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Robert Lafore

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Object-Oriented Programming in C++ Robert Lafore,1997-12-18 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 *Building Secure Software* John Viega,Gary R. McGraw,2001-09-24 Most organizations have a firewall antivirus software and intrusion detection systems all of which are intended to keep attackers out So why is computer security a bigger problem today than ever before The answer is simple bad software lies at the heart of all computer security problems Traditional solutions simply treat the symptoms not the problem and usually do so in a reactive way This book teaches you how to take a proactive approach to computer security Building Secure Software cuts to the heart of computer security to help you get security right the first time If you are serious about computer security you need to read this book which includes essential lessons for both security professionals who have come to realize that software is the problem and software developers who intend to make their code behave Written for anyone involved in software development and use from managers to coders this book is your first step toward building more secure software Building Secure Software provides expert perspectives and techniques to help you ensure the security of essential software If you consider threats and vulnerabilities early in the devel opment cycle you can build security into your system With this book you will learn how to determine an acceptable level of risk develop security tests and plug security holes before software is even shipped Inside you ll find the ten guiding principles for software security as well as detailed coverage of Software risk management for security Selecting technologies to make your code more secure Security implications of open source and proprietary software How to audit software The dreaded buffer overflow Access control and password authentication Random number generation Applying cryptography Trust management and input Client side security Dealing with firewalls Only by building secure software can you defend yourself against security breaches and gain the confidence that comes with knowing you won t have to play the penetrate and patch game anymore Get it right the first time Let these expert authors show you how to properly design your system save time money and credibility and preserve your customers trust   Game Engine Architecture, Third Edition Jason Gregory,2018-07-20 In this new and improved third edition of the highly popular Game Engine Architecture Jason Gregory draws on his nearly two decades of experience at Midway Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development In this book the broad range of technologies and techniques used by AAA game studios are each explained in detail and their roles within a real

industrial strength game engine are illustrated New to the Third Edition This third edition offers the same comprehensive coverage of game engine architecture provided by previous editions along with updated coverage of computer and CPU hardware and memory caches compiler optimizations C language standardization the IEEE 754 floating point representation 2D user interfaces plus an entirely new chapter on hardware parallelism and concurrent programming This book is intended to serve as an introductory text but it also offers the experienced game programmer a useful perspective on aspects of game development technology with which they may not have deep experience As always copious references and citations are provided in this edition making it an excellent jumping off point for those who wish to dig deeper into any particular aspect of the game development process Key Features Covers both the theory and practice of game engine software development Examples are grounded in specific technologies but discussion extends beyond any particular engine or API Includes all mathematical background needed Comprehensive text for beginners and also has content for senior engineers   Lecture Slides for Programming in C++ (Version 2018-02-15) Michael D. Adams,2018-02-15 This document which consists of over 2000 lecture slides offers a wealth of information on many topics relevant to programming in C including coverage of the C language itself the C standard library and a variety of other libraries numerous software tools and an assortment of other programming related topics The coverage of the C language and standard library is current with the C 17 standard C PROGRAMMING LANGUAGE Many aspects of the C language are covered from introductory to more advanced This material includes the preprocessor language basics objects types values operators expressions control flow constructs functions and namespaces classes templates function class variable and alias templates variadic templates template specialization and SFINAE lambda expressions inheritance run time polymorphism and CRTP exceptions exception safety and RAII smart pointers memory management new and delete operators and expressions placement new and allocators rvalue references move semantics and perfect forwarding concurrency memory models and happens before and synchronizes with relationships C STANDARD LIBRARY AND VARIOUS OTHER LIBRARIES Various aspects of the C standard library are covered including containers iterators algorithms I O streams time measurement and concurrency support threads mutexes condition variables promises and futures atomics and fences A number of Boost libraries are discussed including the Intrusive Iterator and Container libraries The OpenGL library and GLSL are discussed at length along with several related libraries including GLFW GLUT and GLM The CGAL library is also discussed in some detail SOFTWARE TOOLS A variety of software tools are discussed including static analysis tools e g Clang Tidy code sanitizers e g ASan UBSan and TSan debugging and testing tools e g Catch2 performance analysis tools e g Perf PAPI Gprof and Valgrind Callgrind build tools e g CMake and Make and version control systems e g Git OTHER TOPICS An assortment of other programming related topics are also covered including data structures algorithms computer arithmetic e g floating point arithmetic and interval arithmetic cache efficient algorithms vectorization good programming practices and software documentation

