



Learn C++ for Game Development

By Bruce Sutherland

APress. Paperback. Book Condition: new. BRAND NEW, Learn C++ for Game Development, Bruce Sutherland, If you're new to C++ but understand some basic programming, then Learn C++ for Game Development lays the foundation for the C++ language and API that you'll need to build game apps and applications. Learn C++ for Game Development will show you how to: * Master C++ features such as variables, pointers, flow controls, functions, I/O, classes, exceptions, templates, and the Standard Template Library (STL) * Use design patterns to simplify your coding and make more powerful games* Manage memory efficiently to get the most out of your creativity* Load and save games using file I/O, so that your users are never disappointed Most of today's popular console and PC game platforms use C++ in their SDKs. Even the Android NDK and now the iOS SDK allow for C++; so C++ is growing in use for today's mobile game apps. Game apps using C++ become much more robust, better looking, more dynamic, and better performing. After reading this book, you'll have the skills to become a successful and profitable game app or applications developer in today's increasingly competitive indie game marketplace. The next stage is to...



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