## Contents

## Preface

Chapter 1	Introduction to Computers and C++ Programming	1
1.1	Introduction	2
1.2	What Is a Computer?	5
1.3	Computer Organization	5
1.4	Evolution of Operating Systems	6
1.5	Personal Computing, Distributed Computing, and	
	Client/Server Computing	7
1.6	Machine Languages, Assembly Languages, and High-level	
	Languages	7
1.7	The History of C++	9
1.8	C++ Class Libraries and the C Standard Library	10
1.9	Concurrent C++	11
1.10	Other High-level Languages	11
1.11	Structured Programming	11
1.12	Basics of a Typical C++ Environment	12
1.13	General Notes About C++ and this Book	15
1.14	Introduction to C++ Programming	16
1.15	A Simple Program: Printing a Line of Text	16
1.16	Another Simple Program: Adding Two Integers	20
1.17	Memory Concepts	24
1.18	Arithmetic	25
1.19	Decision Making: Equality and Relational Operators	28
1.20	Thinking About Objects	32
	Summary • Terminology • Common Programming Errors •	
	Good Programming Practices • Performance Tips • Portable	il-
	ity Tips • Software Engineering Observations • Self-Review	
	Exercises • Answers to Self-Review Exercises • Exercises	

.

Chapter 2	Control Structures	51
2.1	Introduction	52
2.2	Algorithms	53
2.3	Pseudocode	53
2.4	Control Structures	54
2.5	The If Selection Structure	56
2.6	The If/Else Selection Structure	58
2.7	The While Repetition Structure	62
2.8	Formulating Algorithms: Case Study 1 (Counter-Controll	ed
	Repetition)	63
2.9	Formulating Algorithms with Top-down, Stepwise Refine	<del>;</del> -
	ment: Case Study 2 (Sentinel-Controlled Repetition)	65
2.10	Formulating Algorithms with Top-down, Stepwise Refine	<u>-</u>
2	ment: Case Study 3 (Nested Control Structures)	72
2.11	Assignment Operators	75
2.12	Increment and Decrement Operators	77
2.13	Essentials of Counter-Controlled Repetition	80
2.14	The For Repetition Structure	82
2.15	Examples Using the <b>For</b> Structure	85
2.16	The Switch Multiple-Selection Structure	89
2.17	The <b>Do/While</b> Repetition Structure	96
2.18	The Break and Continue Statements	97
2.19	Logical Operators	- 99
2.20	Confusing Equality (==) and Assignment (=) Operators	103
2.21	Structured Programming Summary	104
2.22	Thinking About Objects: Identifying the Objects in a	
	Problem	110
	Summary • Terminology • Common Programming Errors	•
	Good Programming Practices • Performance Tips • Porte	abil-
	ity Tips • Software Engineering Observations • Self-Revie	w
	Exercises • Answers to Self-Review Exercises • Exercises	
Chapter 3	Functions	135
- 3.1	Introduction	136
3.2	Program Modules in C++	137
3.3	Math Library Functions	138
3.4	Functions	139
3.5	Function Definitions	140
3.6	Function Prototypes	143

	<i></i>	
3.7	Header Files	147
3.8	Random Number Generation	148
3.9	Example: A Game of Chance	153
3.10	Storage Classes	156

3.10Storage Classes1563.11Scope Rules159

3 1 2	Recursion	162
3.12	Example Using Recursion: The Fibonacci Series	165
3.15	Recursion vs. Iteration	169
3 15	Functions with Empty Parameter Lists	171
3.15	Inline Functions	172
3.10	References and Reference Parameters	172
3.18	Default Arguments	177
3 19	Unary Scope Resolution Operator	178
3 20	Function Overloading	179
3.21	Function Templates	181
3.22	Thinking About Objects: Identifying an Object's	
0.111	Attributes	182
	Summary • Terminology • Common Programming Error	s •
	Good Programming Practices • Performance Tips • Por	tabil-
	ity Tips • Software Engineering Observations • Self-Revi	ew
	Exercises • Answers to Self-Review Exercises • Exercise.	\$
Chanter 4	Arrays	211
4.1	Introduction	212
4.2	Arrays	212
4.3	Declaring Arrays	214
4.4	Examples Using Arrays	215
4.5	Passing Arrays to Functions	228
4.6	Sorting Arrays	231
4.7	Case Study: Computing Mean, Median, and Mode Using	g
	Arrays	233
4.8	Searching Arrays: Linear Search and Binary Search	236
4.9	Multiple-Subscripted Arrays	239
4.10	Thinking About Objects: Identifying an Object's	
	Behaviors	248
	Summary • Terminology • Common Programming Error	rs•
	Good Programming Practices • Performance Tips • Por	rtabil-
	ity Tips • Software Engineering Observations • Self-Rev	iew
	Exercises • Answers to Self-Review Exercises • Exercise	es • Re-
	cursion Exercises	
Chapter 5	Pointers and Strings	267
- 5.1	Introduction	268
5.2	Pointer Variable Declarations and Initialization	269
5.3	Pointer Operators	270
5.4	Calling Functions by Reference	272
5.5	Using the Const Qualifier with Pointers	277
5.6	Bubble Sort Using Call-by-Reference	282

5.6Bubble Sort Using Call-by-Reference2825.7Pointer Expressions and Pointer Arithmetic287