Introduction to High Performance Computing for Scientists and Engineers Georg Hager,2010-07-02 Written by high performance computing HPC experts Introduction to High Performance Computing for Scientists and Engineers provides a solid introduction to current mainstream computer architecture dominant parallel programming models and useful optimization strategies for scientific HPC From working in a scientific computing center the author   Lecture Slides for Programming in C++ (Version 2019-02-04) Michael D. Adams,2019-02-04 This document which consists of approximately 2500 lecture slides offers a wealth of information on many topics relevant to programming in C including coverage of the C language itself the C standard library and a variety of other libraries numerous software tools and an assortment of other programming related topics The coverage of the C language and standard library is current with the C 17 standard C PROGRAMMING LANGUAGE Many aspects of the C language are covered from introductory to more advanced This material includes the preprocessor language basics objects types values operators expressions control flow constructs functions and namespaces classes templates function class variable and alias templates variadic templates template specialization and SFINAE lambda expressions inheritance run time polymorphism and CRTP exceptions exception safety and RAII smart pointers memory management new and delete operators and expressions placement new and allocators rvalue references move semantics and perfect forwarding concurrency memory models and happens before and synchronizes with relationships compile time computation and various other topics e g copy elision and initialization C STANDARD LIBRARY AND VARIOUS OTHER LIBRARIES Various aspects of the C standard library are covered including containers iterators algorithms I O streams time measurement and concurrency support threads mutexes condition variables promises and futures atomics and fences A number of Boost libraries are discussed including the Intrusive Iterator and Container libraries The OpenGL library and GLSL are discussed at length along with several related libraries including GLFW GLUT and GLM The CGAL library is also discussed in some detail SOFTWARE TOOLS A variety of software tools are discussed including static analysis tools e g Clang Tidy and Clang Static Analyzer code sanitizers e g ASan LSan MSan TSan and UBSan debugging and testing tools e g Valgrind LLVM XRay and Catch2 performance analysis tools e g Perf PAPI Gprof and Valgrind Callgrind build tools e g CMake and Make version control systems e g Git code coverage analysis tools e g Gcov LLVM Cov and Lcov online C compilers e g Compiler Explorer and C Insights and code completion tools e g YouCompleteMe and LSP clients servers   Lecture Slides for Programming in C++ (Version 2017-02-24) Michael D. Adams,2017-02-24 This document constitutes a detailed set of lecture slides on programming using the C programming language The topics covered are quite broad including the history of C the C language itself the C standard library and various other libraries and software tools as well as numerous other programming related topics Coverage of C is current with the C 14 standard Many aspects of the C language are covered from introductory to more advanced This material includes language basics objects types values operators expressions control flow constructs functions and namespaces classes templates function class alias

