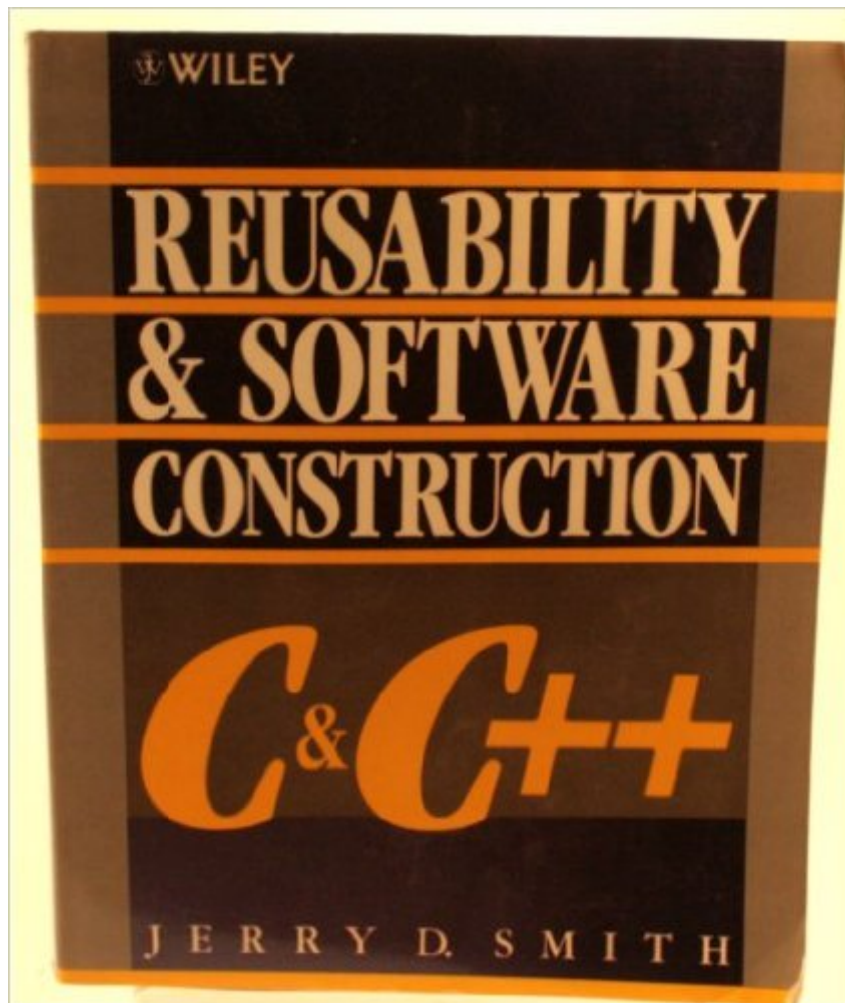The book was found

# Reusability And Software Construction: C And C++

# Synopsis

Discusses and demonstrates software construction techniques that promote reusability. Taking an approach that may be applied to a broad range of software projects, this practical book provides techniques for minimizing the use of global variables without producing functions burdened by long parameter lists, and considers a number of issues that arise in decomposing software into multiple compiled modules. Using a window-based editing environment as a basis for discussion, the book focuses on the popular and widely available languages of C and C++. Among the many topics covered are object-oriented programming, upfront design of classes, and an introduction to notification-based programming.

# Book Information

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