The Waite Group's C Programming Using Turbo C++

Details all functions of the Turbo C 2.0, and offers tutorials on their uses as well as debugged examples.

Object-Oriented Programming in Turbo C++

For beginning C++ programmers who need to learn object-oriented program structure, this newly updated version of the popular first edition is the book of choice. Covering all aspects of the C++ language from program design to implementation, debugging and testing, this up-to-date reference teaches readers the fundamentals of abstract data types and classes; covers powerful new C++ features such as templates; and more.

Programming In C: A Practical Approach

As the follow-up to the bestselling second edition, this book expands its content to cover key concepts such as the standard template library (STL), containers, and C++ scripting. Additional topics include object-oriented programming, C++ classes, methods and properties, and Windows-based programming environments.

Turbo C Programmer's Resource Book

The C language and Turbo C++ - Process control and memory management - Data processing - Files and I/O - Graphics.
Turbo C++

Programming with Turbo C

This is for programmers who want to explore the graphic programming features of Turbo C++. Covers the Turbo C++ features, which enable the user to do sophisticated graphics programming. The ``hands-on'' method of the book, which covers applications and techniques for two- and three-dimensional graphics, and for customizing CAD/CAM animation, will help programmers develop powerful and very versatile graphics skills and tools for enhancing their own programs.

Power Graphics Using Turbo C++?

Write TSRs Now with Borland's Turbo Assembler, Turbo C/C++, Turbo Pascal

Turbo C++ is an excellent platform for learning C. This book provides examples and step-by-step instructions for learning C by using Turbo C++. It also touches on C++ and object-oriented programming. The disk includes code examples from the book, questions and exercises, and other information.

InfoWorld

Object-Oriented Programming (OOP) is the most dramatic and potentially confusing-innovation in software development since the dawn of the computer age. Based on the idea of treating functions and data as objects, OOP results in programs that are more flexible, more easily maintained, and, on the whole, more powerful. Suitable for students, hackers, and enthusiasts, Object-Oriented Programming in Turbo C++ is written by best-selling author Robert Lafore. Step-by-step lessons teach the Basics of Object-Oriented Programming with Turbo C++ and its new Windows-compatible sibling, Borland C++. Object-Oriented Programming in Turbo C++ focuses on C++ as a separate language, distinct from C, and assumes no prior experience with C.

InfoWorld

Systems Programming in Turbo C

An A to Z tutorial covers basic programming, program control and data structures, structured programming, and object-oriented programming, and discusses higher-level programming topics through version 3.0. Original. (Beginner).
Creating Games in C++

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Turbo C++

This book, based on a best-seller, is appropriate for introductory computer science courses using Turbo C++. The authors cover the discipline, methodologies, and techniques of software engineering and programming using the modern Turbo C++ environment; and introduce reader to the breadth of the computer science discipline.

InfoWorld

C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language. The new second edition of "Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this new edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code. In short, to-the-point chapters, all aspects of programming are covered including style, software engineering, programming design, object-oriented design, and debugging. It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Steve Oualline's clear, easy-going writing style and hands-on approach to learning make "Practical C++ Programming a nearly painless way to master this complex but powerful programming language.

The Waite Group's Turbo C++ Bible

Programming with ANSI and Turbo C

Using Turbo C++

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TURBO C++
Structuring Techniques

Introduces the features of the Turbo C programming language, covers arithmetic operations, strings, and shortcuts, and suggests practical applications.

Graphics Programming in Turbo C 2.0

This text examines Borland's latest package, Turbo C, and is an advanced programming guide for the experienced programmer with knowledge of C or any other language. In the course of reading the book, the user will actually write a TSR (Terminate and Stay Resident) utility.

