Object Oriented Programming In C By Robert Lafore 4th Edition

Object-oriented Programming in Microsoft C++21st Century CObject-oriented Programming with C++Exam Prep for: Beginning Object-oriented Programming With CObject Oriented Programming With C++, 1EObject Oriented Programming And C++Learning Object-Oriented ProgrammingObject-Oriented Programming With C++OBJECT ORIENTED PROGRAMMING WITH C++ WITH EIGHTH EDITIONObject-Oriented Programming Using C++C++ and Object-oriented ProgrammingObject Oriented Programming With C++OBJECT-ORIENTED PROGRAMMING WITH C++Object-oriented Programming with C++OBJECT ORIENTED PROGRAMMING WITH C++C++ AND OBJECT-ORIENTED PROGRAMMING PARADIGMC++ Object Oriented ProgrammingC++ Object-Oriented ProgrammingObject Oriented Programming Using C++Object Oriented Programming with C++, 6eObject-Oriented Programming in Turbo C++An Introduction to Object-Oriented Programming in C++An Object Oriented Programming with C ++Object-oriented Programming in C++Object Oriented Programming With C++Object-Oriented Programming with C++Object-Oriented Programming in C++Class Construction in C and C++Object-Oriented Programming in C++, 3rd EditionProgramming in C++OBJECT-ORIENTED PROGRAMMING WITH C++ AND JAVAObject-oriented Programming in C++C

Interfaces and ImplementationsObject Oriented Programming Using C++ECOOP '93 - Object-Oriented ProgrammingObject Oriented Programming In C++, 4/EObject Oriented Programming with C++, 2nd EditionMastering Object-Oriented Design in C++Javascript: Object Oriented ProgrammingObject-Oriented Design and Programming with C++

Object-oriented Programming in Microsoft C++

"An accessible introduction to the C++ language and object-oriented design for students and programmers who know at least one modern high-level language. Understanding that the greatest challenge in learning C++ is being able to think in terms of classes and objects, Kip Irvine introduces these topics immediately as concepts in the context of real-world applications such as e-mail systems and automated bank tellers." "Through extensive use of short program examples and case studies, the author provides a concise, clear discussion of C++ syntax. He includes extensive coverage of the object model concept and how to use an object-oriented approach to design. Throughout the book, the importance of careful analysis and design of programs is evidenced."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

21st Century C

Object-Oriented Programming (OOP) is the most dramatic and potentially confusing-innovation in software development since the dawn of the computer age. Based on the idea of treating functions and data as objects, OOP results in programs that are more flexible, more easily maintained, and, on the whole, more powerful. Suitable for students, hackers, and enthusiasts, Object-Oriented Programming in Turbo C++ is written by best-selling author Robert Lafore. Step-by-step lessons teach the Basics of Object-Oriented Programming with Turbo C++ and its new Windows-compatible sibling, Borland C++. Object-Oriented Programming in Turbo C++ focuses on C++ as a separate language, distinct from C, and assumes no prior experience with C.

Object-oriented Programming with C++

Offers a discussion of all the advanced and object-oriented features of C++. Hands-on examples show how features are used in real programming situations. Contains a coding style guide that shows users how to program more effectively and enables them to gain experience with professional style guides. Chapter two provides a crash course which is accessible to programmers in any procedural language.

Exam Prep for: Beginning Object-oriented Programming With C

The Waite Croup's Object-Oriented Programming in C+ +, Third Edition is the latest revision in a series of classic programming titles-having introduced thousand of users to object-oriented programming in C+ +. This book takes you from simple programming examples straight up to full-fledged object-oriented applications quick, real-world examples, conceptual illustrations, questions, and exercises. Covering the most current features of the ANSI/ISO C+ + standard as it applies object-oriented programming, this guide assumes no C programming experience* only expects you to be familiar with basic programming concepts. Learn the syntax and features of C+ + and how they can be used to tackle recurring problems with design patterns, help determine C++ classes, and how to systematically diagram the relationship between classes using CRC modeling and the Universal Modeling Language (UML).