5.8	The Relationship Between Pointers and Arrays	290
5.9	Arrays of Pointers	294
5.10	Case Study: A Card Shuffling and Dealing Simulation	295
5.11	Function Pointers	300
5.12	Introduction to Character and String Processing	304
	5.12.1 Fundamentals of Characters and Strings	304
	5.12.2 String Manipulation Functions of the String	
	Handling Library	304
5.13	Thinking About Objects: Interactions Among Objects	313
	Summary • Terminology • Common Programming Errors	•
	Good Programming Practices • Performance Tips • Porta	bil-
	ity Tips • Software Engineering Observations • Self-Review	v
	Exercises • Answers to Self-Review Exercises • Exercises •	•
	Special Section: Building Your Own Computer • More Poil	inter
	Exercises • String Manipulation Exercises • Special Section	n:
	Advanced String Manipulation Exercises • A Challenging	
	String Manipulation Project	
Chapter 6	Classes and Data Abstraction	345
6.1	Introduction	346
6.2	Structured Definitions	347
6.3	Accessing Members of Structures	348
6.4	Implementating a User-Defined Type Time With a Struct	349
6.5	Implementating a Time Abstract Data Type With	
	a Class	351
6.6	Class Scope and Accessing Class Members	357
6.7	Separating Interface from Implementation	357
6.8	Controlling Access to Members	362
6.9	Access Functions and Utility Functions	364
6.10	Initializing Class Objects: Constructors	366
6.11	Using Default Arguments with Constructors	368
6.12	Using Destructors	371
6.13	When Destructors and Constructors are Called	372
6.14	Using Data Members and Member Functions	373
6.15	A Subtle Trap: Returning a Reference to Private Data	
	Member	379
6.16	Assignment by Default Memberwise Copy	381
6.17	Software Reusability	383
6.18	Thinking About Objects: Programming the Classes for	
	the Elevator Simulator	383
	Summary • Terminology • Common Programming Errors	•
	Good Programming Practices • Performance Tips • Softw	are
	Engineering Observations • Self-Review Exercises • Answ	ers
	to Self-Review Exercises • Exercises	

Chapter 7	Classes: Part II	395
7.1	Introduction	396
7.2	Constant Objects and Const Member Functions	396
73	Composition: Classes as Members of Other Classes	403
74	Friend Functions and Friend Classes	405
7.5	Using the <b>This</b> Pointer	409
7.6	Dynamic Memory Allocation with Operators New and	
7.0	Delete	414
77	Static Class Members	415
7.8	Data Abstraction and Information Hiding	420
1.0	7.8.1 Example: Array Abstract Data Type	421
	7.8.2. Example: String Abstract Data Type	422
	7.8.3 Example: Oueue Abstract Data Type	423
79	Container Classes and Iterators	423
7.10	Thinking About Objects: Using Composition and	
7.10	Dynamic Object Management in the Elevator Simulator	424
	Summary • Terminology • Common Programming Error	s •
	Good Programming Practices • Performance Tips • Soft	ware
	Engineering Observations • Self-Review Exercises • Ans	wers
	to Self-Review Exercises • Exercises	
	Our surface Overlanding	431
Chapter 8	Introduction	432
0.1	Fundamentals of Operator Overloading	433
0.2	Putitianientals of Operator Overloading	434
0.3 9.4	Operator Eulerions as Class Members vs. as Friend	
0.4	Eunctions	436
0 5	Overloading Stream-Insertion and Stream-Extraction	
0.5	Operators	436
86	Overloading Unary Operators	440
8.0	Overloading Binary Operators	441
0.7	Case Study: An Array Class	441
0.0 8 0	Converting Between Types	452
8.10	Case Study: A String Class	452
8.10	Overloading ++ and	464
8.17	Case Study: A Date Class	465
0.12	Summary • Terminology • Common Programming Error	rs •
	Good Programming Practices • Performance Tips • Sof	tware
	Envineering Observations • Self-Review Exercises • An	swers
	to Self-Review Exercises • Exercises	
Chanton 0	Inheritance	483
Q 1	Introduction	484
9.1 Q 2	Base Classes and Derived Classes	486
93	Protected Members	486
2.5		

9.4	Casting Base-Class Pointers to Derived-Class Pointers	486
9.5	Using Member Functions	486
9.6	Redefining Base-Class Members in a Derived	
	Class	486
9.7	Public, Protected, and Private Base Classes	486
9.8	Direct Base Classes and Indirect Base Classes	498
9.9	Using Constructors and Destructors in Derived Classes	499
9.10	Implicit Derived-Class Object to Base-Class Object	
	Conversion	501
9.11	Software Engineering with Inheritance	503
9.12	Composition vs. Inheritance	505
9.13	"Uses A" and "Knows A" Relationships	505
9.14	Case Study: Point, Circle, Cylinder	505
9.15	Multiple Inheritance	511
	Summary • Terminology • Common Programming Error	s •
	Good Programming Practices • Performance Tip • Softw	vare
	Engineering Observations • Self-Review Exercises • Ans	wers
	to Self-Review Exercises • Exercises	
Chapter 10	Virtual Functions and Polymorphism	525
10.1	Introduction	526
10.2	Type Fields and Switch Statements	526
10.3	Virtual Functions	527
10.4	Abstract Base Classes and Concrete Classes	527
10.5	Polymorphism	529
10.6	Case Study: A Payroll System Using Polymorphism	529
10.7	New Classes and Dynamic Binding	540
10.8	Virtual Destructors	540
10.9	Case Study: Inheriting Interface and Implementation	542
	Summary • Terminology • Common Programming Error	s •
	Good Programming Practices • Performance Tips • Soft	ware
	Engineering Observations • Self-Review Exercises • Ans	wers
	to Self-Review Exercises • Exercises	
Chapter 11	Stream Innut/Outnut	555
111	Introduction	557
11.1	Streams	557
11.2	11.2.1 Jostream Library Header Files	558
	11.2.2 Stream Input/Output Classes and Objects	558
11.3	Stream Output	550
11.5	11.3.1 Stream-Insertion Operator	560
	11.3.2 Concatenating Stream Insertion/Extraction	500
	Operators	562
	1133 Output of Char* Variables	563
	risis Output of Chai Vallables	505

