



## Object-Oriented Programming Using C++ (2nd Edition)

By Ira Pohl

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- \*Reflects the latest developments in the C++ ANSI standard including substantial detail on the new STL libraries.
- \*Explains how an object-oriented programming concept is supported by a language feature.
- \*Teaches by example, introducing you to full working programs right from the start.
- \*Incorporates interactive, proven exercises to help check your understanding of key OO concepts and put them into practice.
- \*Provides code for all example programs covered in the book, as well as adjunct programs that illustrate points made in the book.

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## **Editorial Review**

From the Inside Flap  
PREFACE

This book is intended as an introduction to object-oriented programming(OOP) using ANSI C++ for the reader or student who already has programming experience. It explains C++ features in the context of OOP.

C++ has had many recent additions including STL, namespaces, RTTI, and the bool type. These can be used readily by someone already proficient in basic C++, but most books have yet to treat these topics. This book can provide a handy guide to these new constructs.

The examples both within the book, and accessible at Addison-Wesley's website are intended to exhibit good programming style. The Addison-Wesley website, aw for this book contains the programs in the book as well as adjunct programs that illustrate points made in the book, or that flesh out short pieces of programs. The programs available at the web site are introduced by their .cpp or .h names.

C++, invented at Bell Labs by Bjarne Stroustrup in the mid-1980s, is a powerful modern successor language to C. C++ adds to C the concept of class, a mechanism for providing user-defined types also called abstract data types. It supports object-oriented programming by these means and by providing inheritance and run-time type binding.

By carefully developing working C++ programs, using the method of dissection, this book presents a simple and thorough introduction to the programming process in C++. Dissection is a technique for explaining new elements in a program that the student is seeing for the first time. It highlights key points in the many examples of working code that are used to teach by example.

This book is intended for use in a first course in programming in C++. It can be used as a supplementary text in an advanced programming course, data structures course, software methodology course, comparative language course, or other courses where the instructor wants C++ to be the language of choice. Each chapter presents a number of carefully explained programs. Many programs and functions are dissected.

All the major pieces of code were tested. A consistent and proper coding style is adopted from the beginning. The style standard used is one chosen by professionals in the C++ community.

In conjunction with *A Book on C, Third Edition* by Al Kelley and Ira Pohl (Addison Wesley Longman, 1995), an integrated treatment of the C and C++ programming languages and their use are presented which are not available elsewhere. For the beginner, a simpler introduction to the C language is *C by Dissection: The Essentials of C Programming, Third Edition* by Al Kelley and Ira Pohl (Addison Wesley Longman, 1995). Chapters contain:

**Object-Oriented Concept:** Explains how an object-oriented programming concept is supported by a language feature.

**Working Code:** Small examples of working code illustrate concepts. Code illustrates a language feature or an OOP concept.

**Dissections:** A program particularly illustrative of the chapter's themes is analyzed by dissection. Dissection

is similar to a structured walk-through of the code. Its intention is to explain to the reader newly encountered programming elements and idioms.

Pragmatics: Tips, pitfalls, nuances, and advice on the topic.

Summary: A succinct list of points are reiterated as a helpful chapter review.

Exercises: The exercises test the student's knowledge of the language. Many exercises are intended to be done interactively while reading the text. This encourages self-paced instruction by the reader. The exercises also frequently extend the reader's knowledge to an advanced area of use. The book incorporates:

Object-Oriented Programming. Object-Orientation is stressed throughout. Chapter 1, "Why Object-Oriented Programming in C++?," provides an introduction to C++'s use as an object-oriented programming language. Chapter 2, "Native Types and Statements," shows data types, expressions, and simple statements. Chapter 3, "Functions and Pointers," continues with similarities between functions and complex data types. The middle chapters show how classes work. Classes are the basis for abstract data types and object-oriented programming. The last few chapters give advanced details of the use of inheritance, templates, and exceptions. Chapter 12, "OOP Using C++," discusses OOP and the Platonic programming philosophy. This book develops in the programmer an appreciation of this point of view. At any point in the text the programmer can stop and use the new material.

Teaching by Example. This book is a tutorial that stresses examples of working code. From the start the student is introduced to full working programs. An interactive environment is assumed. Exercises are integrated with the examples to encourage experimentation. Excessive detail is avoided in explaining the larger elements of writing working code. Each chapter has several important example programs. Major elements of these programs are explained by dissection.

