



An Introduction to Object-Oriented Programming in C++: with Applications in Computer Graphics

Graham M. Seed

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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.

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