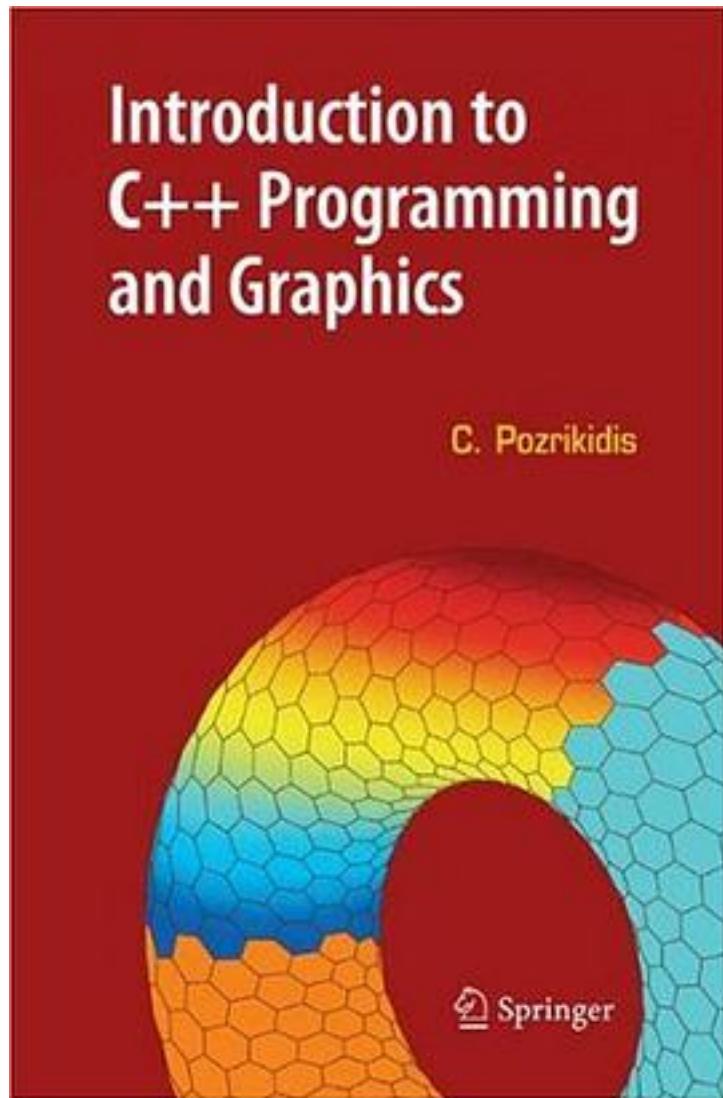


# Introduction to C++ Programming and Graphics



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This book offers a venue for rapidly learning the language of C++ by concisely revealing its grammar, syntax and main features, and by explaining the key ideas behind object oriented programming (OOP) with emphasis on scientific computing. The book reviews elemental concepts of computers and computing, describes the primary features of C++, illustrates the use of pointers and user-defined functions, analyzes the construction of classes, and discusses graphics programming based on VOGLE and OpenGL. In short, the book is a basic, concise introduction to C++ programming for everyone from students to scientists and engineers seeking a quick grasp of key topics.

作者介绍:

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