and variable templates template specialization and variadic templates lambda expressions inheritance and run time polymorphism exceptions exception safety RAII and smart pointers rvalue references move semantics and perfect forwarding concurrency sequential consistency atomic memory operations data races threads mutexes condition variables promises and futures atomics and fences happens before and synchronizes with relationships and sequentially consistent and other memory models A number of best practices tips and idioms regarding the use of the language are also presented Some aspects of the C standard library are covered including containers iterators and algorithms the std vector and std basic_string classes I O streams time measurement and smart pointers Various general programming related topics are also presented such as material on good programming practices finite precision arithmetic software documentation software build tools such as CMake and Make and version control systems such as Git   *Learning to Program with Haiku* Jon Yoder,2010-07-22 This beginning programming guide takes the reader from know next to nothing about developing applications for the Haiku operating system to knowing the basics and having the skills to go beyond the fundamentals It begins with a traditional Hello world approach moves through C programming and expands into C and programming graphical applications for Haiku Instead of attempting to be an exhaustive C C programming book using Haiku it focuses on application development using the C language The Haiku operating system is a great platform for aspiring developers Those who have struggled with learning application development under Linux Microsoft Windows or Macintosh will find writing programs under Haiku to be sensible and easy The free Paladin integrated development environment for Haiku is used for examples in the book   **Code Complete** Steve McConnell,2004-06-09 Widely considered one of the best practical guides to programming Steve McConnell s original CODE COMPLETE has been helping developers write better software for more than a decade Now this classic book has been fully updated and revised with leading edge practices and hundreds of new code samples illustrating the art and science of software construction Capturing the body of knowledge available from research academia and everyday commercial practice McConnell synthesizes the most effective techniques and must know principles into clear pragmatic guidance No matter what your experience level development environment or project size this book will inform and stimulate your thinking and help you build the highest quality code Discover the timeless techniques and strategies that help you Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor or evolve code and do it safely Use construction practices that are right weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning middle and end of your project   **Game Engine Architecture** Jason Gregory,2009-06-15 This book covers both the theory and practice of game engine software development bringing together complete coverage of a wide range of topics The concepts and techniques described are the actual ones used by real game studios like Electronic Arts and Naughty Dog The examples are often

grounded in specific technologies but the discussion extends way beyond any particular engine or API The references and citations make it a great jumping off point for those who wish to dig deeper into any particular aspect of the game development process Intended as the text for a college level series in game programming this book can also be used by amateur software engineers hobbyists self taught game programmers and existing members of the game industry Junior game engineers can use it to solidify their understanding of game technology and engine architecture Even senior engineers who specialize in one particular field of game development can benefit from the bigger picture presented in these pages

    <u>Numerical Software with Result Verification</u> René Alt,Andreas Frommer,R. Baker Kearfott,Wolfram Luther,2004-02-12 Reliable computing techniques are essential if the validity of the output of a merical algorithm is to be guaranteed to be correct Our society relies more and more on computer systems Usually our systems appear to work successfully but there are sometimes serious and often minor errors Validated computing is one essential technology to achieve increased software reliability Formal gor in the de nition of data types the computer arithmetic in algorithm design and in program execution allows us to guarantee that the stated problem has or does not have a solution in an enclosing interval we compute If the enclosure is narrow we are certain that the result can be used Otherwise we have a clear warning that the uncertainty of input values might be large and the algorithm and the model have to be improved The use of interval data types and al rithms with controlled rounding and result veri cation capture uncertainty in modeling and problem formulation in model parameter estimation in algorithm truncation in operation round o and in model interpretation The techniques of validated computing have proven their merits in many scienti c and engineering applications They are based on solid and interesting theoretical studies in mathematics and computer science Contributions from elds including real complex and functional analysis semigroups probability statistics fuzzyintervalanalysis fuzzylogic automaticdi erentiation computer hardware operating systems compiler construction programming languages object oriented modeling parallel processing and software engineering are all essential   *Ray Tracing from the Ground Up* Kevin Suffern,2016-04-19 With the increase in computing speed and due to the high quality of the optical effects it achieves ray tracing is becoming a popular choice for interactive and animated rendering This book takes readers through the whole process of building a modern ray tracer from scratch in C All concepts and processes are explained in detail with the aid o   **Numerical Techniques in Electromagnetics, Second Edition** Matthew N.O. Sadiku,2000-07-12 As the availability of powerful computer resources has grown over the last three decades the art of computation of electromagnetic EM problems has also grown exponentially Despite this dramatic growth however the EM community lacked a comprehensive text on the computational techniques used to solve EM problems The first edition of Numerical Techniques in Electromagnetics filled that gap and became the reference of choice for thousands of engineers researchers and students The Second Edition of this bestselling text reflects the continuing increase in awareness and use of numerical techniques and incorporates advances and refinements made in recent years Most notable among these