Object Oriented Programming With C++, 1E

Object Oriented Programming And C++

A comprehensive, entertaining guide to learning the techniques of object-oriented programming discusses such topics as input, variables, structures, loops, arrays, and virtual functions. Original.

Learning Object-Oriented Programming

Provides a straightforward and practical approach to object-oriented concepts, analysis, design and programming for students on Higher National and degree courses.

Object-Oriented Programming With C++

Earlier two editions of this practice-oriented book have been well accepted over the past decade by students, teachers and professionals. Inspired by the avid response, the author is enthused to bring out the third edition, improving upon the concepts with glimpses of C++11 features. This book presents a unique blending of C++ as one of the most widely used programming languages of today in the backdrop of object-oriented programming (OOP) paradigm and modelling. Along with an overview of C++ programming and basic object-oriented (OO) concepts, it also provides the standard and advanced features of C++ for further study. The text establishes the philosophy of OOP by highlighting the core features of C++ and demonstrating the semantic differences between the procedural paradigm of C and the object-oriented paradigm of C++. The present edition updates and elaborates on the following topics: Reference data types Inline functions Parameter passing–passing pointers by value as well as by reference Polymorphism:

overloading and overriding Lambda expressions and anonymous functions Rvalue reference, move constructor and assignment operator Phases of software development UML Primarily intended as a text for undergraduate and postgraduate students of engineering, computer applications and management, and also to practicing professionals, the book should also prove to be a stimulating study as a reference for all those who have a keen interest in the subject.

OBJECT ORIENTED PROGRAMMING WITH C++ WITH EIGHTH EDITION

A valuable handbook/reference for professionals who need to learn C++ and master its latest updates, this exceptionally organized, #1-rated guide teaches the power and flexibility of the C++ programming language through object-oriented programming applications. Examines the most up-to-date C++ features, including new-style headers, new-style casts, type bool, type string, stringstream classes, namespaces, namespace std., exception handling, run-time type identification, operator new , the template input/output classes, and more. Offers complete coverage on STL (standard template library), including containers, iterators, algorithms, and function objects; the standard input/output library IN DETAIL; and the Microsoft Foundation Classes. Contains an extensive number of well-constructed examples, beautifully fashioned sample applications, interesting and

practical programming exercises, boxed figures and vibrant illustrations. A companion web site provides the book's source code, header files, and data files; sample syllabi; transparencies; and an errata list. For professionals in computer science and related fields.

Object-Oriented Programming Using C++

The revised edition of Object-Oriented Programming with C++ has become more comprehensive with the inclusion of several topics. Like its previous edition, it provides an in-depth coverage of basic, as well as advanced concepts of object-oriented programming such as encapsulation, abstraction, inheritance, polymorphism, dynamic binding, templates, exception handling, streams, and Standard Template Library (STL) and their implementation through C++. Besides, the revised edition includes a chapter on multithreading. The book meets the requirements of students enrolled in various courses at undergraduate and postgraduate levels, including BTech, BE, BCA, BSc, MSc, and MCA. It is also useful for software developers who wish to expand their knowledge of C++. New in This Edition • Inclusion of topics like empty class, anonymous objects, recursive constructors and object slicing. • A chapter on multithreading explaining how concurrency is implemented in C++. Key Features • Presentation for easy grasp through chapter objectives, suitable tables, diagrams and programming examples. • Notes and key points provided to make the reader self-sufficient. • Examination-

oriented approach through objective and descriptive questions at the end of each chapter to help students in the preparation for annual and semester tests

C++ and Object-oriented Programming

This book is designed to introduce object-oriented programming (OOP) in C++ and Java, and is divided into four areas of coverage: Preliminaries: Explains the basic features of C, C++, and Java such as data types, operators, control structures, storage classes, and array structures. Part I : Covers classes, objects, data abstraction, function overloading, information hiding, memory management, inheritance, binding, polymorphism, class template using working illustrations based on simple concepts. Part II : Discusses all the paradigms of Java programming with ready-to-use programs. Part III : Contains eight Java packages with their full structures. The book offers straightforward explanations of the concepts of OOP and discusses the use of C++ and Java in OOP through small but effective illustrations. It is ideally suited for undergraduate/postgraduate courses in computer science. The IT professionals should also find the book useful.