	1134	Character Output with the Put Member	
	11.5.4	Function: Concatenating Puts	563
114	Stream I		564
11.4	114.1	Stream-Extraction Operator	564
	11.4.2	Get and Getline Member Functions	567
	11.4.3	Other Istream Member Functions (peek,	
		putback, ignore)	569
	11.4.4	Type-Safe I/O	570
11.5	Unform	atted I/O with Read, Gcount and Write	570
11.6	Stream	Manipulators	570
	11.6.1	Integral Stream Base: Dec, Oct, Hex and	
		Setbase Stream Manipulators	570
	11.6.2	Floating-Point Precision (precision,	
		setprecision)	571
	11.6.3	Field Width (setw, width)	572
	11.6.4	User-Defined Manipulators	574
11.7	Stream	Format States	574
	11.7.1	Format State Flags (setf, unsetf, flags)	576
	11.7.2	Trailing Zeros and Decimal Points	
		(ios::showpoint)	576
	11.7.3	Justification (ios::left, ios::right, ios::internal)	577
	11.7.4	Padding (fill, setfill)	579
	11.7.5	Integral Stream Base (ios::dec, ios::oct,	
		ios::hex, ios::showbase)	579
	11.7.6	Floating-Point Numbers; Scientific Notation	
		(ios::scientific, ios::fixed)	581
	11.7.7	Uppercase/Lowercase Control	
		(ios::uppercase)	582
	11.7.8	Setting and Resetting the Format Flags	
		(setiosflags, resetiosflags)	582
11.8	Stream	Error States	583
11.9	I/O of	User-Defined Types	585
11.10	Tying a	an Output Stream to an Input Stream	587
	Summe	ary • Terminology • Common Programming Erro	rs •
	Good I	Programming Practices • Performance Tips • Sof	tware
	Engine	eering Observations • Self-Review Exercises • An.	swers
	to Self-	Review Exercises • Exercises	
Chapter 12	Temp	lates	603
12.1	Introdu	uction	604
12.2	Functi	on Templates	605

1 2.2	Tunetion Templates	< o <b>-</b>
12.3	Overloading Template Functions	607
12.0	Class Templates	608
12.1	Class Templates and Non-Type Parameters	612
12.5	Class Templates and Hon Type I alumeters	

12.6	Templates and Inheritance	613
12.0	Templates and Friends	613
12.7	8 Templates and Static Members	
12.0	Summary • Terminology • Common Programming Errors	•
	Performance Tips • Software Engineering Observations •	
	Self-Review Exercises • Answers to Self-Review Exercises	•
	Exercises	
Chapter 13	Exception Handling	621
13.1	Introduction	622
13.2	When Exception Handling Should Be Used	625
13.3	Other Error-Handling Techniques	625
13.4	The Basics of C++ Exception Handling	626
13.5	A Simple Exception Handling Example: Divide	
	by Zero	627
13.6	Try Blocks	629
13.7	Throwing an Exception	630
13.8	Catching an Exception	631
13.9	Rethrowing an Exception	634
13.10	Throwing a Conditional Expression	635
13.11	Exception Specifications	635
13.12	Processing Unexpected Exceptions	636
13.13	Constructors, Destructors, and Exception	
	Handling	637
13.14	Exceptions and Inheritance	637
	Summary • Terminology • Common Programming Errors	5 •
	Good Programming Practices • Performance Tips • Port	abil-
	ity Tips • Software Engineering Observations • Self-Revie	ew
	Exercises • Answers to Self-Review Exercises • Exercises	
Chapter 14	File Processing and String Stream I/O	649
14 1	Introduction	650
14.1	The Data Hierarchy	650
14.2	Files and Streams	652
14.3	Creating a Sequential Access File	653
14.5	Reading Data from a Sequential Access File	658
14.5	Undating Sequential Access Files	662
14.0	Random Access Files	663
14.8	Creating a Randomly Accessed File	664
14.9	Writing Data Randomly to a Random Access File	666
14.10	Reading Data Sequentially from a Random Access File	666
14.11	Example: A Transaction Processing Program	668
14.12	String Stream Processing	675
14.13	Input/Output of Objects	679

Summary • Terminology • Common Programming Errors • Good Programming Practices • Performance Tips • Portability Tip • Self-Review Exercises • Answers to Self-Review Exercises • Exercises

Chanter 15	Data Structures	691
15.1	Introduction	692
15.2	Self-Referential Classes	693
15.3	Dynamic Memory Allocation	694
15.5	Linked Lists	695
15.5	Stacks	708
15.5	Queues	713
15.0	Trees	716
12.7	Summary • Terminology • Common Programming	Errors •
	Good Programming Practices • Performance Tips	• Portabil-
	ity Tin • Self-Review Exercises • Answers to Self-R	eview
	Exercises • Exercises • Special Section: Building Y	our Own
	Compiler	
Chanter 16	<b>Bits</b> Characters, Strings and Structures	749
16 1	Introduction	750
10.1		750

16.2	Structure Definitions	750
16.3	Initializing Structures	753
16.4	Using Structures with Functions	753
16.5	Typedef	753
16.6	Example: High-Performance Card Shuffling and	
	Dealing Simulation	754
16.7	Bitwise Operators	756
16.8	Bit Fields	764
16.9	Character Handling Library	767
16.10	String Conversion Functions	772
16.11	Search Functions of the String Handling Library	777
16.12	Memory Functions of the String Handling Library	781
16.13	Other Functions of the String Handling Library	786
10	Summary • Terminology • Common Programming Err	ors •
	Good Programming Practices • Portability Tips • Selj	<sup>c</sup> -Review
	Exercises • Answers to Self-Review Exercises • Exerci	ises•
	Special Section: A Compendium of More Advanced St	ring
	Manipulation Exercises	
	•	

Chapter 17	The Preprocessor	801
- 17.1	Introduction	802
17.2	The #include Preprocessor Directive	802

17.3	The #define Preprocessor Directive: Symbolic	
	Constants	803
17.4	The #define Preprocessor Directive: Macros	803
17.5	Conditional Compilation	805
17.6	The #error and #pragma Preprocessor Directives	806
17.7	The # and ## Operators	807
17.8	Line Numbers	807
17.9	Predefined Symbolic Constants	808
17.10	Assertions	808
	Summary • Terminology • Common Programming Error	rs •
	Good Programming Practice • Performance Tip • Self-I	Review
	Exercises • Answers to Self-Review Exercises • Exercise	s
Chapter 18	Other Topics	815
18.1	Introduction	816
18.2	Redirecting Input/Output on UNIX and DOS Systems	816
18.3	Variable-Length Argument Lists	817
18.4	Using Command-Line Arguments	818
18.5	Notes on Compiling Multiple-Source-File Programs	820
18.6	Program Termination with Exit and Atexit	822
18.7	The Volatile Type Qualifier	824
18.8	Suffixes for Integer and Floating-Point Constants	824
18.9	Signal Handling	825
18.10	Dynamic Memory Allocation: Functions Calloc	
	and Realloc	825
18.11	The Unconditional Branch: Goto	827
18.12	Unions	829
18.13	Linkage Specifications	831
18.14	Closing Remarks	833
	Summary • Terminology • Common Programming Error	~ •
	Portability Tips • Performance Tips • Software Engineer	ring
	Observations • Self-Review Exercises • Answers to Self-	Review
	Exercises • Exercises	
Appendix A	C++ Syntax	840
A.1	Keywords	840
A.2	Lexical conventions	841
A.3	Basic concepts	844
A.4	Expressions	844
A.5	Statements	847
A.6	Declarations	848
A.7	Declarators	851
A.8	Classes	852

