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Starting Out with Games and Graphics in C++

By Tony Gaddis

Pearson Education, 2009. Softcover. Condition: Neu. Unbenutzte Restauflage Unbenutzt. Schnelle Lieferung, Kartonverpackung. Abzugsfähige Rechnung. Bei Mehrfachbestellung werden die Versandkosten anteilig erstattet. - 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 Games and Graphics in C++, Gaddis book covers the essentials of programming for a novice using the C++ language. Like all Gaddis books, it assumes nothing of the students, and covers each and every step. Throughout the book, programming topics are illustrated with graphical examples, including full chapter long case studies that implement simple, but complete, video games. This approach insures that students remain motivated by the material, while still getting a solid CS1 foundation. Only enough game- and graphics-theory is covered for students to understand the examples. 720 pp. English.



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Reviews

An extremely wonderful book with perfect and lucid explanations. This really is for those who stante that there had not been a worth reading. Your way of life span will be convert when you comprehensive reading this book.

-- **Effie Douglas**

Basically no words to describe. We have read through and i also am sure that i am going to going to read once more once again later on. You may like just how the article writer compose this publication.

-- **Mrs. Jane Quitzon DDS**