STL Pocket Reference: Containers, Iterators, and Algorithms (Pocket Reference (O'Reilly))

Von Ray Lischner
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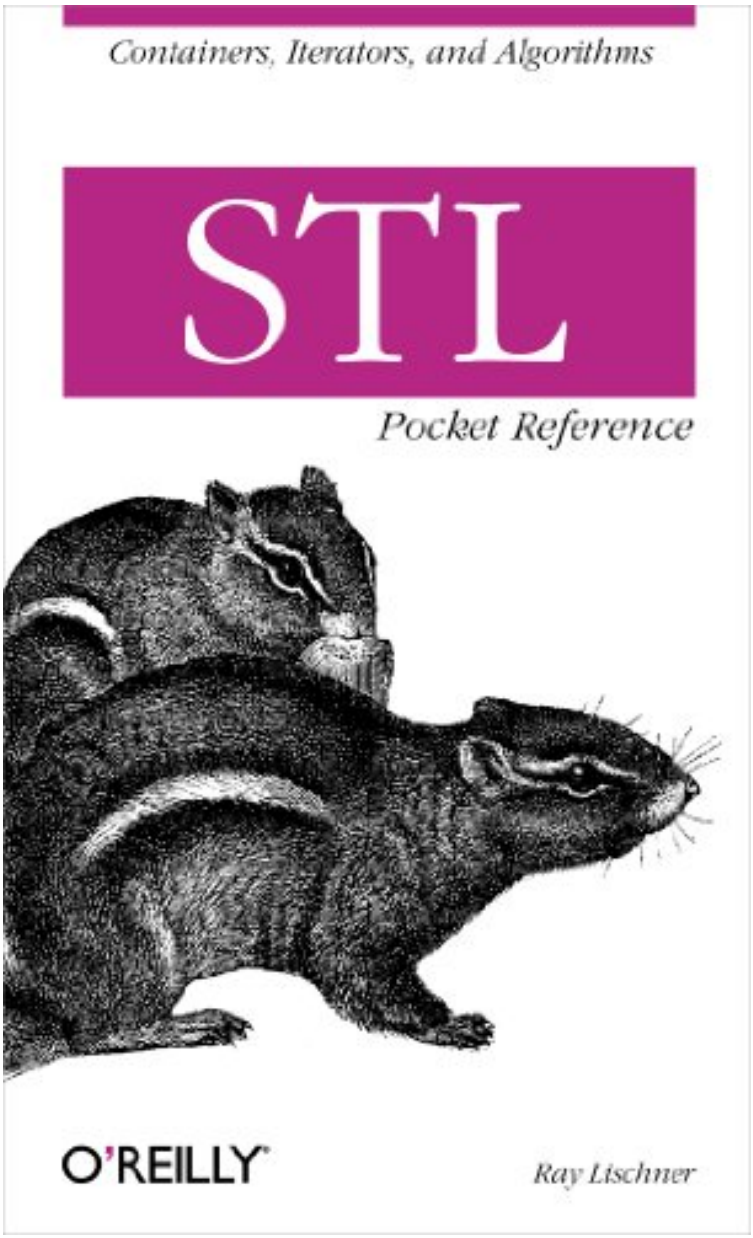

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Von Ray Lischner : STL Pocket Reference: Containers, Iterators, and Algorithms (Pocket Reference (O'Reilly)) before purchasing it in order to gage whether or not it would be worth my time, and all praised STL Pocket Reference: Containers, Iterators, and Algorithms (Pocket Reference (O'Reilly)):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. STL is STL but the presentation is not very usefulVon Nikolaos KavvadiasThere is no single problem that renders this book as a 3-star rating. However, the presentation is uninspired and there is lack of (short) explanations for the use of the described containers. A single-page example per chapter would suffice to cover the most popular methods. Overall the book is half-success, half-failure. I use it but way less often than the web (online) or my own stored copy of ye old STL_doc from SGI if I have to be unconnected.

KurzbeschreibungThe STL Pocket Reference describes the functions, classes, and templates in that part of the C++ standard library often referred to as the Standard Template Library (STL). The STL encompasses containers, iterators, algorithms, and function objects, which collectively represent one of the most important and widely used subsets of standard library functionality.The C++ standard library, even the subset known as the STL, is vast. It's next to impossible to work with the STL without some sort of reference at your side to remind you of template parameters, function invocations, return types--indeed, the entire myriad of details you need to know in order to use the STL effectively and get work done. You need a memory-aid.Books that cover the standard library and the STL tend to be quite heavy and large, describing each aspect of the STL in detail. Such books are great when you're not familiar with the library, but get in the way when you simply need to remind yourself of a function name, or the order in which you pass arguments to a function. Programmers familiar with the STL need a small, lightweight memory-aid. That's what the STL Pocket Reference is. It's small, lightweight, and chock-full of information that you can take in at a glance, so you can get on with your work.KurzbeschreibungThe STL Pocket Reference describes the functions, classes, and templates in that part of the C++ standard library often referred to as the Standard Template Library (STL). The STL encompasses containers, iterators, algorithms, and function objects, which collectively represent one of the most important and widely used subsets of standard library functionality.The C++ standard library, even the subset known as the STL, is vast. It's next to impossible to work with the STL without some sort of reference at your side to remind you of template parameters, function invocations, return types--indeed, the entire myriad of details you need to know in order to use the STL effectively and get work done. You need a memory-aid.Books that cover the standard library and the STL tend to be quite heavy and large, describing each aspect of the STL in detail. Such books are great when you're not familiar with the library, but get in the way when you simply need to remind yourself of a function name, or the order in which you pass arguments to a function. Programmers familiar with the STL need a small, lightweight memory-aid. That's what the STL Pocket Reference is. It's small, lightweight, and chock-full of information that you can take in at a glance, so you can get on with your work.Synopsis This reference describes the functions, classes, and templates in that part of the C++ standard library of ten referred to as the Standard Template Library (STL). The STL encompasses containers, iterators, algorithms, and function objects, which collectively represent one of the most important and widely used subsets of standard library functionality. The C++ standard library, even the subset known as the STL, is vast. It's next to impossible to work with the STL without some sort of reference at your side to remind you of template parameters, function invocations, return types - indeed, the entire myriad of details you need to know in order to use the STL effectively and get work done. You need a memory-aid. Programmers familiar with the STL need a small, lightweight memory-aid. That's what the STL Pocket Reference is. It's small, lightweight, and chock-full of information that you can take in at a glance, so you can get on with your work.