A.9	Derived classes	85	3
		05	2

A.10	Special member functions	853
A.11	Overloading	854
A.12	Templates	854
A.13	Exception handling	855
		956
Appendix B	Standard Library	850 954
B.1	Errors <errno.h></errno.h>	830 856
B.2	Common Definitions <stddef.h></stddef.h>	800
B.3	Diagnostics <assert.h></assert.h>	857
B.4	Character Handling <ctype.h></ctype.h>	837
B.5	Localization <locale.h></locale.h>	838
B.6	Mathematics <math.h></math.h>	801
B.7	Nonlocal Jumps < set jmp.h>	803
B.8	Signal Handling <signal.h></signal.h>	803
<b>B</b> .9	Variable Arguments <stdarg.h></stdarg.h>	865
<b>B</b> .10	Input/Output <stdio.h></stdio.h>	805
B.11	General Utilities <stdlib.h></stdlib.h>	8/3
<b>B</b> .12	String Handling <string.h></string.h>	8/9
B.13	Date and Time <time.h></time.h>	882
<b>B</b> .14	Implementation Limits:	005
	<limits.h></limits.h>	885
	<float.h></float.h>	886
Appendix C	Operator Precedence Chart	888
Appendix D	ASCII Character Set	889
Appendix E	Number Systems	891
	Tumber bystems	
E.1	Introduction	892
E.1 E.2	Introduction Abbreviating Binary Numbers as Octal and	892
E.1 E.2	Introduction Abbreviating Binary Numbers as Octal and Hexadecimal Numbers	892 895
E.1 E.2 E.3	Introduction Abbreviating Binary Numbers as Octal and Hexadecimal Numbers Converting from Octal Numbers and Hexadecimal	892 895
E.1 E.2 E.3	Introduction Abbreviating Binary Numbers as Octal and Hexadecimal Numbers Converting from Octal Numbers and Hexadecimal Numbers to Binary Numbers	892 895 896
E.1 E.2 E.3 E.4	Introduction Abbreviating Binary Numbers as Octal and Hexadecimal Numbers Converting from Octal Numbers and Hexadecimal Numbers to Binary Numbers Converting from Binary, Octal, or Hexadecimal	892 895 896
E.1 E.2 E.3 E.4	Introduction Abbreviating Binary Numbers as Octal and Hexadecimal Numbers Converting from Octal Numbers and Hexadecimal Numbers to Binary Numbers Converting from Binary, Octal, or Hexadecimal to Decimal	892 895 896 896
E.1 E.2 E.3 E.4 E.5	Introduction Abbreviating Binary Numbers as Octal and Hexadecimal Numbers Converting from Octal Numbers and Hexadecimal Numbers to Binary Numbers Converting from Binary, Octal, or Hexadecimal to Decimal Converting from Decimal to Binary, Octal, or	892 895 896 896
E.1 E.2 E.3 E.4 E.5	Introduction Abbreviating Binary Numbers as Octal and Hexadecimal Numbers Converting from Octal Numbers and Hexadecimal Numbers to Binary Numbers Converting from Binary, Octal, or Hexadecimal to Decimal Converting from Decimal to Binary, Octal, or Hexadecimal	892 895 896 896 897
E.1 E.2 E.3 E.4 E.5 E.6	Introduction Abbreviating Binary Numbers as Octal and Hexadecimal Numbers Converting from Octal Numbers and Hexadecimal Numbers to Binary Numbers Converting from Binary, Octal, or Hexadecimal to Decimal Converting from Decimal to Binary, Octal, or Hexadecimal Negative Binary Numbers: Two's Complement	892 895 896 896 897
E.1 E.2 E.3 E.4 E.5 E.6	Introduction Abbreviating Binary Numbers as Octal and Hexadecimal Numbers Converting from Octal Numbers and Hexadecimal Numbers to Binary Numbers Converting from Binary, Octal, or Hexadecimal to Decimal Converting from Decimal to Binary, Octal, or Hexadecimal Negative Binary Numbers: Two's Complement Notation	892 895 896 896 897 899
E.1 E.2 E.3 E.4 E.5 E.6	Introduction Abbreviating Binary Numbers as Octal and Hexadecimal Numbers Converting from Octal Numbers and Hexadecimal Numbers to Binary Numbers Converting from Binary, Octal, or Hexadecimal to Decimal Converting from Decimal to Binary, Octal, or Hexadecimal Negative Binary Numbers: Two's Complement Notation Summary • Terminology • Self-Review Exercises • Ans	892 895 896 896 897 899 wers to

Appendix F	Resources	905
Bibliography		909
Index		919

## Illustrations

Chapter 1	Introduction to Computers and C++ Programming	
1.1	A typical C++ environment.	13
1.2	Text printing program.	16
1.3	Some common escape sequences.	18
1.4	Printing on one line with separate statements using cout.	19
1.5	Printing on multiple lines with a single statement	
	using cout.	20
1.6	An addition program.	20
1.7	A memory location showing the name and value of a	
	variable.	24
1.8	Memory locations after values for two variables have	
	been input.	24
1.9	Memory locations after a calculation.	25
1.10	Arithmetic operators.	25
1.11	Precedence of arithmetic operators.	27
1.12	Order in which a second degree polynomial is evaluated.	29
1.13	Equality and relational operators.	29
1.14	Using equality and relational operators.	30
1.15	Precedence and associativity of the operators	
	discussed so far.	32
Chapter 2	Control Structures	
2.1	Flowcharting C++'s sequence structure.	55
2.2	C++ keywords.	56
2.3	Flowcharting the single-selection if structure.	56
2.4	Flowcharting the double-selection <b>if/else</b> structure.	59
2.5	Flowcharting the while repetition structure.	63
2.6	Pseudocode algorithm that uses counter-controlled	
	repetition to solve the class average problem.	64

