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## LEARN C++ FOR GAME DEVELOPMENT



APress. Paperback. Book Condition: new. BRAND NEW, Learn C++ for Game Development, Bruce Sutherland, If you're new to C++ but understand some basic programming, then Learn C++ for Game Development lays the foundation for the C++ language and API that you'll need to build game apps and applications. Learn C++ for Game Development will show you how to: \* Master C++ features such as variables, pointers, flow controls, functions, I/O, classes, exceptions, templates, and the Standard Template Library (STL) \*...

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