Data Structures in C++. The text emphasizes many of the standard data structures from computer science. Stacks, safe arrays, dynamically allocated multidimensional arrays, lists, trees, and strings are all implemented. Exercises extend the student's understanding of how to implement and use these structures. Implementation is consistent with an abstract data type approach to software.

Standard Template Library (STL). STL is explained and used in Chapter 9, "Templates, Generic Programming, and STL." Many of the data structure examples foreshadow its explanation and use. There is a strong emphasis on the template mechanism required for STL and the iterator idiom that STL exploits.

ANSI C++ language and `iostream.h`. For an existing, widely used language, C++ continues to change at a rapid pace. This book is based on the most recent standard: the ANSI C++ Committee language documents. A succinct informal language reference is provided in Appendix C, "Language Guide." Chief additions include templates and exception handling. The examples use the `iostream.h` I/O library. This has replaced `stdio.h` used in the C community. Use of the `iostream.h` library is described in Appendix D, "Input/Output."

Reference Value in Appendices. There is an easily accessible informal language reference appendix: Appendix C, "Language Guide." Though this is not official, it specifies the language definition in a terse manner. There is also an appendix on the key I/O libraries, `iostream.h` and `stream.h`: Appendix D, "Input/Output." A short guide to both the string library and STL is given in Appendix E, "STL and String Libraries."

Idiomatic and Mainstream. The book attempts to stay with mainstream aspects of the language that are most important for the student and professional. It avoids arcane features of the language that are error prone or confusing. It is idiomatic in its use of code. The code is readily copied and reapplied to other problems.

Industry- and Course-Tested. It is the basis of many on-site professional training courses given by the author, who has used its contents to train professionals and students in various forums since 1986. The various changes in the new edition are course-tested, and reflect considerable teaching and consulting experience by the author. The book is the basis for an extensive series of video training tapes and on-line courses. More information on these courses is available at the author's web site at [cse.ucsc/~pohl](http://cse.ucsc/~pohl). Acknowledgments

My special thanks to my wife, Debra Dolsberry, who encouraged me throughout this project. She acted as book designer and technical editor for this second edition. She developed appropriate formats and style sheets in FrameMaker 4.0 and guided the transition process from the first edition in troff. She also implemented and tested all major pieces of code. Her careful implementations of the code and exercises led to many improvements. Stephen Clamage of TauMetric Corporation provided wonderfully insightful comments on language detail. William Engles of University of Wisconsin described an improved shuffling routine for the poker example. Reviews for this addition were provided by Jean Bell, Colorado School of Mines; Arthur Delcher, Loyola University; Konstantin Läufer, Loyola University; James L. Murphy, California State University; Kent Wooldridge, California State University; Shih-Ho Wang, University of California; David B. Teague, Western Carolina University; Lukasz Pruski, California State University; and David Gregory. Randal Burns and Hiroya Chiba, teaching assistants and computer science graduate students of University of California at Santa Cruz, also contributed to the reviewing process.

The first edition had help, inspiration, and encouragement from, Peter Apers, University of Twente, The Netherlands; Henri Bal, Vrije University, The Netherlands; Michael Beeson, State University of California; Nan Borreson, Borland International; Douglas Campbell, University of Connecticut; Cathy Collins, USC; Steve Demurjian; Robert Doran, University of Auckland, New Zealand; Robert Durling, UCSC; Daniel Edelson, UCSC; Anton Eliens, Vrije University, The Netherlands; Ray Fujioka, USC; Thomas Judson, University of Portland; Al Kelley, UCSC; Jim Kempf, Sun Microsystems, Incorporated; Darrell Long, UCSC; Charlie McDowell, UCSC; Laura Pohl, Cottage Consultants; Reind van

From the Back Cover

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#### About the Author

**Ira Pohl** is a Professor of Computer Science at the University of California, Santa Cruz and holds a Ph.D. in Computer Science from Stanford University. His research interests include artificial intelligence, the C and C++ programming languages, practical complexity problems, heuristic search methods, deductive algorithms, and educational and social issues. He originated error analysis in heuristic search methods and deductive algorithms.

Professor Pohl was formerly a Mackay professor at University of California- Berkeley and a ZWO fellow in the Netherlands. He is the author or co-author of *Object-Oriented Programming Using C++*, *C++ Distilled: A Concise Ansi/Iso Reference and Style Guide*, *C by Dissection: The Essentials of C Programming*, *A Book on C: Programming in C*, *C++ for C Programmers*, *C++ for Fortran Programmers*, *C++ for Pascal Programmers*, and *Turbo C: The Essentials of C Programming*, all published by Addison-Wesley.

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