stor 3	Functions	
2.38	An unstructured flowchart.	109
	lapped building blocks.	108
2.37	Stacked building blocks, nested building blocks, and over-	
2.36	Applying rule 3 of Fig. 2.33 to the simplest flowchart.	107
	flowchart.	106
2.35	Repeatedly applying rule 2 of Fig. 2.33 to the simplest	
2.34	The simplest flowchart.	106
2.33	Rules for forming structured programs.	106
	repetition structures.	104
2.32	C++'s single-entry/single-exit sequence, selection, and	
2.31	Operator precedence and associativity.	102
2.30	Truth table for operator ! (logical negation).	102
2.29	Truth table for the logical OR (  ) operator.	101
2.28	Truth table for the && (logical AND) operator.	100
2.27	Using the continue statement in a for structure.	99
2.26	Using the <b>break</b> statement in a <b>for</b> structure.	98
2.25	The <b>do/while</b> repetition structure.	97
2.24	Using the <b>do/while</b> structure.	97
2.23	The switch multiple-selection structure.	94
2.22	An example using <b>switch</b> .	91
2.21	Calculating compound interest with for.	88
2.20	Summation with for.	86
2.19	Flowcharting a typical <b>for</b> structure.	83
2.18	Components of a typical for header.	83
2.17	Counter-controlled repetition with the <b>for</b> structure.	82
2.16	Counter-controlled repetition.	80
2.15	Precedence of the operators encountered so far in the text.	79
	postincrementing.	78
2.14	The difference between preincrementing and	
2.13	The increment and decrement operators.	77
2.12	Arithmetic assignment operators.	76
	results problem.	75
2.11	C++ program and sample executions for examination	
2.10	Pseudocode for examination results problem.	74
	problem with sentinel-controlled repetition.	68
2.9	C++ program and sample execution for the class average	
	repetition to solve the class average problem.	68
2.8	Pseudocode algorithm that uses sentinel-controlled	
	problem with counter-controlled repetition.	64
2.7	C++ program and sample execution for the class average	

## Chapter 3 Functions

3.1	Hierarchical boss function/worker function relationship.	138
3.2	Commonly used math library functions.	139

		1 4 1
3.3	Using a programmer-defined function.	141
3.4	Programmer-defined maximum function.	143
3.5	Promotion hierarchy for built-in data types.	146
3.6	The standard library header files.	147
3.7	Shifted, scaled integers produced by 1 + rand() % 6.	149
3.8	Rolling a six-sided die 6000 times.	150
3.9	Randomizing the die-rolling program.	151
3.10	Program to simulate the game of craps.	154
3.11	Sample runs for the game of craps.	155
3.12	A scoping example.	160
3.13	Recursive evaluation of 5!.	164
3.14	Calculating factorials with a recursive function.	164
3.15	Recursively generating Fibonacci numbers.	166
3.16	Set of recursive calls to function <b>fibonacci</b> .	167
3.17	Summary of recursion examples and exercises	
	in the text.	170
3.18	Two ways to declare and use functions that take no	
	arguments.	171
3.19	Using an <b>inline</b> function to calculate the volume	
	of a cube.	173
3.20	An example of call-by-reference.	174
3.21	Attempting to use an uninitialized reference.	176
3.22	Using an initialized reference.	176
3.23	Using default arguments.	177
3.24	Using the unary scope resolution operator.	179
3.25	Using overloaded functions.	180
3.26	Name mangling to enable type-safe linkage.	180
3.27	Using template functions.	182
3.28	The Towers of Hanoi for the case with four disks.	205
Chapter 4	Arrays	
4.1	A 12-element array.	213
4.2	Operator precedence.	214
4.3	Initializing the elements of an array to zeros.	215
4.4	Initializing the elements of an array with a declaration.	216
4.5	Generating the values to be placed into elements	
	of an array.	217
4.6	A const object must be initialized.	218
4.7	Correctly initializing and using a constant variable.	218
4.8	Computing the sum of the elements of an array.	219

A simple student poll analysis program. 4.9 222 A program that prints histograms. 4.10 Dice-rolling program using arrays instead of switch. 223 4.11 225

220

Treating character arrays as strings. 4.12

4.13	Comparing static array initialization and automatic	
	array initialization.	226
4.14	Passing arrays and individual array elements to functions.	230
4.15	Demonstrating the const type qualifier.	231
4.16	Sorting an array with bubble sort.	233
4.17	Survey data analysis program.	234
4.18	Sample run for the survey data analysis program.	237
4.19	Linear search of an array.	238
4.20	Binary search of a sorted array.	240
4.21	A double-subscripted array with three rows and four	
	columns.	243
4.22	Initializing multidimensional arrays.	244
4.23	Example of using double-subscripted arrays.	246
4.24	The 36 possible outcomes of rolling two dice.	258
4.25	The eight possible moves of the knight.	261
4.26	The 22 squares eliminated by placing a queen in the	
	upper left corner.	264
Chapter 5	Pointers and Strings	
5.1	Directly and indirectly referencing a variable.	270
5.2	Graphical representation of a pointer pointing to an	
	integer variable in memory.	271
5.3	Representation of y and yPtr in memory.	271
5.4	The & and * pointer operators.	272
5.5	Operator precedence.	272
5.6	Cube a variable using call-by-value.	274
5.7	Cube a variable using call-by-reference with a pointer	
	argument.	274
5.8	Analysis of a typical call-by-value.	276
5.9	Analysis of a typical call-by-reference with a pointer	
	argument.	277
5.10	Converting a string to uppercase.	279
5.11	Printing a string one character at a time using a	
	non-constant pointer to constant data.	280
5.12	Attempting to modify data through a non-constant	
	pointer to constant data.	281
5.13	Attempting to modify a constant pointer to	
	non-constant data.	282
5.14	Attempting to modify a constant pointer to constant data.	283
5.15	Bubble sort with call-by-reference.	284
5.16	The <b>sizeof</b> operator when applied to an array	
	name returns the number of bytes in the array.	286
5.17	Using the <b>sizeof</b> operator to determine standard	
	data type sizes.	287
	· •	

