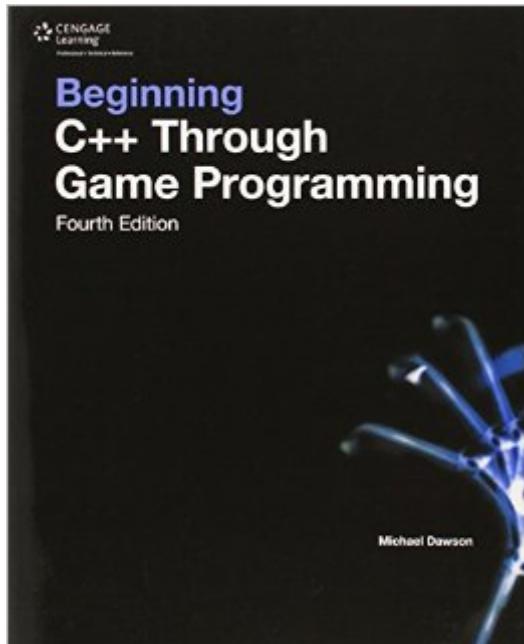


The book was found

# Beginning C++ Through Game Programming



## Synopsis

When it comes to game programming, C++ is the name of the game. If you aspire to move from game player to game creator, it all starts with learning the fundamentals of C++ and game-programming basics. With BEGINNING C++ THROUGH GAME PROGRAMMING, FOURTH EDITION, you will find an up-to-date and thorough introduction to everything you need to get started--with no previous programming experience required. In the new fourth edition of this popular guide to learning C++, you will work with a complete program while learning each new concept and a game program at the end of each chapter. A final game project at the end of the book draws together everything you've learned. Written with the beginning programmer in mind, BEGINNING C++ THROUGH GAME PROGRAMMING, FOURTH EDITION is a great way to get started in game programming.

## Book Information

Paperback: 416 pages

Publisher: Cengage Learning PTR; 4 edition (June 23, 2014)

Language: English

ISBN-10: 1305109910

ISBN-13: 978-1305109919

Product Dimensions: 1 x 7.5 x 9 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 starsÂ  See all reviewsÂ (71 customer reviews)

Best Sellers Rank: #35,804 in Books (See Top 100 in Books) #6 inÂ Books > Computers & Technology > Programming > Languages & Tools > C & C++ > Tutorials #13 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming #20 inÂ Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C++

## Customer Reviews

I've been programming in perl for years, but I was ready to move on to bigger and better things. Wanting to learn C++, I was in search of a 'good' programming book, whether it go to an intermediate level or just the basic fundamentals, that a person looking into learning C++ would want. What more could stick out than a programming book that not only teaches you the C++ language, but the basic tenants of game programming? Here's the 'deal'. As a person with a lot of prior programming experience, I can say this book is huge when it comes to teaching you the basic fundamentals, and I mean for you to take the word basic to its very most possible meaning. This

book is a bit more on the 'technical' side, and should probably be for a person who is fairly new to programming, can't stand scanning through long code excerpts, or wants to connect the dots; if they had thrown themselves into the realm of programming in the past without taking the time to acquaint themselves with the foundations. The first eight chapters are almost beautiful. I really enjoyed going through those simple things that you haven't seen since your first introductory programming class in college. When you get to chapters nine and ten, the book gets a little rough. It does a good job of explaining the topics of chapter nine, like dynamic memory allocation, memory leaks, etc, but it's not as thorough, so I could see that a 'true' beginner could possibly get lost. The chapter 'does' explain everything, but you have to be more careful and pay much closer attention to the words you're reading or you might be left asking 'why' in the heck some things are the way they are. One thing this book lacks is a good, solid introduction to the C++ language.

[Download to continue reading...](#)

Beginning Direct3D Game Programming w/CD (Prima Tech's Game Development) Beginning Direct3D Game Programming, Second Edition (Premier Press Game Development) Beginning C++ Through Game Programming Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Game Programming Gems (Game Programming Gems (W/CD)) AI Game Programming Wisdom 3 (AI Game Programming Wisdom (W/CD)) Java: The Simple Guide to Learn Java Programming In No Time (Programming, Database, Java for dummies, coding books, java programming) (HTML, Javascript, Programming, Developers, Coding, CSS, PHP) (Volume 2) Beginning Web Programming with HTML, XHTML, and CSS (Wrox Beginning Guides) Beginning OpenGL Game Programming Beginning Python Programming: Learn Python Programming in 7 Days: Treading on Python, Book 1 Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Advanced 3D Game Programming with DirectX 9 (Wordware Game Developer's Library) Real-Time Strategy Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library) Advanced 3D Game Programming With Directx 10.0 (Wordware Game and Graphics Library) Isometric Game Programming with DirectX 7.0 w/CD (Premier Press Game Development (Software)) Visual Basic Game Programming with DirectX (Premier Press Game Development (Software)) Special Effects Game Programming with DirectX w/CD (Premier Press Game Development (Software)) Introduction to Computer Game Programming with DirectX 8.0 (Wordware Game Developer's Library)

[Dmca](#)