Object Oriented Programming With C++

Object-Oriented Programming With C++ Provides An In-Depth Coverage Of Object-

Oriented Principles And Concepts. Beginning With The Concepts Such As Encapsulation, Abstraction, Inheritance, Polymorphism, Message Passing And Dynamic Binding, The Book Moves On To Their Implementation Through C++. Besides This It Also Covers Some Advanced Topics Such As Templates, Exception Handling, Streams And Standard Template Library (Stl) In C++. The Book Meets The Requirements Of Students Enrolled In Various Courses At Undergraduate And Postgraduate Levels, Including Bca, Be, Btech, Bit, Bis, Bsc, Pgdca, Mca, Mit, Mis, Msc, And Various Doeacc Levels. It Is Also Useful To Software Developers Who Wish To Expand Their Knowledge In C++.

OBJECT-ORIENTED PROGRAMMING WITH C++

Designed to serve as a textbook for undergraduate engineering and MCA students, Object-Oriented Programming with C++ imparts a clear understanding of objects and the method of modelling them in OOPS. The book contains a systematic discussion of features such as classes, objects, dynamic memory management, constructors, destructors, inheritance, overloading, polymorphism, stream handling and exception handling.

Object-oriented Programming with C++

Object-Oriented Programming in C++ begins with the basic principles of the C++ programming language and systematically introduces increasingly advanced topics while illustrating the OOP methodology. While the structure of this book is similar to that of the previous edition, each chapter reflects the latest ANSI C++ standard and the examples have been thoroughly revised to reflect current practices and standards. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

OBJECT ORIENTED PROGRAMMING WITH C++

It is now more than twenty-five years since object-oriented programming was "inve- ed" (actually, more than thirty years since work on Simula started), but, by all accounts, it would appear as if object-oriented technology has only been "discovered" in the past ten years! When the first European Conference on Object-Oriented Programming was held in Paris in 1987, I think it was generally assumed that Object-Oriented Progr- ming, like Structured Programming, would quickly enter the vernacular, and that a c- ference on the subject would rapidly become superfluous. On the contrary, the range and impact of object-oriented approaches and methods continues to expand, and, - spite the inevitable oversell and hype, object-oriented technology has reached a level of scientific maturity that few could

have foreseen ten years ago. Object-oriented technology also cuts across scientific cultural boundaries like p- haps no other field of computer science, as object-oriented concepts can be applied to virtually all the other areas and affect virtually all aspects of the software life cycle. (So, in retrospect, emphasizing just Programming in the name of the conference was perhaps somewhat short-sighted, but at least the acronym is pronounceable and easy to rem- ber!) This year's ECOOP attracted 146 submissions from around the world - making the selection process even tougher than usual. The selected papers range in topic from programming language and database issues to analysis and design and reuse, and from experience reports to theoretical contributions.

C++ AND OBJECT-ORIENTED PROGRAMMING PARADIGM

We are living in the world that is moving from the asset based economy to knowledge based economy. Our thinking process is changing from local scope to global scope. Programming is not an exception for paradigm shift. It is changing from modules to objects. And now it is your turn for shifting from C to C++. C++ is a super set of C language. It provides the C programmers the flavor of OOPS. With its object-oriented programming features like encapsulation, inheritance and polymorphism, C++ offers a number of benefits over C language. Object-Oriented Programming with C++ is a book also designed as per the syllabus of IV semester B.E. (Computer Science & Engineering and Information Science Engineering)

course framed by the Visveswaraiah Technological University, Belgaum. This book is to teach the students the object-oriented programming concepts and C++. This book is written in a easy, riveting and readable style. The information provided in the book is helpful for B.E., B.Sc., BCA, MCA and M.Tech students of all universities The book provides around 200 programs to enrich the better understanding of C++. All C++ programming lab assignments are provided in Appendix-A. All the programs have been run and tested on Turbo C++ compiler on MS-DOS. However, some programs hardly countable with fingers are executed on Borland's C++ compiler. These programs are exclusively mentioned with the comment -This program is run on Borland's C++.

