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C++ How to Program: Late Objects Version (7th Edition) (How to Program (Deitel))

Paul Deitel, Harvey Deitel

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Late Objects Version: C++ How to Program, 7/e is ideal for Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language.

This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs and takes a late objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. The Seventh Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers.

The Late Objects Version delays coverage of class development until Chapter 9, presenting control statements, functions, arrays and pointers in a non-object-oriented, procedural programming context.

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