5.18	The array $\mathbf{v}$ and a pointer variable $\mathbf{vPtr}$ that points to $\mathbf{v}$ .	288
5.19	The pointer <b>vPtr</b> after pointer arithmetic.	289
5.20	Using four methods of referencing array elements.	293
5.21	Copying a string using array notation and pointer	
	notation.	294
5.22	A graphical representation of the <b>suit</b> array.	295
5.23	Double-subscripted array representation of a deck	
	of cards.	296
5.24	Card dealing program.	299
5.25	Sample run of card dealing program.	300
5.26	Multipurpose sorting program using function pointers.	301
5.27	The outputs of the bubble sort program in Fig. 5.26.	303
5.28	Demonstrating an array of pointers to functions.	304
5.29	The string manipulation functions of the string handling	
4	library.	308
5.30	Using strcpy and strncpy.	310
5.31	Using strcat and strncat.	310
5.32	Using strcmp and strncmp.	311
5.33	Using strtok.	313
5.34	Using strlen.	314
5.35	Unshuffled <b>deck</b> array.	327
5.36	Sample shuffled <b>deck</b> array.	327
5.37	Simpletron Machine Language (SML) operation codes.	329
5.38	A sample dump.	333
5.39	The letters of the alphabet as expressed in	
	international Morse code.	343
Chapter 6	Classes and Data Abstraction	
6.1	Create a structure, set its members, and print it.	350
6.2	Simple definition of class Time.	351
6.3	Abstract data type <b>Time</b> implementation as a class.	353
6.4	Accessing an object's data members and member	
	functions through the object's name, through a	
	reference, and through a pointer to the object.	358
6.5	Time class header file.	359
6.5	<b>Time</b> class member function definitions source file.	360
6.5	Driver program for <b>Time</b> class.	361
6.6	Erroneous attempt to access private members of a class.	363
6.7	Using a utility function.	365
6.8	Using a constructor with default arguments.	368
6.9	Demonstrating the order in which constructors and	_
	destructors are called.	373
6.10	Declaration of the Time class.	376
6.10	Member function definitions for <b>Time</b> class.	377

6.10	Using set and get functions.	378
6.11	Returning a reference to a private data	
	member.	380
6.12	Assigning one object to another with	
	default memberwise copy.	382
Chapter 7	Classes: Part II	
7.1	Using a Time class with const objects and	
	const member functions.	398
7.2	Using a member initializer to initialize a constant of a	
	built-in data type.	401
7.3	Erroneous attempt to initialize a constant of a	
	built-in data type by assignment.	402
7.4	Using member-object initializers.	403
7.5	Friends can access private members of a class.	408
7.6	Non-friend/non-member functions cannot access	
	private class members.	409
7.7	Using the this pointer.	410
7.8	Chaining member function calls.	412
7.9	Using a static data member to maintain a count of	
	the number of objects of a class.	416
Chapter 8	Operator Overloading	
<b>Chapter 8</b> 8.1	Operator Overloading Operators that can be overloaded.	434
<b>Chapter 8</b> 8.1 8.2	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded.	434 435
Chapter 8 8.1 8.2 8.3	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction	434 435
Chapter 8 8.1 8.2 8.3	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators.	434 435 438
Chapter 8 8.1 8.2 8.3 8.4	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class <b>Array</b> .	434 435 438 439
Chapter 8 8.1 8.2 8.3 8.4 8.4	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array.	434 435 438 439 443
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array. Driver for class Array.	434 435 438 439 443 445
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array. Driver for class Array. Output from driver for class Array.	434 435 438 439 443 445 447
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4 8.5	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array. Driver for class Array. Output from driver for class Array. Definition of a basic String class.	434 435 438 439 443 445 447 454
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4 8.5 8.5	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array. Driver for class Array. Output from driver for class Array. Definition of a basic String class. Member function definitions for class String.	434 435 438 439 443 445 447 454 454
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4 8.5 8.5 8.5	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array. Driver for class Array. Output from driver for class Array. Definition of a basic String class. Member function definitions for class String. Driver for testing class String.	434 435 438 439 443 445 445 454 454 454
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4 8.5 8.5 8.5 8.5 8.5	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array. Driver for class Array. Output from driver for class Array. Definition of a basic String class. Member function definitions for class String. Driver for testing class String. Output from driver for testing class String.	434 435 438 439 443 445 445 454 454 454 458 460
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4 8.5 8.5 8.5 8.5 8.5 8.5 8.6	Operator OverloadingOperators that can be overloaded.Operators that cannot be overloaded.User-defined stream-insertion and stream-extractionoperators.Definition of class Array.Member function definitions for class Array.Driver for class Array.Output from driver for class Array.Definition of a basic String class.Member function definitions for class String.Driver for testing class String.Driver for testing class String.Definition of class Date.	434 435 438 439 443 445 447 454 454 454 458 460 466
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4 8.5 8.5 8.5 8.5 8.5 8.5 8.6 8.6	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array. Driver for class Array. Output from driver for class Array. Definition of a basic String class. Member function definitions for class String. Driver for testing class String. Output from driver for testing class String. Definition of class Date. Member function definitions for class String.	434 435 438 439 443 445 447 454 454 458 460 466 466
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4 8.4 8.5 8.5 8.5 8.5 8.5 8.5 8.5 8.6 8.6 8.6	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array. Driver for class Array. Output from driver for class Array. Definition of a basic String class. Member function definitions for class String. Driver for testing class String. Output from driver for testing class String. Driver for driver for testing class String. Definition of class Date. Member function definitions for class Date. Driver for class Date.	434 435 438 439 443 445 447 454 454 458 460 466 466 469
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4 8.5 8.5 8.5 8.5 8.5 8.5 8.6 8.6 8.6 8.6 8.6	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array. Driver for class Array. Output from driver for class Array. Definition of a basic String class. Member function definitions for class String. Driver for testing class String. Driver for testing class String. Output from driver for testing class String. Definition of class Date. Member function definitions for class Date. Driver for class Date. Output from driver for class Date. Output from driver for class Date.	434 435 438 439 443 445 445 454 454 454 458 460 466 466 469 470
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4 8.4 8.5 8.5 8.5 8.5 8.5 8.6 8.6 8.6 8.6 8.7	Operator OverloadingOperators that can be overloaded.Operators that cannot be overloaded.User-defined stream-insertion and stream-extractionoperators.Definition of class Array.Member function definitions for class Array.Driver for class Array.Output from driver for class Array.Definition of a basic String class.Member function definitions for class String.Driver for testing class String.Output from driver for testing class String.Driver for testing class String.Dutput from driver for testing class String.Definition of class Date.Member function definitions for class Date.Driver for class Date.Output from driver for class Date.Definition of class Complex.	434 435 438 439 443 445 447 454 454 454 458 460 466 466 466 469 470 476
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4 8.5 8.5 8.5 8.5 8.5 8.6 8.6 8.6 8.6 8.7 8.7	Operator OverloadingOperators that can be overloaded.Operators that cannot be overloaded.User-defined stream-insertion and stream-extractionoperators.Definition of class Array.Member function definitions for class Array.Driver for class Array.Output from driver for class Array.Definition of a basic String class.Member function definitions for class String.Driver for testing class String.Output from driver for testing class String.Driver for testing class String.Definition of class Date.Member function definitions for class Date.Driver for class Date.Output from driver for class Date.Definition of class Complex.	434 435 438 439 443 445 447 454 454 454 454 454 454 454 456 466 466
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.4 8.5 8.5 8.5 8.5 8.5 8.5 8.6 8.6 8.6 8.6 8.7 8.7 8.7	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array. Driver for class Array. Output from driver for class Array. Definition of a basic String class. Member function definitions for class String. Driver for testing class String. Output from driver for testing class String. Definition of class Date. Member function definitions for class Date. Driver for class Date. Member function definitions for class Date. Driver for class Date. Output from driver for class Date. Definition of class Complex. Member function definitions for class Complex. Driver for class Complex.	434 435 438 439 443 445 447 454 454 454 454 454 454 454 466 466 466
Chapter 8 8.1 8.2 8.3 8.4 8.4 8.4 8.4 8.5 8.5 8.5 8.5 8.5 8.6 8.6 8.6 8.6 8.7 8.7 8.7 8.7	Operator Overloading Operators that can be overloaded. Operators that cannot be overloaded. User-defined stream-insertion and stream-extraction operators. Definition of class Array. Member function definitions for class Array. Driver for class Array. Output from driver for class Array. Definition of a basic String class. Member function definitions for class String. Driver for testing class String. Output from driver for testing class String. Definition of class Date. Member function definitions for class Date. Definition of class Date. Member function definitions for class Date. Driver for class Date. Definition of class Complex. Member function definitions for class Complex. Driver for class Complex. Output from driver for class Complex.	434 435 438 439 443 445 447 454 454 454 454 458 460 466 466 466 469 470 476 477 478

