

Starting Out with Games & Graphics in C++ (2nd Edition)

By Tony Gaddis

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Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the C++ programming language by presenting all the details needed to understand the "how" and the "why"—but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs.

In ***Starting Out with Games and Graphics in C++, 2e,*** Gaddis covers the essentials of programming for a novice using the C++ language.

The Second Edition has been completely revised to provide students with more knowledge of standard C++, while retaining the interesting examples and exercises that students latch on to. Now organized in two parts, Part 1 covers the fundamentals of procedural programming using standard C++. To inspire student productivity and reinforce the core objectives of a strong CS1 foundation, Gaddis covers graphics and game programming using C++ and the App Game Kit in Part 2. Part 2 also covers file I/O and introduces object-oriented programming.

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Editorial Review

About the Author

Tony Gaddis is the principal author of the *Starting Out with* series of textbooks. He has nearly two decades of experience teaching computer science courses, primarily at Haywood Community College. Tony is a highly acclaimed instructor who was previously selected as the North Carolina Community College Teacher of the Year, and has received the Teaching Excellence award from the National Institute for Staff and Organizational Development. Tony, Haywood Community College 1981 Business Administration and 1985 Electronic Data Processing graduate, was selected as Outstanding Alumni Recipient for 2012 for the college. His *Starting Out with* series includes introductory textbooks covering Programming Logic and Design, Alice, C++, Java, Microsoft Visual Basic, and Python.

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