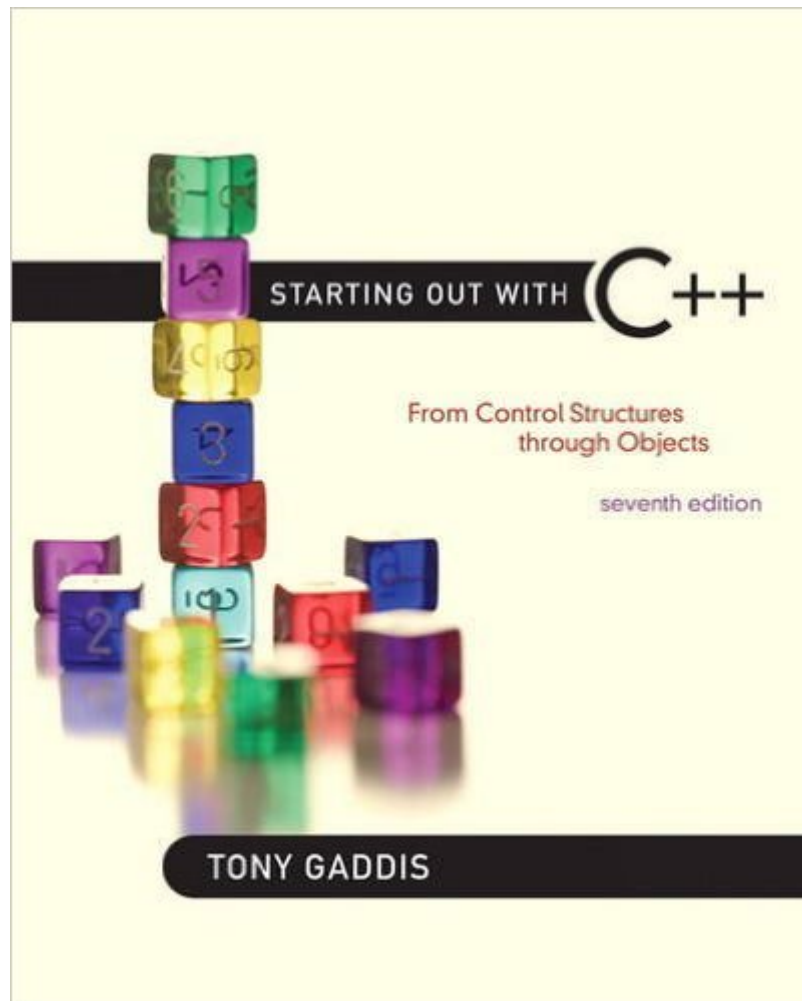


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# Starting Out With C++: From Control Structures Through Objects (7th Edition)



## Synopsis

Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the C++ programming language by presenting all the details needed to understand the *how* and the *why*—but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. In *Starting Out with C++: From Control Structures through Objects*, Gaddis covers control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. This text is intended for either a one-semester accelerated introductory course or a traditional two-semester sequence covering C++ programming. This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

Note: If you are purchasing the standalone text or electronic version, MyProgrammingLab does not come automatically packaged with the text. To purchase MyProgrammingLab, please visit: [myprogramminglab.com](http://myprogramminglab.com) or you can purchase a package of the physical text + MyProgrammingLab by searching for ISBN 10: 0132774178 / ISBN 13: 9780132774178. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor.

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## Customer Reviews

We're using 'Starting Out with C++: From Control Structures through Objects' in our freshman C++ class. The author Tony Gaddis has a very nice, lucid writing style that explains the basic fundamentals of the C++ language to a beginning crowd: the text is not bogged down with overly verbose technical language as this is not appropriate for beginners. But don't think that Gaddis doesn't introduce technical aspects of the language to the reader: he does, and does so in a fresh, clear manner, which makes this text actually very enjoyable in the classroom and even outside of the classroom. I love the code samples in every chapter which makes for great studying: you can sit down with the text in your lap and type the code examples in your compiler, run it, see the results, and play with it. The author seems to understand that you really learn C++ (or any language for that matter) by not reading the book, but through trying the examples as there are literally TONS of code examples per section in each chapter to try out. I also really appreciate the checkpoints capping every section to test your knowledge of what you just read, the "gotcha" notes interspersed throughout each chapter, as well as the 'Focus on Software Engineering' asides that introduce beginning programmers to important aspects of code style, comparisons/contrasts between C and C++, what constructs are better to use in certain situations over others, etc. The text also comes with a CodeMate CD-ROM and sold separately is the Lab Manual but also comes in handy (or is a necessary evil if you have to purchase it anyway for lab like me).

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