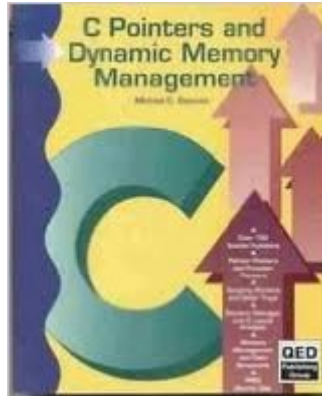


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C. Pointers And Dynamic Memory Management



Synopsis

Using techniques developed in the classroom at America Online's Programmer's University, Michael Daconta deftly pilots programmers through the intricacies of the two most difficult aspects of C++ programming: pointers and dynamic memory management. Written by a programmer for programmers, this no-nonsense, nuts-and-bolts guide shows you how to fully exploit advanced C++ programming features, such as creating class-specific allocators, understanding references versus pointers, manipulating multidimensional arrays with pointers, and how pointers and dynamic memory are the core of object-oriented constructs like inheritance, name-mangling, and virtual functions. Covers all aspects of pointers including: pointer pointers, function pointers, and even class member pointers Over 350 source code functionsâ "code on every topic OOP constructs dissected and implemented in C Interviews with leading C++ experts Valuable money-saving coupons on developer products Free source code disk Disk includes: Reusable code librariesâ "over 350 source code functions you can use to protect and enhance your applications Memory debugger Read C++ Pointers and Dynamic Memory Management and learn how to combine the elegance of object-oriented programming with the power of pointers and dynamic memory! --This text refers to an out of print or unavailable edition of this title.

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Customer Reviews

You won't get stuck with this book because it is short, technical, interesting, and well-written. With C, I learned how one small memory bug could cause hours of debugging. Although C is a fast and

powerful language, I think there are too many memory and pointer pitfalls. An obvious example is that if you write one byte beyond the end of an array, the result is unpredictable, so it becomes extremely difficult, and expensive, to debug. With the C compilers of the 80s, the compilers would not often give warnings, e.g. if you used a single equal sign when you intended to check for equality, rather than make an assignment. One simple mistake and your program could bomb. So, if you want to be an excellent C programmer, you'd have to spend hours to read your program and debug it. Worse, when using other people's C libraries, a bug in their code could cause your own program to crash. This happened to me when I added an audio module to my c++ game. The graphics went all wrong, indicating that my world data was being clobbered. Like other programmers, I don't like to take the blame myself, hoping someone else is responsible. But in this case I was right. By substituting in a different audio package, my game worked. Now that we use C++ in preference to C (usually), we find there are many pitfalls with C++ too. The author shows that C++ is not just a high-level language. He shows how the main features of C++ (encapsulation, inheritance, and polymorphism) work, by showing plain C code that gets the same effect. When you understand this, you will be able to see through the "high-level" features of C++ and you'll be able to write more robust C++ code.

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