 184
   - Array Alternatives 186
   - Summary 190
   - Chapter Review 191
   - Programming Exercises 192
5 **Loops and Relational Expressions** 195
   Introducing for Loops 196
   The while Loop 224
   The do while Loop 231
   The Range-Based for Loop (C++11) 233
   Loops and Text Input 234
   Nested Loops and Two-Dimensional Arrays 244
   Summary 249
   Chapter Review 250
   Programming Exercises 251

6 **Branching Statements and Logical Operators** 253
   The if Statement 254
   Logical Expressions 260
   The cctype Library of Character Functions 270
   The ?: Operator 273
   The switch Statement 274
   The break and continue Statements 280
   Number-Reading Loops 283
   Simple File Input/Output 287
   Summary 298
   Chapter Review 298
   Programming Exercises 301

7 **Functions: C++’s Programming Modules** 305
   Function Review 306
   Function Arguments and Passing by Value 313
   Functions and Arrays 320
   Functions and Two-Dimensional Arrays 337
   Functions and C-Style Strings 339
   Functions and Structures 343
   Functions and string Class Objects 353
   Functions and array Objects 355
   Recursion 357
   Pointers to Functions 361
   Summary 371
   Chapter Review 372
   Programming Exercises 374

8 **Adventures in Functions** 379
   C++ Inline Functions 379
   Reference Variables 383
   Default Arguments 409
   Function Overloading 412
   Function Templates 419
Contents

Summary 699
Chapter Review 700
Programming Exercises 702

13 Class Inheritance 707
   Beginning with a Simple Base Class 708
   Inheritance: An Is-a Relationship 720
   Polymorphic Public Inheritance 722
   Static and Dynamic Binding 737
   Access Control: protected 745
   Abstract Base Classes 746
   Inheritance and Dynamic Memory Allocation 757
   Class Design Review 766
   Summary 778
   Chapter Review 779
   Programming Exercises 780

14 Reusing Code in C++ 785
   Classes with Object Members 786
   Private Inheritance 797
   Multiple Inheritance 808
   Class Templates 830
   Summary 866
   Chapter Review 869
   Programming Exercises 871

15 Friends, Exceptions, and More 877
   Friends 877
   Nested Classes 889
   Exceptions 896
   Runtime Type Identification 933
   Type Cast Operators 943
   Summary 947
   Chapter Review 947
   Programming Exercises 949

16 The string Class and the Standard
   Template Library 951
   The string Class 952
   Smart Pointer Template Classes 968
   The Standard Template Library 978
   Generic Programming 992
   Function Objects (a.k.a. Functors) 1026
   Algorithms 1035
   Other Libraries 1045
## Contents

Summary 1054  
Chapter Review 1056  
Programming Exercises 1057

### 17 Input, Output, and Files 1061
- An Overview of C++ Input and Output 1062  
- Output with cout 1069  
- Input with cin 1093  
- File Input and Output 1114  
- Incore Formatting 1142  
  Summary 1145  
  Chapter Review 1146  
  Programming Exercises 1148

### 18 Visiting with the New C++ Standard 1153
- C++11 Features Revisited 1153  
- Move Semantics and the Rvalue Reference 1164  
- New Class Features 1178  
- Lambda Functions 1184  
- Wrappers 1191  
- Variadic Templates 1197  
- More C++11 Features 1202  
- Language Change 1205  
- What Now? 1207  
  Summary 1208  
  Chapter Review 1209  
  Programming Exercises 1212

## Appendixes

**A** Number Bases 1215  
**B** C++ Reserved Words 1221  
**C** The ASCII Character Set 1225  
**D** Operator Precedence 1231  
**E** Other Operators 1235  
**F** The string Template Class 1249  
**G** The Standard Template Library Methods and Functions 1271  
**H** Selected Readings and Internet Resources 1323  
**I** Converting to ISO Standard C++ 1327  
**J** Answers to Chapter Reviews 1335  
Index 1367