

Programming with Visual C++: Concepts and Projects

*Chapter 1A: Introduction
(Concepts)*

Programming With Visual C Concepts And Projects Introduction To Programming

Michael Hoelscher



Programming With Visual C Concepts And Projects Introduction To Programming:

Programming with Visual C++: Concepts and Projects James Allert, 2008-02-20 Visual interactive and engaging projects are the hallmark of this innovative book that marks a rapid departure from traditional computer science texts Programming in Visual C Concepts and Projects uses a graphical user interface GUI approach instead of the traditional console plan text mode to provide a thorough introduction to computer science and C concepts that is highly visual and enjoyable for the reader Because Visual C no longer requires advanced skills to produce GUIs even beginning readers are able to produce attractive and functional GUIs within the first few chapters Coverage includes a comprehensive introduction to programming basics including control and data structures as well as object oriented programming Straightforward and easy to understand this is a valuable resource for anyone interested in a computer science book that is as fun as it is informative Important Notice Media content referenced within the product description or the product text may not be available in the ebook version

Introduction to Windows and Graphics Programming with Visual C++.NET Roger Mayne, 2005 This book provides an accessible approach to the study of Windows programming with Visual C It is intended to be an introduction to Visual C for technical people including practicing engineers engineering students and others who would like to understand Windows programming and use its inherent graphic capabilities While the book is aimed at a technical audience the mathematical content is modest and it should be readable by most people interested in C programming It introduces readers to Windows programming in a natural way making use of the object oriented environment the Microsoft Foundation Classes MFC and the document view organization Over fifty example projects are included on a companion CD These example projects are used in the book s tutorial format initially by introducing Visual C programming and important C concepts Then coverage of Windows programming begins with fundamental graphics operations including interactive drawing with mouse inputs This is followed by program interaction through Windows tools for creating drop down menus toolbar buttons dialog windows file input output output to printers etc Basic animation concepts are presented using classes to develop manipulate and display geometric shapes Graphs are plotted as objects and the process of creating color contour plots is discussed After using this book and following its collection of example programs readers should be well prepared to write interactive programs which integrate Windows functionality and graphics with their own C programming The step by step structure of each example in the book is described thoroughly and only standard Microsoft resources for graphics are required Exercises at the end of each chapter provide opportunities to revisit and extend the tutorial examples The project folders on the CD include complete program code for all examples Files are also provided that contain classes and functions for handling geometric objects and graphs and which may be easily adapted for a wide variety of application programs

Microsoft Visual C#: an Introduction to Object-Oriented Programming Joyce Farrell, 2024 *The National Guide to Educational Credit for Training Programs* American Council on Education, 2005 Highlights over 6 000 educational programs

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Problem Solving in C++ Including Breadth and Laboratories Angela B. Shiflet,1998 In the author s words this book introduces students to the analysis design implementation testing and debugging of programs using C and to the breadth and richness of the computer science discipline **PROBLEM SOLVING IN C** features an early but gradual and natural introduction to object oriented programming starting in Chapter 3 and chapter ending built in laboratories that directly support the book s presentation of concepts It offers twenty two discrete breadth sections that present a broad range of topics in computer

science The author presents programming in a clear visual manner with ample use of examples and figures Other learning features include exercises at the end of each section an average of 17 programming projects per chapter historical anecdotes chapter introductions and goals programming and debugging hints chapter key terms and summaries and review questions

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