are the improvements made to the standard algorithm for the finite difference time domain FDTD method and treatment of absorbing boundary conditions in FDTD finite element and transmission line matrix methods The author also added a chapter on the method of lines Numerical Techniques in Electromagnetics continues to teach readers how to pose numerically analyze and solve EM problems give them the ability to expand their problem solving skills using a variety of methods and prepare them for research in electromagnetism Now the Second Edition goes even further toward providing a comprehensive resource that addresses all of the most useful computation methods for EM problems **Effective C++ Digital Collection** Scott Meyers,2012-07-10 Scott Meyers s seminal C books Effective C More Effective C and Effective STL have been immensely helpful to hundreds of thousands of C programmers All three are finally available together in this eBook collection Effective C has been embraced by hundreds of thousands of programmers worldwide The reason is clear Scott Meyers s practical approach to C describes the rules of thumb used by the experts to produce clear correct efficient code The book is organized around 55 specific guidelines each of which describes a way to write better C Each is backed by concrete examples In More Effective C Meyers presents 35 ways to improve your programs and designs Drawing on years of experience Meyers explains how to write software that is more effective more efficient more robust more consistent more portable and more reusable In short how to write C software that s just plain better In Effective STL Meyers goes beyond describing what s in the STL to show you how to use it Each of the book s 50 guidelines is backed by Meyers s legendary analysis and incisive examples so you ll learn not only what to do but also when to do it and why Together in this collection these books include the following important features Expert guidance on the design of effective classes functions templates and inheritance hierarchies Applications of new TR1 standard library functionality along with comparisons to existing standard library components Insights into differences between C and other languages e g Java C C that help developers from those languages assimilate the C way of doing things Proven methods for improving program efficiency including incisive examinations of the time space costs of C language features Comprehensive descriptions of advanced techniques used by C experts including placement new virtual constructors smart pointers reference counting proxy classes and double dispatching Examples of the profound impact of exception handling on the structure and behavior of C classes and functions Practical treatments of new language features including bool mutable explicit namespaces member templates the Standard Template Library and more If your compilers don t yet support these features Meyers shows you how to get the job done without them Advice on choosing among standard STL containers like vector and list nonstandard STL containers like hash_set and hash_map and non STL containers like bitset Techniques to maximize the efficiency of the STL and the programs that use it Insights into the behavior of iterators function objects and allocators including things you should not do Guidance for the proper use of algorithms and member functions whose names are the same e g find but whose actions differ in subtle but important ways Discussions of potential portability problems including straightforward ways to avoid them **Design Patterns** Erich

Gamma,Richard Helm,Ralph Johnson,John Vlissides,1994-10-31 The Gang of Four s seminal catalog of 23 patterns to solve commonly occurring design problems Patterns allow designers to create more flexible elegant and ultimately reusable designs without having to rediscover the design solutions themselves Highly influential Design Patterns is a modern classic that introduces what patterns are and how they can help you design object oriented software and provides a catalog of simple solutions for those already programming in at last one object oriented programming language Each pattern Describes the circumstances in which it is applicable when it can be applied in view of other design constraints and the consequences and trade offs of using the pattern within a larger design Is compiled from real systems and based on real world examples Includes downloadable C source code that demonstrates how patterns can be implemented and Python From the preface Once you the design patterns and have had an Aha and not just a Huh experience with them you won t ever think about object oriented design in the same way You ll have insights that can make your own designs more flexible modular reusable and understandable which is why you re interested in object oriented technology in the first place right **.NET Gotchas** Venkat Subramaniam,2005-05-24 Like most complex tasks NET programming is fraught with potential costly and time consuming hazards The millions of Microsoft developers worldwide who create applications for the NET platform can attest to that Thankfully there s now a book that shows you how to avoid such costly and time consuming mistakes It s called NET Gotchas The ultimate guide for efficient pain free coding NET Gotchas from O Reilly contains 75 common NET programming pitfalls and advice on how to work around them It will help you steer away from those mistakes that cause application performance problems or so taint code that it just doesn t work right The book is organized into nine chapters each focusing on those features and constructs of the NET platform that consistently baffle developers Within each chapter are several gotchas with detailed examples discussions and guidelines for avoiding them No doubt about it when applied these concise presentations of best practices will help you lead a more productive stress free existence What s more because code examples are written in both VB NET and C NET Gotchas is of interest to more than 75 percent of the growing numbers of NET programmers So if you re a NET developer who s mired in the trenches and yearning for a better way this book is most definitely for you *Effective C++* Scott Meyers,2005-05-12 Every C professional needs a copy of Effective C It is an absolute must read for anyone thinking of doing serious C development If you ve never read Effective C and you think you know everything about C think again Steve Schirripa Software Engineer Google C and the C community have grown up in the last fifteen years and the third edition of Effective C reflects this The clear and precise style of the book is evidence of Scott s deep insight and distinctive ability to impart knowledge Gerhard Kreuzer Research and Development Engineer Siemens AG The first two editions of Effective C were embraced by hundreds of thousands of programmers worldwide The reason is clear Scott Meyers practical approach to C describes the rules of thumb used by the experts the things they almost always do or almost always avoid doing to produce clear correct efficient code The book is organized around 55 specific guidelines each of

