



C++ Pocket Reference

By Kyle Loudon

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C++ is a complex language with many subtle facets. This is especially true when it comes to object-oriented and template programming. The *C++ Pocket Reference* is a memory aid for C++ programmers, enabling them to quickly look up usage and syntax for unfamiliar and infrequently used aspects of the language. The book's small size makes it easy to carry about, ensuring that it will always be at-hand when needed. Programmers will also appreciate the book's brevity; as much information as possible has been crammed into its small pages. In the *C++ Pocket Reference*, you will find:

- Information on C++ types and type conversions
- Syntax for C++ statements and preprocessor directives
- Help declaring and defining classes, and managing inheritance
- Information on declarations, storage classes, arrays, pointers, strings, and expressions
- Refreshers on key concepts of C++ such as namespaces and scope
- More!

C++ Pocket Reference is useful to Java and C programmers making the transition to C++, or who find themselves occasionally programming in C++. The three languages are often confusingly similar. This book enables programmers familiar with C or Java to quickly come up to speed on how a particular construct or concept is implemented in C++. Together with its companion STL Pocket Reference, the *C++ Pocket Reference* forms one of the most concise, easily-carried, quick-references to the C++ language available.

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Editorial Review

About the Author

Kyle Loudon is a software engineer at Matrix Semiconductor in Santa Clara, California, where he works with file systems and applications for memory chips. Prior to Matrix, Kyle developed platform software for embedded devices, including various wireless phones and the Apple iPod. He also led the graphical user interface group at Jeppesen Dataplan (now a part of Boeing), developed flight planning software, and created system software at IBM in the early 1990s. For the past several years, Kyle has taught object-oriented programming using C++ at the University of California, Santa Cruz Extension, and has worked with C++ since the beginning of its widespread use in 1990. Kyle is the author of *Mastering Algorithms with C*, also published by O'Reilly and Associates.

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