Illustrated Turbo C++

Do you love video games? Ever wondered if you could create one of your own, with all the bells and whistles? It's not as complicated as you'd think, and you don't need to be a math whiz or a programming genius to do it. In fact, everything you need to create your first game, "Invasion of the Slugwroths," is included in this book and CD-ROM. Author David Conger starts at square one, introducing the tools of the trade and all the basic concepts for getting started programming with C++, the language that powers most current commercial games. Plus, he's put a wealth of top-notch (and free) tools on the CD-ROM, including the Dev-C++ compiler, linker, and debugger--and his own LlamaWorks2D game engine. Step-by-step instructions and ample illustrations take you through game program structure, integrating sound and music into games, floating-point math, C++ arrays, and much more. Using the sample programs and the source code to run them, you can follow along as you learn. Bio: David Conger has been programming professionally for over 23 years. Along with countless custom business applications, he has written several PC and online games. Conger also worked on graphics firmware for military aircraft, and taught computer science at the university level for four years. Conger has written numerous books on C, C++, and other computer-related topics. He lives in western Washington State and has also published a collection of Indian folk tales.

Using Turbo C++

The most recent, unannounced release of Microsoft C will provide serious programmers and software developers with current developments in C programming. Robert Lafore's title has become the de facto standard for C programmers and developers with easy-to-understand steps, programs, and questions and answers.

Using Turbo Pascal
**Rescued by C++**

This book, based on a best-seller, is appropriate for introductory computer science courses using Turbo C++. The authors cover the discipline, methodologies, and techniques of software engineering and programming using the modern Turbo C++ environment; and introduce reader to the breadth of the computer science discipline.

**Practical C++ Programming**

This guide shows users how to add graphics in Turbo C and includes examples of working programs for all functions and full coverage of release 2.0

**Advanced Turbo C**

The BGI quick tour; The BGI drawing functions; The BGI fonts and text; Presentation graphics; Graphics techniques in two dimensions; Animation; Creating mouse tools.

**Turbo C**

Advanced Turbo C Programming provides the necessary programming tools for programmers who are interested in learning new skills in developing some useful tools and PC applications using the Turbo C Version 1.5 programming language and environment. This book covers both the advanced programming features of the IBM PC and Turbo C. It is organized into five sections. In Section 1 the proposed ANSI standard features, tips and techniques about C programming style, working with the C preprocessor, and tips for using pointers and managing memory allocation tasks are introduced. Section 2 discusses techniques for constructing useful and reliable data structures from linked lists to binary trees. The third section provides the complete Turbo C I/O system and takes an in-depth look at the many tools that Turbo C provides for accessing files and other I/O devices. Section 4 explains the techniques for interacting with DOS and the special features of Turbo C such as the Borland Graphic Interface (BGI). The final section, Section 5 presents the tools and techniques for developing Turbo C-like user interfaces, such as pop-up windows, pop-up menus, and pulldown menus. Computer programmers will find the text invaluable.

**Compute!'s Advanced Turbo C Programming**

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.
**Power Graphics Using Turbo C?++**

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**InfoWorld**

Unlock the mysteries of object-oriented programming with a book dedicated to the hottest new area of computer programming. Source disk containing ready to run "OOP" source code included.

**The Waite Group's Essential Guide to Turbo C**

**Power Graphics Using Turbo Pascal?**

This introduction to both structured programming and object-oriented programming using the C++ language and the Turbo C++ compiler starts from the beginning, assuming no previous knowledge of any programming language. Covers topics such as getting acquainted with computers, programs and Turbo C++, writing simple C++ programs, and includes an introduction to OOP.

**The Waite Group's Microsoft C Programming for the PC**

Covers commands, functions, and programming techniques for Turbo C, Turbo C++, and Borland C++, and includes sample applications and information on debugging, library functions, and Windows programming.

**Turbo C/C++**

On computer graphics with Turbo C++

**Stretching Turbo C**

This book provides readers with a useful, informative guide to designing and building their own custom MS-DOS Terminate and Stay Resident Utilities (TSRs) using the Borland Turbo Assembler, Turbo Pascal, and Borland C++. Designed for all levels of computer users, this book provides overviews on TSRs, memory, and interrupts as well as guiding users through the actual creation of TSRs.
Turbo C at Any Speed

Advanced Turbo C Programming

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Object Oriented Programming Using Turbo C++

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