C++ Object Oriented Programming

This text is an introduction to the complex world of the OOP with C++. It helps you understand the principles and acquire the practical skills of programming using the C++ programming language. Our aim is for you to gain sufficient knowledge and experience to perform simple useful programming tasks using the best up-to-date techniques and so we hope for it to be the easiest book from which you can learn the basics of real-world programming. Our fundamental assumption is that you wish to write programs for the use of others; hence, providing a decent level of system quality to achieve a level of professionalism becomes necessary. Consequently, the topics here dealt with is what one shall need in order to get

started with real-world programming, and not just what is easy to teach and learn. Rest assured, there shall not be any wastage of ones time with material of marginal practical importance. If an idea is explained here, chances are, its because one is likely to come in need of it. This book emphatically focuses on the syntax of C++. Understanding the fundamental ideas, principles, and techniques is the essence of a good programmer. Only a well-designed code stands any chance of becoming part of a correct, reliable, and maintainable system. Through this book, we hope that you will see the absolute necessity of understanding OOP with C++.

C++ Object-Oriented Programming

Describes object-oriented techniques and shows how they can be used in the development of a reasonably larger program which is implemented in C++. Choosing the practical example of a computer-based drawing package, the author describes how the package is designed using an object-oriented approach and then written and implemented in C++. The program is written in Turbo C++ and therefore can be used on IBM PCs or compatibles. Assumes some knowledge of a high level language, such as C, Pascal, Modula-2 or Ada.

Object Oriented Programming Using C++

Object Oriented Programming with C++, 6e

Throw out your old ideas of C, and relearn a programming language that's substantially outgrown its origins. With 21st Century C, you'll discover up-to-date techniques that are absent from every other C text available. C isn't just the foundation of modern programming languages, it is a modern language, ideal for writing efficient, state-of-the-art applications. Learn to dump old habits that made sense on mainframes, and pick up the tools you need to use this evolved and aggressively simple language. No matter what programming language you currently champion, you'll agree that C rocks. Set up a C programming environment with shell facilities, makefiles, text editors, debuggers, and memory checkers Use Autotools, C's de facto cross-platform package manager Learn which older C concepts should be downplayed or deprecated Explore problematic C concepts that are too useful to throw out Solve C's string-building problems with C-standard and POSIX-standard functions Use modern syntactic features for functions that take structured inputs Build high-level object-based libraries and programs Apply existing C libraries for doing advanced math, talking to Internet servers, and running databases

Object-Oriented Programming in Turbo C++

An Indispensable Text On The Subject, Object-Oriented Programming With C++ Aims At Providing A Sound Appreciation Of The Fundamentals And Syntax Of The Language As Also Of The Powerful Concepts And Their Applicability In Real-Life Problems. Emphasis Has Been Laid On The Reusability Of Code In Object-Oriented Programming And How The Concepts Of Class, Objects, Inheritance, Polymorphism, Friend Functions, And Operator Overloading Are All Geared To Make The Development And Maintenance Of Applications Easy, Convenient And Economical.

An Introduction to Object-Oriented Programming in C++

The book presents an up-to-date overview of C]+ programming with object-oriented programming concepts, with a wide coverage of classes, objects, inheritance, constructors, and polymorphism. Selection statements, looping, arrays, strings, function sorting and searching algorithms are discussed. With abundant practical examples, the book is an essential reference for researchers, students, and professionals in programming.

An Object Oriented Programming with C ++

This book introduces the art of programming in C++. The topics covered range from simple C++ programmes to programme features such as classes, templates,

and namespaces. Emphasis is placed on developing a good programming technique and demonstrating when and how to use the advanced features of C++. This revised and extended second edition includes: the Standard Template Library (STL), a major addition to the ANSI C++ standard; full coverage of all the major topics of C++, such as templates; and practical tools developed for object-oriented computer graphics programming. All code program files and exercises are ANSI C++ compatible and have been compiled on both Borland C++ v5.5 and GNU/Linux g++ v2.91 compilers. They are available from the author's web site.

Object-oriented Programming in C++

This book provides a comprehensive and practical overview of the object oriented programming with C++, It has been thoughtfully structured to introduce the readers to all the important concept of C++ though a single book. This book with its numerous programming examples with explanation will be an ideal text for undergraduate and postgraduate student of computer science and application (MCA and BCA). Besides, for any programmer who wishes to know the fundamental C++, this would be a useful book.