which describes a way to write better C Each is backed by concrete examples For this third edition more than half the content is new including added chapters on managing resources and using templates Topics from the second edition have been extensively revised to reflect modern design considerations including exceptions design patterns and multithreading Important features of Effective C include Expert guidance on the design of effective classes functions templates and inheritance hierarchies Applications of new TR1 standard library functionality along with comparisons to existing standard library components Insights into differences between C and other languages e g Java C C that help developers from those languages assimilate the C way of doing things **Game Engine Architecture, Second Edition** Jason Gregory,2014-08-15 Hailed as a must have textbook CHOICE January 2010 the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development Updating the content to match today s landscape of game engine architecture this second edition continues to thoroughly cover the major components that make up a typical commercial game engine New to the Second Edition Information on new topics including the latest variant of the C programming language C 11 and the architecture of the eighth generation of gaming consoles the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics mathematics and technology that go into creating an AAA game audio engine Updated sections on multicore programming pipelined CPU architecture and optimization localization pseudovectors and Grassman algebra dual quaternions SIMD vector math memory alignment and anti aliasing Insight into the making of Naughty Dog s latest hit The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures algorithms and software interfaces that are typically used to implement them It primarily focuses on the engine itself including a host of low level foundation systems the rendering engine the collision system the physics simulation character animation and audio An in depth discussion on the gameplay foundation layer delves into the game s object model world editor event system and scripting system The text also touches on some aspects of gameplay programming including player mechanics cameras and AI An awareness building tool and a jumping off point for further learning Game Engine Architecture Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered The book will help readers on their journey through this fascinating and multifaceted field **Code Quality** Diomidis Spinellis,2006-04-03 Page 26 How can I avoid off by one errors Page 143 Are Trojan Horse attacks for real Page 158 Where should I look when my application can t handle its workload Page 256 How can I detect memory leaks Page 309 How do I target my application to international markets Page 394 How should I name my code s identifiers Page 441 How can I find and improve the code coverage of my tests Diomidis Spinellis first book Code Reading showed programmers how to understand and modify key functional properties of software Code Quality focuses on non functional properties demonstrating how to meet such critical requirements as reliability security portability and maintainability as well as

efficiency in time and space Spinellis draws on hundreds of examples from open source projects such as the Apache web and application servers the BSD Unix systems and the HSQLDB Java database to illustrate concepts and techniques that every professional software developer will be able to appreciate and apply immediately Complete files for the open source code illustrated in this book are available online at http www spinellis gr codequality   Optimized ASIP Synthesis from Architecture Description Language Models Oliver Schliebusch,Heinrich Meyr,Rainer Leupers,2007-04-27 New software tools and a sophisticated methodology above RTL are required to answer the challenges of designing an optimized application specific processor ASIP This book offers an automated and fully integrated implementation flow and compares it to common implementation practice Case studies emphasise that neither the architectural advantages nor the design space of ASIPs are sacrificed for an automated implementation Realizing a building block which fulfils the requirements on programmability and computational power is now efficiently possible for the first time Optimized ASIP Synthesis from Architecture Description Language Models inspires hardware designers as well as application engineers to design powerful ASIPs that will make their SoC designs unique

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More Effective C 50 Specific Ways To Improve Your C Introduction

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