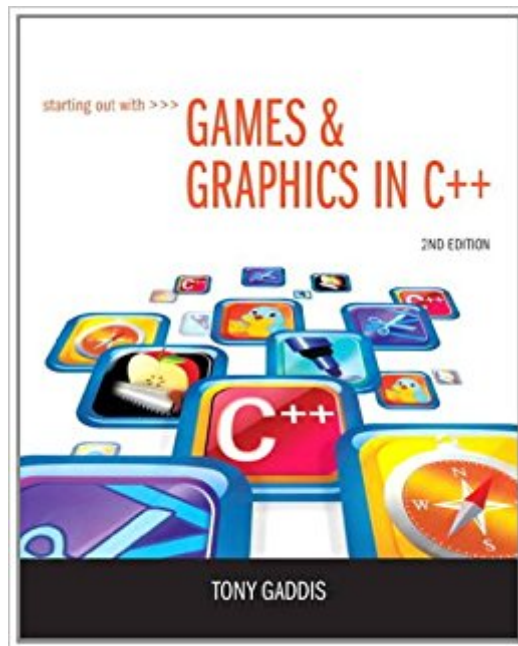The book was found

Starting Out With Games & Graphics In C++ (2nd Edition)

Synopsis

Tony GaddisÃ¢â¬â„¢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 Ã¢â¬Å"howÃ¢â¬Â• and the Ã¢â¬Å"whyÃ¢â¬Â•Ã¢â¬â•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.Ã Â 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.

Book Information

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Customer Reviews

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.

So far enjoying the book, it is well written and definitely made to assist people who either no experience or limited experience coding. The writing style is very easy to comprehend and does not ever feel overwhelming. Author never leaves the feeling that he is not a subject matter expert, I will definitely pursue other books from this Author. I will update once I complete it.Only giving 4 stars due to the difficulty I am having getting the example source code and companion files. It seems this was made for educational purposed and goes through a site dedicated as such. To get the files you need an access code, which did not come with my kindle version; or if there is another way its not clear. The in-book instructions do not match the site functionality.

ok

Great book for learning C++ and gaming at the same time. Writing style is clear and easy to follow. Uses Visual Studio 2010, which is a bit dated now.

I'm beginning to wonder if author's ever actually check their code before presenting it...This book started off very enjoyable, and very easy to comprehend compared to the other monsters I attempted to muddle through...Get ready for some major fits when you get to part 2 with AGK.I don't know if format changed since the book was written, or if the guy did a copy and paste or what, but the code provided does not work.I'm spending hours for each exercise, going from dead end web site to site, trying to figure out what the code is SUPPOSED to be, vs what it is in the dang book.First headache you'll encounter is agk::CreateSprite. This is invaild.agk::LoadImage(index, "name.whaever"); MUST be used first.and then agk::CreateSprite(index). Took me an hour to find that on a forum..Now I'm at the part where I'm supposed to change a sprite position, and I simply can't continue.The code doesn't work, and so far I can't find ANYTHING, ANYWHERE, to tell me how to do what he's trying to get me to do.It's intended for VS2010, and comes with CD that, if you try to stall it, says the file doesn't 'exist...And good luck finding that.. I don't think it's even offered as

a download anymore..2015 works fine with some tweaks, and is essentially the same thing - you'll have to manually link your directories and linkers, so get ready for some major forum browsing in that regard. It'll work though.The AGK you're going to download is different from what was written in the book. The file paths are different, and the things you're after are going to be under Tier 2 (for C++). Tier 1 is for their own particular/basic language.. I recommend installing AGK to :\AGK>, just so you can get in and out of it easier.It's going to tell you to put your image files in the "templates" folder, but there is no templates folder.Where that stuff has to go is under "final", which generates after you compile/run your first project. Presumably you could just create the folder right off the bat.Two stars because half the book MAY very well be useless, but the first half did better to help me understand basic C++ than these other unchecked monstrosities I've unsuccessfully tried to muddle through.. At the very least, the first half of the book is invaluable to learning some basic C++.I'mafrigginjanitor... I can't keep buying book after book just because nobody provides valid code.

I perused this book and it is good for those who want instant games but I created my own video game and it takes more work than what is given in this book. These are games which are what I call makeshift. But for those young people who are starting out it is good to see what goes into creating the basics.

This book is very helpful for beginners using C++. The coding examples helped out a lot and each line of code was explain to make it easy to understand! I learned so much from reading this book! I would definitely recommend this book to anyone who is interested in learning or learning more about C++!

if you want to learn C++ this is a really good start.

Just what i wanted A++

Starting Out with Games & Graphics in C++ (2nd Edition) Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Travel Games for Adults: Coloring, Games, Puzzles and Trivia: Featuring Over

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