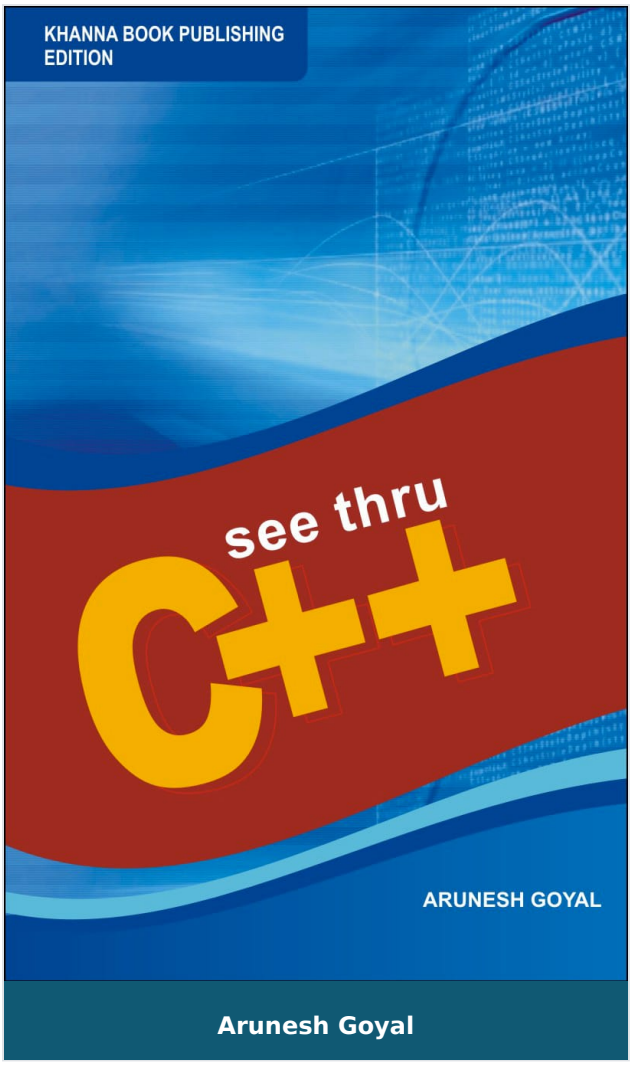


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One of the major features is that the book teaches C++ without any repetition of topics already learned in C. An all out effort has made to keep it, simple, short & interesting; The sample examples and practical sessions have been suitably designed to corroborate the corresponding theory. Both the theoretical and practical aspects of programming have been kept in mind. Wherever required, the book explains with the help of diagrams, flowcharts, tables etc. the relevant topics. concepts of classes, objects, exception handling, templates, and virtual functions are discussed in a manner that students of all streams can easily understand such complex topics. C++ streams and class libraries are introduced in an easy-to understand language. Implementation of inheritance, encapsulation, operator overloading and dynamic or run-time binding is explained using simple examples. A large number of explanatory diagrams are also a salient feature of the book. Several interesting appendices including "ANSI C++: New feature", "event driven processing", "Typical problems" and "case students" have been included. The also carries a Bibliography (both C & C++) for interested readers. A stand out and a novel feature of the book is its, winding it Up! section at the end of every chapter that not only sums it up but also arouses the readers' interest in the subject matter introduced therein. The book contains a rich repertoire of the object-oriented computer jargon in its glossary section.

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