

Introduction

This introduction gives an overview of the major concepts and features of the C++ programming language and its standard library. It also provides an overview of this book and explains the approach taken to the description of the language facilities and their use. In addition, the introductory chapters present some background information about C++, the design of C++, and the use of C++.

Chapters

- 1 Notes to the Reader
- 2 A Tour of C++
- 3 A Tour of the Standard Library

“... and you, Marcus, you have given me many things; now I shall give you this good advice. Be many people. Give up the game of being always Marcus Coccoza. You have worried too much about Marcus Coccoza, so that you have been really his slave and prisoner. You have not done anything without first considering how it would affect Marcus Coccoza’s happiness and prestige. You were always much afraid that Marcus might do a stupid thing, or be bored. What would it really have mattered? All over the world people are doing stupid things ... I should like you to be easy, your little heart to be light again. You must from now, be more than one, many people, as many as you can think of ...”

– Karen Blixen
 (“The Dreamers” from “Seven Gothic Tales”
 written under the pseudonym Isak Dinesen,
 Random House, Inc.
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