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Practical C++ Programming with Game Development: Introduction to Teaching Yourself C++ Programming, Game Development, Object-Oriented Programming and Windows Development

Scott Tozer

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A Tutorial Introduction to Learn C++ Programming, Game Development Object-Oriented Programming and Windows Development. Learn Object-Oriented Programming and Game Design Step by Step

Are you a novice programmer seeking a tutorial book on C++ programming? Are you a wannabe C++ developer who does not know where to start when it comes to programming and coding basic text based games? Or are you a person who desires to learn a new skill and picked C++ programming?

Then this book is for you!

Since C++ is the favoured language for creating computer games, even if you use a third-party program like Unity, learning the language will be an incredible skill for your future as a computer programmer.

Programming Book for Students Wanting to Learn Software Development, C++ and Game Design with Simplicity.

Updated and with the added addition of Microsoft Windows Programming

Professional game development is the reason why many aspiring programmers with computer skills in programming learn C++. It is the greatest computer programming language to code computer games. If you are an aspiring game programmer and want a wealth of knowledge about the C++ language and you yearn to become becoming a developer in gaming, then this book will guide you on the correct path to learning the art of programming computer games.

Whether you use a PC, Macintosh or Linux operating system, this book walks you through how to get a compiler from the Internet to use when designing and coding programs.

The Topics In C++ Game Programming Book Include:

A little Windows programming with the Win32 API

It is all here along with the added bonus of learning how to program computer games. What more could you ask for?

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