Sams Teach Yourself C++ in 10 Minutes (2nd Edition)

By Jesse Liberty, Mark Cashman

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C++ remains a popular object-oriented language and *Sams Teach Yourself C++ in 10 Minutes* provides a quick, focused way to learn the language. The author assumes no prior programming experience and begins by showing the reader the absolute fundamentals of what a program is and guides the readers to write their very first program. It covers all the important topics in C++ and provides a sold foundation on which to build programming knowledge. The material is reorganized to fit proven teaching techniques with about thirty percent of the text rewritten. All examples are new to comply with the current ANSI C++ standard and make them completely compatible with all popular compilers.

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Editorial Review

From the Back Cover

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About the Author

Jesse Liberty is president of Liberty Associates, Inc., which provides onsite training, mentoring, consulting, and contract programming. Jesse was a software architect for Xerox and a distinguished software engineer for AT&T. He is the author of numerous books on C++ and object-oriented programming, the latest of which are:

- *Sams Teach Yourself C++ in 21 Days, 4E*, 067232072X, March 2001
- *Sams Teach Yourself C++ in 24 Hours, 3E, Starter Kit*, 0672322242, August 2001

Mark Cashman is a software developer with experience in a variety of industries. His specialties include computer/human interaction, elational databases, object-oriented development, and Web site/Web software development, including his own site, the Temporal Doorway. Mark is an adjunct professor at Springfield College and a co-dean of in-house training at Ultimate Data Systems. He speaks and teaches at seminars on C++. He is a contributing author to:

- *C++ Builder 5 Developer's Guide*, 0672319721, Sams Publishing, November 2000

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