Object Oriented Programming With C++

The first three chapters of C++ Object Oriented Programming present the iostreams, structures, reference variables, pointers and the use of dynamic memory allocations. These chapters serve as a complete review for those already familiar with C++ basics; however, for those only familiar with C programming, these chapters cover all of the basic extensions of the C++ language. Thus, by the start of chapter 4, all readers should be ready for the OOP portion of the language. The construction of C++ classes are covered in the next two chapters. The approach begins with very simple classes and gradually become more complex as more and more features are added in a gradient manner. After the constructors, destructors and access functions are presented, operator overloaded functions are discussed in the next two chapters. C++ Object Oriented Programming presents the basic operator functions first and in the next chapter, the copy constructor and assignment operator are illustrated along with the usage of dynamic memory allocated member data. Inheritance is similarly split into three chapters. The first chapter shows basic features and problems of inheritance while the second chapter expands into more complex situations that require virtual functions and abstract base classes. The third inheritance chapter is devoted to practical programming examples of inheritance. The next chapter of C++ Object Oriented Programming covers the handling of error situations, followed by a presentation of templates. In the real world, most company data bases are in binary format or in a database, not text files. So the next chapter of C++ Object Oriented Programming covers the principles of binary files. The final chapter of C++ Object Oriented

Programming shows an easy technique for class instances to be written in binary format to a file to achieve "persistence" of an object. The object must, of course, be able to also "read itself" back into a memory instance. C++ Object Oriented Programming has many complete programming examples. All of these sample programs accompany the book. Each chapter ends with a set of Review Questions and Stop Exercises as well as the expected Programming Problems. The Stop Exercises illustrate many of the common errors beginning OOP programmers make. Thus, if you spend the time to work out the Stop Exercises before beginning work on the actual programming problems, far fewer mistakes occur. The answers to these exercises are also provided. In summary, C++ Object Oriented Programming is a very readable text that grounds one well in object oriented programming and its techniques. It is very application oriented and not a theoretical rewritten language reference manual.

Object-Oriented Programming with C++

Discusses different aspects of OOP like Classes, Polymorphism, Inheritance, Virtual Functions and Friend Functions apart from fundamental concepts. In this book, extensive coverage has been given to illustrate standard templates like Vectors, Queues, Stacks, List and Maps.

Object-Oriented Programming in C++

This book is the second edition of M.T. Somashekara's earlier book titled Programming in C++, under the new title Object-Oriented Programming with C++. In consonance with the new title, two chapters—one explaining the concepts of object-oriented programming and the other on object oriented software development—have been added, respectively, at the beginning and end of the book. Substantial improvements have been effected in all chapters on C++. The book also carries a new chapter titled Standard Template Library. The book covers the C++ language thoroughly, from basic concepts through advanced topics such as encapsulation, polymorphism, inheritance, and exception handling. It presents C++ in a pedagogically sound way, giving many program examples to highlight the features and benefits of each of its concepts. The book is suitable for all engineering and science students including the students of computer applications for learning the C++ language from the first principles. KEY FEATURES : Logical flow of concepts starting from the preliminary topics to the major topics. Programs for each concept to illustrate its significance and scope. Complete explanation of each program with emphasis on its core segment. Chapter-end summary, review questions and programming exercises. Exhaustive glossary of programming terms.

Class Construction in C and C++

This Revised Edition Of Object Oriented Programming And C++ Has Immense Of Additional Material Involved For The Betterment Of The Subject-Concerned Readers (Students And Teachers).Two Chapters On Exception Handling And Template And Standard Template Library Have Been Included Keeping In Mind The Advancement In Oop Concept.Other 20 Additional Programs Have Also Been Incorporated With Outputs For Enabling The Readers To Test Them.

