
I

Index

Is there another word for synonym?

– anon

162
** 263
-1 831
->* 853
. * 853
16-bit character 580
7-bit char 580
8-bit char 580
 bitset 494
'
 and [] 838
 operator 123
 predefined 264
 prohibiting 264
!
 for basic_ios 616
 logical_not 516
 valarray 664
!=
 bitset 494
 complex 680
 generated 468
 iterator 551
 not_equal_to 516
 string 591
 valarray 667
#, preprocessing directive 813
\$ character 81
%
 modulus 517
 valarray 667
%: digraph 829
%:%: digraph 829
%=, valarray 664
%> digraph 829
&
 bitset 495
 bitwise and operator 124
 predefined 264
 prohibiting 264
 valarray 667
&&
 logical and operator 123
 logical_and 516
 valarray 667
&=
 of bitset 494
 valarray 664
' , character literal 73
*
 and [], -> and 290
 complex 680
 iterator 551
 multiplies 517
 valarray 667
*=
 complex 679
 valarray 664
+
 complex 680

iterator 551
 plus 517
 string 593
 user-defined 265
 user-defined operator 281
 valarray 667
 ++
 increment operator 125
 iterator 551
 user-defined operator 264, 291
 +=
 advance() and 551
 complex 679
 iterator 551
 operator 109
 string 592
 user-defined operator 264, 268, 281
 valarray 664
 -
 complex 680
 distance() and 551, 554
 iterator 551
 minus 517
 negate 517
 valarray 664, 667
 --
 decrement operator 125
 iterator 551
 user-defined operator 291
 -=
 complex 679
 iterator 551
 operator 109
 valarray 664
 ->
 and * and [] 290
 iterator 551
 member access operator 102
 user-defined operator 289
 ->*, pointer to member 418
 .
 floating-point 74
 member access operator 101
 .*, pointer to member 418
 . . . , ellipsis 154
 /
 complex 680
 divides 517
 valarray 667
 /* comment 161
 //
 comment 10
 difference from C 816
 /=
 complex 679
 valarray 664
 ::
 and virtual function, operator 312
 explicit qualification 847
 namespace and 169
 operator 305
 scope resolution operator 82, 228
 ::*, pointer to member 418
 :> digraph 829
 <
 comparison 467
 iterator 551
 less 516
 string 591
 template syntax 811
 valarray 667
 vector 457
 <% digraph 829
 <: digraph 829
 <<
 bitset 494
 bitset 495
 complex 680
 for output why 607
 inserter 608
 of char 611
 of complex 612
 of pointer to function 631
 of streambuf 642
 ostream 609
 output cout 46
 output operator 607
 precedence 608
 put to 607
 string 598
 valarray 667
 virtual 612
 <<=
 of bitset 494
 valarray 664
 <=
 generated 468
 iterator 551
 less_equal 516
 string 591
 valarray 667
 =
 map 484
 predefined 264
 prohibiting 264
 string 587
 user-defined operator 281
 valarray 663
 vector 447
 ==
 bitset 494
 complex 680

- equal_to 516
- equality without 468
- iterator 551
 - string 591
 - user-defined 534
 - valarray 667
 - vector 457
- >
 - and >> 812
 - generated 468
 - greater 516
 - iterator 551
 - string 591
 - valarray 667
- >=
 - generated 468
 - greater_equal 516
 - iterator 551
 - string 591
 - valarray 667
- >>
 - > and 812
 - bitset 494
 - bitset 495
 - char 615
 - complex 680
 - extractor 608
 - get from 607
 - input cin 50, 112
 - istream 614
 - of complex 621
 - of pointer to function 632
 - string 598
 - valarray 667
- >>=
 - of bitset 494
 - valarray 664
- ?:, arithmetic-if 134
- []
 - , and 838
 - > and * and 290
 - and insert() 488
 - bitset 494
 - design of 295
 - iterator 551
 - map 482
 - of vector 445
 - on string 584
 - valarray 663
- \
 - backslash 830
 - escape character 73, 830
 - \', single quote 830
- ^
 - bitset 495
 - bitwise exclusive or operator 124
 - valarray 667
- ^=
 - of bitset 494
 - valarray 664
- _character 81
 - bitset 495
 - bitwise or operator 124
 - valarray 667
- |=
 - of bitset 494
 - valarray 664
- ||
 - logical or operator 123
 - logical_or 516
 - valarray 667
- ~, valarray 664
- 0
 - constant-expression 835
 - false and 71
 - null integer value 830
 - string and 587
 - zero null 88
- 1 and size_t 448
- 1, true and 71

A

- Aarhus 536
- abort() 218, 380
- abs() 660-661, 680
 - valarray 667
- abstract
 - and concrete type 771
 - class 708
 - class 313
 - class and design 318
 - class, class hierarchy and 324
 - iterator 435
 - node class 774
 - type 34, 767, 769
- abstraction
 - classes and 733
 - data 30
- abstraction, late 437
- abstraction, levels of 733
- access 278
 - checked 445
 - control 225, 402
 - control and base class 405
 - control and multiple-inheritance 406
 - control, cast and 414
 - control, run-time 785
 - control, *using-declaration* and 407
 - element 445
 - operator, design of 295

