Beginning C++ Through Game Programming

By Michael Dawson

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When it comes to game programming, C++ is the name of the game. If you aspire to move from game player to game creator, it all starts with learning the fundamentals of C++ and game-programming basics. With BEGINNING C++ THROUGH GAME PROGRAMMING, FOURTH EDITION, you will find an up-to-date and thorough introduction to everything you need to get started--with no previous programming experience required. In the new fourth edition of this popular guide to learning C++, you will work with a complete program while learning each new concept and a game program at the end of each chapter. A final game project at the end of the book draws together everything you've learned. Written with the beginning programmer in mind, BEGINNING C++ THROUGH GAME PROGRAMMING, FOURTH EDITION is a great way to get started in game programming.

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Editorial Review

About the Author
Michael Dawson has worked as both a programmer and a computer game designer and producer. In addition to real-world game industry experience, Dawson earned his bachelor's degree in Computer Science from the University of Southern California. He currently teaches game programming and design to students of all ages through UCLA Extension courses and private lessons. Visit his Web site at www.programgames.com to learn more or to get support for any of his books.

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