



Game C++ Programming: A Practical Introduction

By Kenwright

Createspace, United States, 2015. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****. Game C++ Programming A Practical Introduction, presents a beginners approach to writing concise and clear programs for real-time gaming environments. We give simplified implementation examples to help the reader gain a solid understanding while mentioning pitfalls and tricks. The book explains basic principles all the way through to testing and coding, while illustrating and demonstrating examples to give the reader a solid grasp of the topic. The book follows a beginners approach, introducing principles and problems related to the different C++ concepts, including arrays, vectors, and pointers. All in all, the book presents a practical point of view with implementation details, limitations, engineering workarounds, and common pitfalls. Master the basic maths and principles needed to write fast, robust, and clear software programs. Code real-time simulations, such as animated graphics and physics systems. Understand how to write code quickly and reliably that can be read by others easily and quickly. Develop an understanding of programming C++ inaccuracies, numerical problems, approximations, and how to deal with them.



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