Learn C++ By Making Games (Charles River Media Programming)

By Erik Yuzwa, Francois Dominic Laramee

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Learn C++ by Making Games teaches the fundamentals of C++ from a unique and fun perspective. Using game specific code and examples, the book helps anyone wanting to learn C++ progress from the basics to more advanced topics. As you learn C++, you'll be putting the code and techniques into practice by programming a game project in each part of the book. The book begins with an introduction to the fundamentals of the C++ language, including the basic data types of the language. It then progresses further into creating and defining variables, basic mathematical operators, and the various loop structures at your disposal. Next, you'll learn how to use functions to make code more readable and maintainable, along with techniques for breaking up source code into several files for readability. From there you'll move to data structures and explore concepts such as using collections to store multiple copies of a data type. With these foundations of C++ firmly applied, you'll be ready to learn the basics of pointers that you'll need for all of your C++ programming. Next comes an introduction to object-oriented programming (OOP) concepts, including classes, objects, inheritance, virtual methods, and polymorphism. From there, reading and writing data files (serialization) are covered. The book concludes with an exploration of how to use the Simple DirectMedia Layer to display graphics and handle basic input, sound, linked lists, templates, along with a variety of more advanced topics, including using SDL to create a simple demo. This book is ideal for an introductory C++ course, or for anyone wanting to teach themselves C++ through the creation of game projects!

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Editorial Review

About the Author
Erik Yuzwa (Calgary, AB) has been a professional computer programmer for over seven years. He holds a Bachelor of Science in Computer Science. In 1995, he founded Wazoo Enterprises Inc. to pursue creating game programming related tutorials and articles. Concurrently, he holds a position at EnCana Corporation as a Web Systems Architect, where he uses his Java, ASP/Cold Fusion, C#/C++, and other programming skills to create real solutions with various clients. Since 2001, he has been teaching in the game development process at the University of Calgary Continuing Education.

Fran?ois Dominic Laramee (Verdun, QC) has designed, programmed, and/or produced over 20 games for consoles, personal computers, interactive television, and online networks over the last decade. He is a prolific writer and the holder of graduate degrees in computer science and business administration. He is also the editor of Game Design Perspectives and Secrets of the Game Business, second edition, as well as a contributor to the Game Programming Gems and AI Game Programming Wisdom series.

Users Review

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