

## **Draft Notes**

*Please do not expect frequent updates to this file at this time. When the book reaches a stage where I am tweaking rather than writing from scratch, you will see more here. As it stands, you can typically see the changes between drafts simply by looking at the new files added and/or all the new pages written.*

### **January 23<sup>rd</sup> 2002**

Chapter 4 (Flow Control) has been updated with a *Namespaces* section. I decided to get that concept in early, so it wasn't so mind numbing down the road in Classes where it actually becomes an issue. I'm almost sure I've finished Chapter 11 (Classes) because I can't think of much else to add; anything that would be considered "basic C++ knowledge" that is. I'm saving operator overloading until later because it's really just an unimportant feature. And of course I'll be updating the chapter later with pictures for each concept and a short example program for each one as well. Writing first, examples & diagrams later.

### **January 18<sup>th</sup> 2002**

I think perhaps I should insert some coverage of name spaces into the chapter on classes. I end up delving into them at one point and they're really not all that complicated. I think a few sections at the beginning of the chapter should cover them. Namespaces are really just classes without any instance members and "public" as the default access modifier.

### **January 14<sup>th</sup> 2002**

So I've written once again \*gasp\*! The chapter on strings is finished and I'm partially through the chapter on pre-processing. As an added bonus I wrote an introduction to the book last night and put it in the preface. I like hearing myself talk. ☺ I'm planning on adding to this document more often as the draft has grown fairly large.

If you pay attention to the Table of Contents you'll notice that I'm adding a basic chapter on classes in C++. I decided to do this before the chapter on streaming (which uses classes *extensively* incidentally) because Part 2 is supposed to give the reader a basic grasp of C++ and classes have to be a part of that.

### **January 5<sup>th</sup> 2002**

The last time I wrote or edited the book was mid-December so I've been long overdue for a "comeback". A whirlwind of busy-ness has taken me up at work currently so I'm not sure how fast my pace will be. Within a week or two things should've settled more so that I can concentrate on this in my spare time. One of my New Year's resolutions is to have this book done before next New Years! Wish me luck!

Although small, my first change was to give the files for chapters under part 2 actual names rather than just numbers; I was starting to have trouble keeping track. I also removed all multi-dimensional array and pointer pointer material from Chapter 8 because it was too difficult to explain at the experience level I expected there.

### **October 29<sup>th</sup> 2001**

I re-edited all beginning code samples to use 'int main()' rather than just 'main()'. Thus I also included 'return 0;' at the end of all samples.

### **October 28<sup>th</sup> 2001**

The three chapters on pointers, functions, and structures have been recently re-arranged and therefore some of the text may refer to parts wrongly. I am working to resolve the problems introduced by this recent re-arrangement. But I believe this new order is an easier learning curve than before.