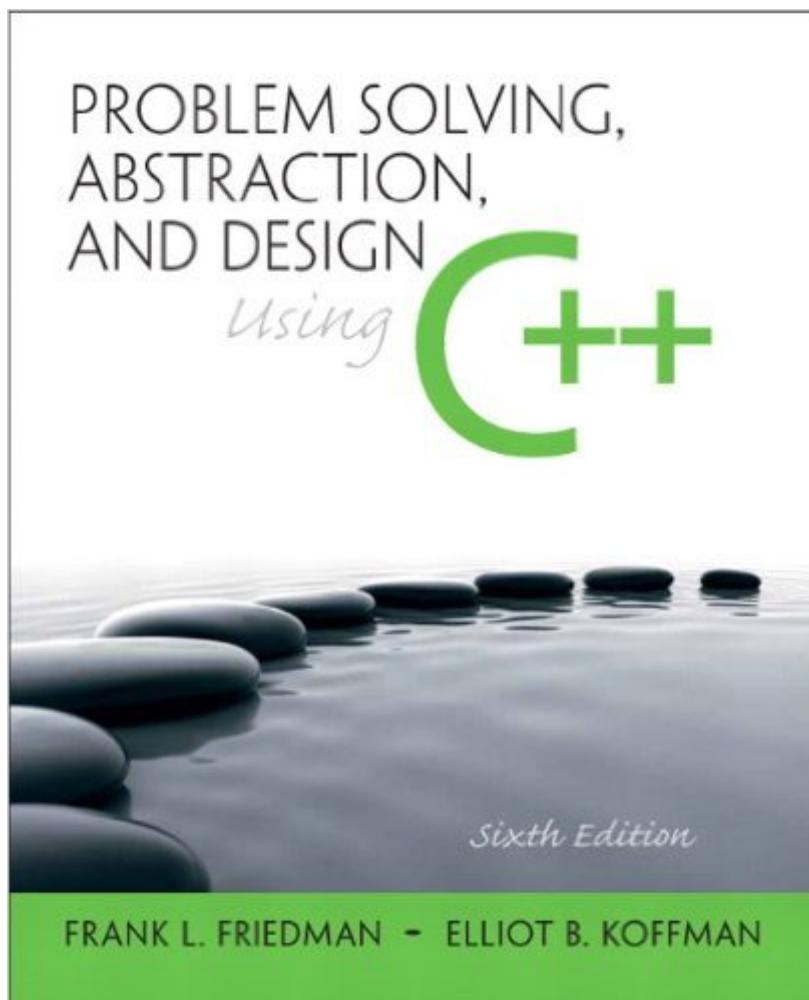


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Problem Solving, Abstraction, And Design Using C++ (6th Edition)



Synopsis

Problem Solving, Abstraction, and Design Using C++ presents and reinforces basic principles of software engineering design and object-oriented programming concepts while introducing the C++ programming language. The hallmark feature of this book is the Software Development Method that is introduced in the first chapter and carried throughout in the case studies presented.

Book Information

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Customer Reviews

In my opinion, this book is below average. According to the chapters it covers, this should be a book for beginners at programming. But by reading the book, only non-beginners would be able to follow all the examples. Rather than rely on the feedback of one person, I will give you the feedback of the students that I taught with this book. Most students beginning a programming class will have a hard time understanding this book that assumes that you already know a lot about math and logic. When I tried assigning homework from this book, most of my students had problems just understanding what the math and logic of the problem would require, and couldn't concentrate on the programming concepts. There are quite a number of inaccuracies in it as well, such as it's miscalling preprocessor directives a compiler directive. It also calls an array a data type which it is not, it is a data structure. It also calls the exponent of a scientific notation a characteristic. That term is only used in the natural science community. Even the IEEE standard for floating-point numbers calls it exponent and not characteristic. One of its first examples starts with a standard input statement without prompting the user with what input the program expects. These little annoying problems with this book have

caused me to abandon it all together. I would much rather recommend Diane Zak's Fundamentals of Programming in C++ if you are a beginner to programming.

This was my programming book for programming methodology at FGCU in fort myers florida. This book does a decent job of describing programming as if you where a complete beginner. For me I often skipped portions of it because they where very long and unenjoyable to read. Many times I would reference www.cplusplus.com for references to the language itself. It doesn't describe the try statement and exception handling. I think this book could be improved by creating a few examples of commonly made function such as making a function/method for checking for correct input. Also I would have like a more in depth description of the bisection algorithm. I always find it hard to teach myself and this book did a ok job of preparing me for my course and final exams but, I would rather use the website first before I turn to it.

I had a hard time following this book. It probably didn't help that I had a bad professor and no programming experience. I would recommend this book to someone with further programming experience but for beginners you'll be lost!

Not many textbooks for a course are something that will be a reasonable read. However, this book was actually quite good. It manages to be a textbook, while also NOT 'being a textbook'. It's in no way a fantasy novel, but it's not something you'll be pulling your hair out as you flip each page. This book contains no noticeable fluff, and it describes the processes and syntax in a way that the reader will, in fact, learn to program, uninhibited by poor writing.

I needed this book for a class on programming, and not like I thought a textbook on C++ would be exciting, but they could have made a few of the applications a little more interesting. It reads like a college textbook. The main problem is that I got the kindle version of it, which only allows me to download it so many times before it doesn't allow it anymore. I wasn't aware of this restriction, and the computer I originally downloaded this to crashed, when I reformatted, I wasn't able to download it again. Needless to say, I won't be downloading any more kindle versions. It's not worth the price reduction.

I'm using this for COSC 1436, introductory C++. I had coincidentally picked up the 3rd edition of this book from a used bookstore last year for 5 bucks just for curiosities sake. There is almost no

difference between the two editions. This book still refers to a floppy disk as a normal form of data storage?!?! The examples are the same too. As I'm reading through my 3rd edition while writing this review, I am severely missing the 90 dollars I forked over. The content in my opinion is fine, not too hard to get through. So why am I giving this book a low rating? The publisher has not justified at ALL a new edition. You might think "Well the new edition will have different programming homework problems to work" BARELY. Keep in mind this is not one, but TWO editions old. The only difference is that on some chapters, the newer edition has 2 or 3 more problems, but the problems they have in common are exactly the same down to the numbers. If you are thinking about buying this book, just go buy this one for a penny + shipping. [...] In the statistically improbable event that your teacher assigns a problem that your edition doesn't have, just ask a classmate to see their book for 2 minutes and write it down! Or use the school library edition if one is available.

This book was required for a C++ course I attended at the local community college. I had been doing some minor programming in other languages but felt I needed a solid foundation in C++. This book would have been a difficult place to start. However, thanks to a talented and very patient instructor, the entire class did well. I would have given at least a four star rating but this Addison/Wesley paperback was very poorly published. Pages fell out daily throughout the semester. Have some tape and glue handy.

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