Chapter 9	Inheritance	
9.1	Some simple inheritance examples.	486
9.2	An inheritance hierarchy for university community	
	members.	487
9.3	A portion of a <b>Shape</b> class hierarchy.	487
9.4	Definition of class <b>Point</b> .	489
9.4	Member function definitions for class <b>Point</b> .	489
9.4	Definition of class Circle.	490
9.4	Member function definition for class Circle.	490
9.4	Casting base-class pointers to derived-class pointers.	491
9.5	Definition of class <b>Employee</b> .	494
9.5	Member function definitions for class Employee.	495
9.5	Definition of class HourlyWorker.	495
9.5	Member function definitions for class HourlyWorker.	496
9.5	Redefining a base-class member function in a	
	derived class.	496
9.6	Summary of base-class member accessibility in a	
	derived class.	498
9.7	Definition of class <b>Point</b> .	500
9.7	Member function definitions for class <b>Point</b> .	500
9.7	Definition of class Circle.	501
9.7	Member function definitions for class Circle.	501
9.7	Order in which base-class and derived-class	
	constructors and destructors are called.	502
9.8	Definition of class Point.	506
9.8	Member functions for class <b>Point</b> .	506
9.8	Driver for class <b>Point</b> .	507
9.9	Definition of class Circle.	507
9.9	Member function definitions for class Circle.	508
9.9	Driver for class Circle.	509
9.10	Definition of class Cylinder.	510
9.10	Member function and friend function definitions for	
	class Cylinder.	511
9.10	Driver for class Cylinder.	512
9.11	Definition of class <b>Base1</b> .	513
9.11	Definition of class <b>Base2</b> .	513
9.11	Definition of class Derived.	514
9.11	Member function definitions for class <b>Derived</b> .	514
9.11	Driver for the multiple inheritance example.	515
Chapter 10	Virtual Functions and Polymorphism	
10.1	Abstract base class <b>Employee</b> .	531
10.1	Member function definitions for abstract base class	
	Employee.	531

10.1	Class <b>Boss</b> derived from abstract base class	
	Employee.	533
10.1	Member function definitions for class <b>Boss</b> .	533
10.1	Class CommissionWorker derived from abstract	
	base class Employee.	534
10.1	Member function definitions for class Commission-	
	Worker.	535
10.1	Class <b>PieceWorker</b> derived from abstract base class	
	Employee.	536
10.1	Member function definitions for class <b>PieceWorker</b> .	536
10.1	Class HourlyWorker derived from abstract base class	
	Employee.	537
10.1	Member function definitions for class HourlyWorker.	537
10.1	<b>Employee</b> class derivation hierarchy that uses	
	an abstract base class.	538
10.2	Definition of abstract base class Shape.	542
10.2	Definition of class Point.	542
10.2	Member function definitions for class Point.	543
10.2	Definition of class Circle.	543
10.2	Member function definitions for class Circle.	544
10.2	Definition of class Cylinder.	544
10.2	Member function definitions for class Cylinder.	545
10.2	Driver for point, circle, cylinder hierarchy.	546
Chapter 11	Stream Input/Output	
- 11.1	Portion of the stream I/O class hierarchy.	559
11.2	Portion of stream I/O class hierarchy with key	
	file-processing classes.	560
11.3	Outputting a string using stream insertion.	561
11.4	Outputting a string using two stream insertions.	561
11.5	Using the endl stream manipulator.	562
11.6	Outputting expression values.	562
11.7	Concatenating the overloaded << operator.	563
11.8	Printing the address stored in a <b>char</b> * variable.	564
11.9	Calculating the sum of two integers input from	
	the keyboard with cin and the stream-extraction	
	operator.	565
11.10	Avoiding a precedence problem between the	
	stream-insertion operator and the conditional operator.	565
11.11	Stream-extraction operator returning false on	
	end-of-file.	566
11.12	Using member functions get, put, and eof.	567
11.13	Contrasting input of a string using cin with stream	
	extraction and input with cin.get.	568