Object-Oriented Programming in C++, 3rd Edition

Programming in C++

Application development activity is becoming more and more complex and tedious day-by-day as the customers' requirements are ever changing. To address their needs, the IT industry is focusing on newer ways of doing things and providing both cost and time advantage to the customers. Therefore, all of you who wish to be in the IT Industry and service the IT customers need to think innovatively and be ready to accept the change. If you have done C, now it is time to move on to C++. C++ is a super set of C language. It provides the C programmers the flavor of Object Orientation. With its object-oriented programmMing features like encapsulation, inheritance and polymorphism, C++ offers a number of benefits

over the C language. The book titled Object-Oriented Programming with C++ is exclusively designed as per the syllabus of III semester B.E. (Computer Science & Engineering and Information Science Engineering) course framed by the Visveswaraiah Technological University, Belgaum. This book is to teach the students object-oriented programming concepts and C++. This book is written in simple and easily understandable style. The information provided in the book is also helpful for B.E., B.Sc., BCA, MCA and M.Tech students of all universities. This book contains 14 chapters; each chapter begins with a well-defined set of objectives, dis-cusses the various concepts with the sufficient number of Example Programs, summarizes and ends with exercises and multiple choice questions. The book provides more than 130 C++ programs which are executed on Windows with Turbo C++ compiler and Microsoft Visual C++ 2008 Express Edition. All C-style programs are run on Turbo C++ IDE and the new-style C++ programs are executed on Microsoft Visual C++ 2008 Express Edition. All programs of chapter 14 are developed and executed on Microsoft Visual C++ 2008 Express Edition. It is important that you will use the right compiler and understand the working of each program. I am more than happy to receive your suggestions and comments for further improvement of the book.

OBJECT-ORIENTED PROGRAMMING WITH C++ AND JAVA

Learning Object-Oriented Programming is an easy-to-follow guide full of hands-on

examples of solutions to common problems with object-oriented code in Python, JavaScript, and C#. It starts by helping you to recognize objects from real-life scenarios and demonstrates that working with them makes it simpler to write code that is easy to understand and reuse. You will learn to protect and hide data with the data encapsulation features of Python, JavaScript, and C#. You will explore how to maximize code reuse by writing code capable of working with objects of different types, and discover the advantage of duck typing in both Python and JavaScript, while you work with interfaces and generics in C#. With a fair understanding of interfaces, multiple inheritance, and composition, you will move on to refactor existing code and to organize your source for easy maintenance and extension. Learning Object-Oriented Programming will help you to make better, stronger, and reusable code.

Object-oriented Programming in C++

The first book to help experienced programmers learn object-oriented programming (OOP)--and serve as a convenient reference guide. A tutorial spproach explores all the features of C++. With this foundation, the book shows programmers how to expertly apply these techniques to software development.

C Interfaces and Implementations

C Interfaces and Implementations describes how to use interface-based design in the C programming language, and it illustrates this approach by describing 24 interfaces and their implementations in detail. The source code in the book is interleaved with its explanation in an order that best suits understanding the code.

Object Oriented Programming Using C++

Object-Oriented Design and Programming with C++: Your Hands-On Guide to C++ Programming, with Special Emphasis on Design, Testing, and Reuse provides a list of software engineering principles to guide the software development process. This book presents the fundamentals of the C++ language. Organized into two parts encompassing 10 chapters, this book begins with an overview of C++ and describes object-oriented programming and the history of C++. This text then introduces classes, polymorphism, inheritance, and overloading. Other chapters consider the C++ preprocessor and organization of class libraries. This book discusses as well the scope rules, separate compilation, class libraries, and their organization, exceptions, browsers, and exception handling. The final chapter deals with the design of a moderately complex system that provides file system stimulation. This book is a valuable resource for readers who are reasonably familiar with the C programming language and want to understand the issues in object-oriented programming using C++.

ECOOP '93 - Object-Oriented Programming

Object-Oriented Programming with C++ is a paradigm shift in programming, which defines, creates, and manipulates objects to develop reusable software. This book is designed to help students understand the concepts governing OOP and develop a talent in them to choose right the OOP tools for a given problem situation. Dealing at length with the creation and manipulation of OOP components using C++, Object-Oriented Programming with C++ uses examples that reflect current practices and standards to provide a hands-on experience to budding software engineers.

