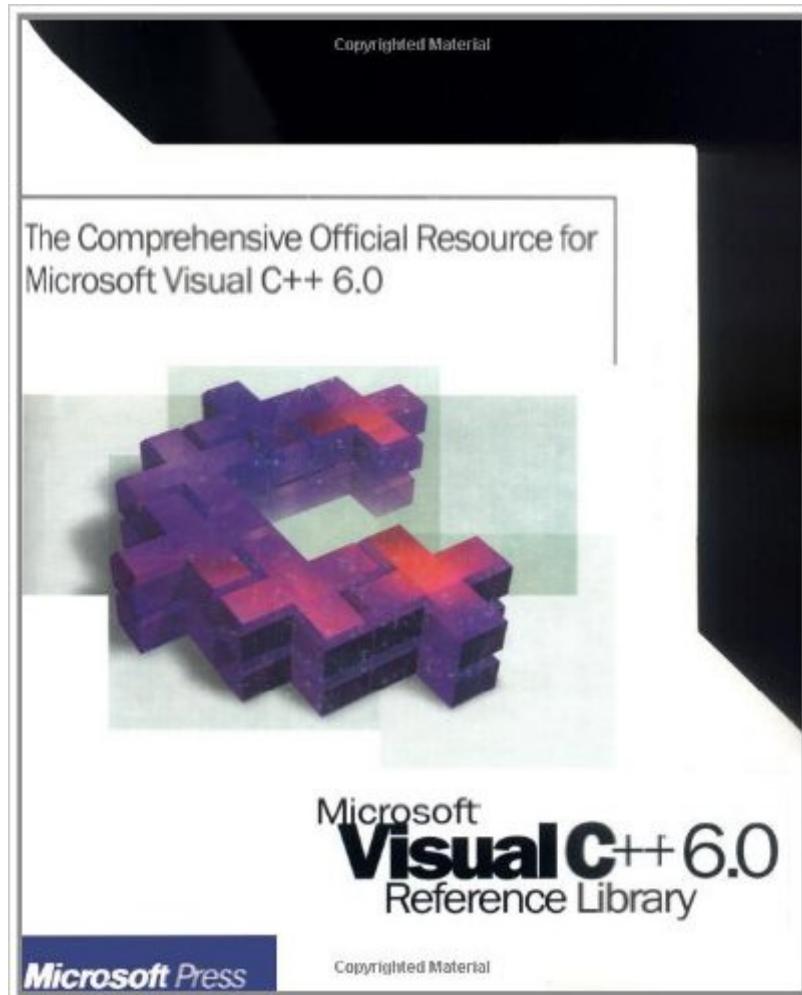


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Microsoft Visual C++



Synopsis

"Microsoft Visual C++ 6.0 Reference Library" is the print equivalent of the voluminous online Help reference information that accompanies Visual C++. It's a comprehensive, accurate resource from the Microsoft product development team for programming with this powerful, highly productive object-oriented development environment. The five-volume set offers in-depth coverage of Visual C++, including: Terminology and concepts for C and C++ language definitions A-Z listings of preprocessor directives An alphabetical reference of the Microsoft Foundation Class library A section on macros and globals A reference for the Active Template Library (ATL) and for OLE DB A-Z listings for the run-time and iostream libraries, including helpful source code examples.

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Customer Reviews

It's basically the same stuff you get with Visual Studio's MSDN product library...whether that MSDN CD set comes with the plain Visual C or not is beyond me. If you don't like reading stuff off the CD-Rom, this is excellent. It's great to be able to glance through and be able to find MFC wrapper-code. However, it lacks very much what it needs for vanilla win32 applications, concentrating almost exclusively on ATL and MFC, as well as ActiveX and a little on COM. In which case, look to Charles Petzold's book on Programming Windows.

Online help is fine but there are effective limits to its usefulness. It can quickly become a maze in

which you get lost and of course you have to be at the computer to use it. After dithering around I decided to buy the Visual C++ 6.0 Reference Library and it's a treasure. Yes, it is essentially what is in the MSDN library but the books are so much easier to use. You can quickly target and access just what you need to know and the Language Reference organizes that specific type of information you need to refer to often, such as variable specs and accuracy ranges. This is a worthwhile buy if you're serious about programming Visual C++, almost a necessity.

As stated in other reviews, the information in this 5 volume set is the same as what is found on the MSDN CDs, but it is at least 10 times easier finding information in the book(s). I am new to c++, and was getting discouraged because it was so difficult to find what I needed. Since I got this set, I can do in a week what used to take 4-6 weeks without it. If you want to code with Visual C++, its a no brainer, you need it.

This is the first book I read out of the volume set (5 books total), and why? Because it is an excellent, and well indexed resource on C/C++ reference. Here, let me give you a quick run down on a few items that this volume has. 1) Buffer Manipulation and Memory Allocation. (can be useful when working with array).2) Data Conversion core subroutines. (they are like the abc of programming if you ask me.)3) Directory and file Handling routines. (quick solution to Windows directory)4) Stream I/O and low I/O. (very detailed topic on stream)5) Searching and Sorting. (qsort, bsearch, ...there if you needed)6) String Manipulation. (very, very complete listing of string functions)7) Time Management routines. (you will use these guys sooner or later)If you looking for a C/C++ reference, I highly recommend this volume. I can't recommend the entire set because I haven't finish reading them yet. Anyway, I hope this help.

Did you ever got frustrated from programming Windows application because you couldn't find the documentation when needed the most? Be honest now, can you really say the MSDN cds are all you need to give you adequate documentation to get by MFC? Maybe so, but you are probably doing it the hard way. Let me let you in a trick that I learn from Windows programming that can help you become more efficient in MFC. Place the volume 1 & 2 of this reference set beside your computer on the angle desk. Yup, believe it or not, this essentially give you about 3000 pages of well indexed references to all of MFC classes from A - Z. And do your self a favour, bookmark the section to CWnd and CDC classes for quick access to the core of Windows programming. With these books and the MSDN library, that's enough to make you very dangerous.

All information you need is already there, in MSDN. It's not worth to have all those pages printed. I have bought this reference thinking it was different from current documentation attached to Visual C++, but it is the SAME. This is fairly useless, unless you want to loose time and money.

Updated review (10 years Later): This set of books was almost never used. The internet (MSDN) has come along enough to never need a desk set for any version of MSVC. If you have a set of these books, consider recycling them to save shelf space. You won't get \$250 from them, and they aren't worth the shipping price. Now, consider that VC++ 6 is outdated by 14 years, and the compiler/IDE has been revamped twice since then so that it doesn't look or work anything like the newest generation (11). Original Review: My Microsoft Foundation Class Bible was getting old and out-dated. I bought this primarily for the MFC reference and as icing got the Language and run-time library reference. Hardcopy is a little easier on the eyes and I grew up with books. Caution: This reference set seems like 12 books crammed into 5 without the consideration of reformatting. The pages aren't numbered the way one would expect. One book ends and another begins without warning, beginning at page one. The index for each "Section" is at the end and corresponds to its section. Example: There are three pages numbered one.

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