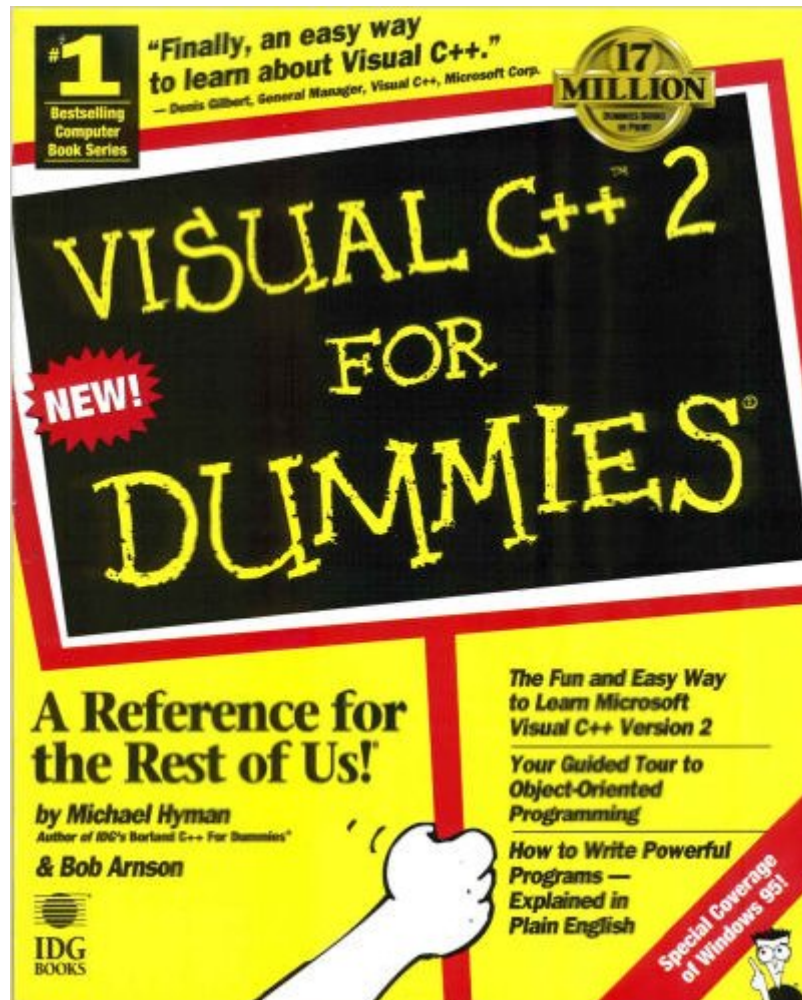


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Visual C++ 2 For Dummies



Synopsis

This text - part of the for dummies series - is suitable for anyone learning Microsoft's Visual C++, and particularly for programmers with experience in PASCAL, COBOL and C who need to know the essential information to begin programming with Visual C++.

Book Information

Series: For Dummies

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Average Customer Review: 2.0 out of 5 starsÂ Â See all reviewsÂ (1 customer review)

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Customer Reviews

Michael Hyman and Bob Arnson, Visual C++ 2 for Dummies (IDG, 1995) Given the existence of a book called C++ for Dummies and the existence of a separate book called Visual C++2 for Dummies, and given the reader of this review knows what Visual C++ 2 is, what would you expect from those two books? Doesn't it seem like C++ for Dummies would cover the language, and Visual C++2 for Dummies would cover Visual C++2, the changes from the ANSI C++ standard and (more importantly) how to use Visual C++2 to program in Windows? Perish the thought. The first quarter, roughly, of Visual C++2 for Dummies does exactly what one would expect it to--covers Visual C++ 2. Installing, creating your first project, doing the "hello world" application in a Windows framework, noting that you're typing two or three lines of code instead of the thousands the authors estimate it takes to do a Hello World application in Windows (VC++ handles all the underlying code for opening and positioning the window, et al.). Great! Now we're going to get into the AppWizard options, how to program an MDI interface, what you want to do differently in your classes, and all that stuff, right?

Nope. The remaining three hundred pages in the book are an overview of, yes, you guessed it, how to program in C++. For the record, this book does a better job in some places than does C++ for Dummies; specifically, it has sections on error handling, gives a few paragraphs on templates (which is more than the first book did), that sort of thing. This can probably be explained away by the fact that Visual C++ 2 for Dummies was published a year after its thinner, more anemic predecessor. And these are things an aspiring C++ programmer should know.

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