Object Oriented Programming In C++, 4/E

Using object-oriented terminology from the start, Object-Oriented Programming Using C++, Fourth Edition, will provide readers with a solid foundation in C++ programming. Like its predecessors, the fourth edition uses clear, straightforward examples to teach both the syntax of the C++ language and sound programming principles. It begins with an overview of object-oriented programming and C++, and then builds upon this knowledge to teach increasingly complex concepts, such as inheritance, templates, handling exceptions, and advanced input and output. Aimed at providing readers with the most current programming knowledge, this

edition has been updated to reflect the latest software, Visual C++ 2008. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Object Oriented Programming with C++, 2nd Edition

Build sophisticated web applications by mastering the art of Object-Oriented Javascript About This Book Learn popular Object-Oriented programming (OOP) principles and design patterns to build robust apps Implement Object-Oriented concepts in a wide range of frontend architectures Capture objects from real-world elements and create object-oriented code that represents them Learn the latest ES6 features and how to test and debug issues with JavaScript code using various modern mechanisms Who This Book Is For JavaScript developers looking to enhance their web developments skills by learning object-oriented programming. What You Will Learn Get acquainted with the basics of JavaScript language constructs along with object-oriented programming and its application. Learn to build scalable server application in JavaScript using Node.js Generate instances in three programming languages: Python, JavaScript, and C# Work with a combination of access modifiers, prefixes, properties, fields, attributes, and local variables to encapsulate and hide data Master DOM manipulation, cross-browser strategies, and ES6 Identify and apply the most common design patterns such as Singleton, Factory, Observer, Model-View-Controller, and Mediator Patterns Design

applications using a modular architecture based on SOLID principles In Detail JavaScript is the behavior, the third pillar in today's paradigm that looks at web pages as something that consists of : content (HTML), presentation (CSS), and behavior (JavaScript). Using JavaScript, you can create interactive web pages along with desktop widgets, browser, and application extensions, and other pieces of software. Object-oriented programming, which is popularly known as OOP, is basically based on the concept of objects rather than actions. The first module will help you master JavaScript and build futuristic web applications. You will start by getting acquainted with the language constructs and how to organize code easily. You develop concrete understanding of variable scoping, loops, and best practices on using types and data structures, as well as the coding style and recommended code organization patterns in JavaScript. The book will also teach you how to use arrays and objects as data structures. By the end of the book, you will understand how reactive JavaScript is going to be the new paradigm. The second module is an easy-to-follow course, which includes hands-on examples of solutions to common problems with object-oriented code. It will help to identify objects from real-life scenarios, to protect and hide data with the data encapsulation features of Python, JavaScript, and C#. You will discover the advantage of duck typing in both Python and JavaScript, while you work with interfaces and generics in C#. With a fair understanding of interfaces, multiple inheritance, and composition, you will move on to refactor existing code and to organize your source for easy maintenance and extension. The third module takes you through all the in-depth and exciting futures

hidden behind the facade. You should read through this course if you want to be able to take your JavaScript skills to a new level of sophistication. Style and approach This course is a comprehensive guide where each chapter consists of best practices, constructive advice, and few easy-to-follow examples that will build up your skills as you advance through the book. Get object oriented with this course, which takes you on a journey to get acquainted with few useful hands-on tools, features, and ways to enhance your productivity using OOP techniques. It will also act as a reference guide with useful examples on resolving problems with object-oriented code in Python, JavaScript, and C#.

Mastering Object-Oriented Design in C++

Object Oriented Programming with C++, 6e is now available for the readers in a new avatar. The revised sixth edition emulates studentfriendly style of the successful previous editions by maintaining its simplicity and lucid presentation of object oriented C++ concepts. The book is, therefore, an ideal choice for novices. The updated content provides refreshed programs, projects, review questions, and highlighted frequently asked universities? questions. ?

Javascript: Object Oriented Programming

Object-Oriented Design and Programming with C++

A thorough exploration of the fundamentals of object-oriented programming and C++, this reference shows novice and experienced programmers how to develop classes in C++ and use them as building blocks for complex applications. Assuming a working knowledge of the C language, the volume first discusses a subset of C++ so readers can become as comfortable as possible before having to deal with the new syntax.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION