



Windows++: Writing Reusable Windows Code in C++ (Andrew Schulman Programming Series)

Paul DiLascia

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If writing over 70 lines of C code to display "Hello, World" seems like a cumbersome way to develop software, then Windows++ is the book for you. By taking an object-oriented approach to Windows programming, Paul DiLascia shows you how to reuse code and reduce development time. This book describes how to build a C++ class library—a set of reusable subroutines that drastically reduces the amount of code needed to write Windows applications. Rather than teach you how to use commercially available class libraries, Windows++ shows you how to build your own system, one that's tailored to suit your needs. Along the way, you'll learn the benefits and ease of object oriented programming in C++. Highlighted tips show how to adapt the various tricks and techniques to C. Here are some of the benefits you'll realize: *a simpler, easier, and more reliable approach to Windows programming than that described in the Microsoft Software Development Kit *reduced development time in building Windows applications through reusing code *code that is as portable as possible across platforms. Written for people familiar with C programming language, Windows++ shows how to overcome the many quirks and flaws that often puzzle the Windows programmer. 020160891XB04062001

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