C++ In Action introduces state-of-the-art C++ programming and problem-solving techniques for developing efficient, powerful, scalable software systems. Renowned software architect Bartosz Milewski starts from two key premises. First, programs aren’t written for computers: they’re written for other programmers who will have to integrate and maintain them. Second, software development languages aren’t ends in themselves: they’re tools to solve problems. Starting from these principles, Milewski presents a comprehensive guide to C++ software engineering for maximum performance, reliability, and maintainability. He shows how to use resource management and exception management together to build more reliable code. Next, he introduces new techniques that simplify Windows development despite the complexity of the Windows API and libraries. The book also includes detailed coverage of large-scale software and scalability, encompassing development strategies and tactics as well as management, planning, and project dynamics. An accompanying CD-ROM and a companion web site contain an extensive source code library.

My Personal Review:
I had very high hopes for this book. More so than I’ve had for another book in quite a while. I guess the fact that my hopes were so high is what ultimately led to me being so disappointed. The reason I was so disappointed is not because the content of the book was useless or wrong, but rather because I expected the book to be something it was not. I consider myself a very advanced C++ programmer, and I expected the book to still be able to teach me some new tricks here and there. The ToC seemed to hint that the book was in fact fairly advanced, and covered applications of C++ in real world programming situations which I may not have come across yet. Unfortunately, the book really did not teach me very much. The first half of the book was very odd in my opinion. He went over such basic things as for loops, if else structures, etc, yet by the third
chapter he is building a stack based calculator based on an object oriented lexer and parser. I'm not exactly sure who the target audience of this book is. Certainly not for people who have never programmed C++ before, because they would be completely dumbfounded by the speed at which he moves through the basic fundamentals of the language. Yet it can't possibly be for people who have been around the world and back with C++, or even for intermediate C++ programmers, because they know that stuff like the back of their hands. It seems almost like the whole first few chapters are just a primer on basic C++ because it seems like the cool thing to do. If you actually learn something from that part of the book, the rest of the book will be too advanced for you. And if you understand the rest of the book, the first part will be useless to you. In my experience, any book that tries to be everything to everyone has ended up being a failure, and in my opinion this book is no exception. That being said, the book does cover some very useful techniques and idioms, provided your knowledge of C++ is not too elementary, and not too advanced. I think the entire part of the book devoted to wrapping the Windows API is interesting, but something about it doesn't sit right with me, and I personally don't find it to be useful in the real world in the slightest. So, if you're a beginner don't get this book. If you're advanced don't get this book. But if you're right in the middle you can probably find some useful, applicable information from the middle portion of the book.

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