569
571
572
573
574
1
575
576
al
577
578
5
579
1
580
581
582
583
584
586
1
588
606
607
609
611
628
652
653
653
654
655

14.6	End-of-file key combinations for various popular	
	computer systems.	657
14.7	Reading and printing a sequential file.	659
14.8	Credit inquiry program.	661
14.9	Sample output of the credit inquiry program of	
	Fig. 14.8.	663
14.10	C++'s view of a random access file.	664
14.11	Creating a random access file sequentially.	665
14.12	Writing data randomly to a random access file.	667
14.13	Sample execution of the program in Fig. 14.12.	668
14.14	Reading a random access file sequentially.	669
14.15	Bank account program.	671
14.16	Using a dynamically allocated ostrstream object.	676
14.17	Demonstrating an ostrstream object using a	
	previously defined array.	677
14.18	Demonstrating input from an <b>istrstream</b> object.	678
Chapter 15	Data Structures	
15.1	Two self-referential class objects linked together.	694
15.2	A graphical representation of a list.	696
15.3	Manipulating a linked list.	697
15.4	Sample output for the program of Fig. 15.3.	703
15.5	The insertAtFront operation.	705
15.6	A graphical representation of the insertAtBack	
	operation.	706
15.7	A graphical representation of the <b>removeFromFront</b>	
	operation.	707
15.8	A graphical representation of the <b>removeFromBack</b>	
	operation.	708
15.9	A simple stack program.	709
15.10	Sample output from the program of Fig. 15.9.	711
15.11	A simple stack program using composition.	712
15.12	Processing a queue.	713
15.13	Sample output from the program in Fig. 15.12.	715
15.14	A graphical representation of a binary tree.	716
15.15	A binary search tree.	717
15.16	Creating and traversing a binary tree.	718
15.17	Sample output from the program of Fig. 15.16.	721
15.18	A binary search tree.	722
15.19	A 15-node binary search tree.	727
15.20	Simple commands.	734
15.21	Simple program that determines the sum of two	
	integers.	735
15.22	Simple program that finds the larger of two integers.	735

15.23	Calculate the squares of several integers.	736
15.24	Writing, compiling, and executing a Simple	
	language program.	736
15.25	SML instructions produced after the compiler's	
	first pass.	740
15.26	Symbol table for program of Fig. 15.25.	741
15.27	Unoptimized code from the program of Fig. 15.25.	744
15.28	Optimized code for the program of Fig. 15.25.	745
Chapter 16	Bits, Characters, Strings and Structures	
16.1	A possible storage alignment for a variable of type	
	<b>Example</b> showing an undefined area in memory.	752
16.2	High-performance card shuffling and dealing	
	simulation.	755
16.3	Output for the high-performance card shuffling and	
	dealing simulation.	756
16.4	The bitwise operators.	757
16.5	Printing an unsigned integer in bits.	758
16.6	Results of combining two bits with the bitwise AND	
	operator &.	759
16.7	Using the bitwise AND, bitwise inclusive OR, bitwise	
	exclusive OR, and bitwise complement operators.	759
16.8	Output for the program of Fig. 16.7.	761
16.9	Results of combining two bits with the bitwise	
	inclusive OR operator 1.	761
16.10	Results of combining two bits with the bitwise	
	exclusive OR operator ^.	762
16.11	Using the bitwise shift operators.	762
16.12	The bitwise assignment operators.	763
16.13	Operator precedence and associativity.	764
16.14	Using bit fields to store a deck of cards.	765
16.15	Output of the program in Fig. 16.14.	767
16.16	Summary of the character handling library functions.	768
16.17	Using isdigit, isalpha, isalnum, and	
	isxdigit.	769
16.18	Using islower, isupper, tolower, and	
	toupper.	770
16.19	Using isspace, iscntrl, ispunct, isprint,	
	and <b>isgraph</b> .	772
16.20	Summary of the string conversion functions of the	
	general utilities library.	773
16.21	Using atof.	774
16.22	Using <b>atoi</b> .	774
16.23	Using atol.	775

16.24	Using strtod.	776
16.25	Using strtol.	776
16.26	Using strtoul.	777
16.27	Search functions of the string handling library.	778
16.28	Using strchr.	779
16.29	Using strcspn.	779
16.30	Using strpbrk.	780
16.31	Using strrchr.	780
16.32	Using strspn.	781
16.33	Using strstr.	782
16.34	The memory functions of the string handling library.	782
16.35	Using memcpy.	783
16.36	Using memmove.	784
16.37	Using memcmp.	784
16.38	Using memchr.	785
16.39	Using memset.	785
16.40	Another string manipulation function of the string	
	handling library.	786
16.41	Using strerror.	786
Chapter 17	The Preprocessor	
17.1	The predefined symbolic constants.	808
Chapter 18	Other Topics	
18.1	The type and the macros defined in header stdarg.h.	818
18.2	Using variable-length argument lists.	819
18.3	Using command-line arguments.	820
18.4	Using functions exit and atexit.	823
18.5	The signals defined in header <b>signal.h</b> .	825
18.6	Using signal handling.	826
18.7	Using goto.	828
18.8	Printing the value of a union in both member data types.	831
18.9	Using an anonymous union.	832
Appendix E	Number Systems	
E.1	Digits of the binary, octal, decimal, and hexadecimal	
	number systems.	893
E.2	Comparison of the binary, octal, decimal, and	
	hexadecimal number systems.	893
E.3	Positional values in the decimal number system.	893
E.4	Positional values in the binary number system.	894
E.5	Positional values in the octal number system.	894
E.6	Positional values in the hexadecimal number system.	895
E.7	Decimal, binary, octal, and hexadecimal equivalents.	895

E.8	Converting a binary number to decimal.	897
E.9	Converting an octal number to decimal.	897
E.10	Converting a hexadecimal number to decimal.	897