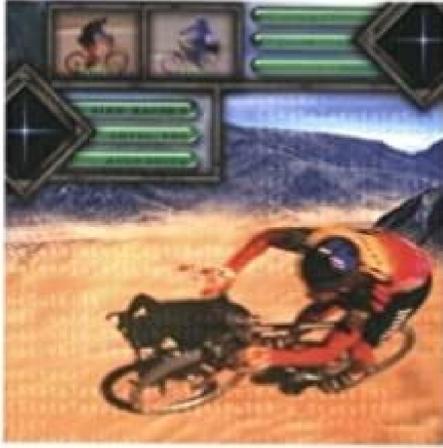


I'm not robot!

# C++ *for* GAME PROGRAMMERS



Provides game programmers with a comprehensive guide to C++ for game development

Goes beyond the basics of C++ and concentrates on how to use it effectively for games

Uses up-to-date technologies, including STL

Covers both PC and console development



Game Development Series

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