- to base 850
- to member 849
- to member class 851
- unchecked 445
- accumulate() 682
- acos(), valarray 667
- acquisition, resource 364
- action 776
- Ada 10, 725
- adapter
 - member function 520
 - pointer to function 521
- adapters, container 469
- add element to sequence 529
- adding
 - to container 555
 - to sequence 555
 - to standard library 434
- address of element 454
- addressing, united of 88
- adjacent_difference() 684
- adjacent_find() 525
- adjustfield 626, 630
- adoption of C++, gradual 718
- advance() and += 551
- aims
 - and means 694
 - design 700
- Algol68 10
- algorithm 56
 - C-style function and 522
 - and member function 520
 - and polymorphic object 63
 - and polymorphism 520
 - and sequence 508
 - and string 584
 - container and 507
 - conventions 508
 - design 510
 - exception container 566
 - generalized numeric 682
 - generic 41
 - modifying sequence 529
 - nonmodifying sequence 523
 - on array 544
 - return value 508
 - summary 509
- <algorithm> 432, 509
- algorithms, standard library 64
- alias, namespace 178
- alignment 102
- all, catch 362
- allocate array 128
- allocate() 567
- allocation
 - C-style 577
 - and de-allocation 127
 - unit of 88
- allocator 567
 - Pool_alloc 572
 - general 573
 - nothrow 823
 - use of 568
 - user-defined 570
- allocator_type 443, 480
- alternative
 - design 710
 - error handling 192, 355
 - implementation 320
 - interface 173
 - return 357
 - to macro 161
- ambiguity
 - dynamic_cast and 412
 - resolution, multiple-inheritance 391
- ambiguous type conversion 276
- ambition 693
- analogy
 - bridge 724
 - car factory 698
 - plug 728
 - proof by 692
 - units 728
- analysis
 - design and 696
 - error 711
 - experimentation and 710
 - method, choosing an 696
 - stage 697
- and C-style string, string 579
- and
 - keyword 829
 - operator &, bitwise 124
 - operator &&, logical 123
- and_eq keyword 829
- Annemarie 92
- anomaly, constructor and destructor 245
- anonymous union 841
- ANSI
 - C 13
 - C++ 11
- any() 494
- app append to file 639
- append to file, app 639
- append(), string 592
- application framework 731, 786
- apply() to valarray 664
- architecture 696
- arg() 680
- argc, main() argv 117
- argument

- array 147
- command line 117
- deducing template 335, 855
- default 153
- depend on template 861
- explicit template 335
- function template 335
- passing 283
- passing, function 145
- reference 98
- template 331
- type check, function 145
- type conversion, function 145
- type, difference from C 817
- types, virtual function 310
- undeclared 154
- value, example of default 227
- argv argc, main() 117
- arithmetic
 - conversions, usual 122
 - conversions, usual 836
 - function object 517
 - mixed-mode 268
 - pointer 88, 93, 125
 - type 70
 - vector 65, 662
- arithmetic-if ?: 134
- array 26, 88
 - algorithm on 544
 - allocate 128
 - argument 147
 - array of 837
 - as container 496
 - assignment 92
 - associative 286, 480
 - by string, initialization of 89
 - deallocate 128
 - delete 250
 - element, constructor for 250
 - element object 244
 - initializer 89
 - initializer, difference from C 818
 - layout 669
 - multidimensional 668, 677, 836
 - new and 423
 - of array 837
 - of objects 250
 - passing multidimensional 839
 - pointer and 91, 147
 - string and 589
 - valarray and 663
 - valarray and vector and 662
- arrays, numeric 662
- ASCII 580, 829
 - character set 73, 601
- asin() 660
 - valarray 667
- asm assembler 806
- assembler 8, 10
 - asm 806
- Assert() 750
- assert() 750
- <assert.h> 432
- assertion checking 750
- assign()
 - char_traits 581
 - string 588
 - vector 447
- assignment
 - and initialization 283
 - array 92
 - copy 246, 283
 - function call and 99
 - map 484
 - of class object 245
 - operator 110, 268
 - string 587
 - to self 246
 - valarray 663
- Assoc example 286
- associative
 - array 286, 480
 - array - see map
 - container 480
 - container, sequence and 461
- associativity of operator 121
- asynchronous event 357
- at() 53, 445
 - on string 585
 - out_of_range and 385
- atan() 660
 - valarray 667
- atan2() 660
 - valarray 667
- ate 639
- atexit()
 - and destructors 218
 - and exception 382
- atof() 600
- atoi() 589, 600
- atol() 600
- AT&T Bell Laboratories 11
- auto 843
- automatic
 - garbage collection 247, 844
 - memory 843
 - memory management 844
 - object 244
- auto_ptr 367

B

- \b, backspace 830
- back() 445
 - of queue 476
- back_inserter() 57, 555
- back_insert_iterator 555
- backslash \ 830
- backspace \b 830
- bad() 616
- bad_alloc 129
 - and new 384
 - exception 576
 - missing 823
- badbit 617
- bad_cast 410
 - and dynamic_cast 384
- bad_exception 378, 384
- bad_typeid and typeid() 384
- balance 695
- base
 - access to 850
 - and derived class 39, 737
 - class 303
 - class, access control and 405
 - class, initialization of 306
 - class, overriding from virtual 401
 - class, private 743
 - class, private member of 305
 - class, protected 743
 - class, replicated 394
 - class, universal 438
 - class, virtual 396
 - member or 740
 - override private 738
 - private 405, 742
 - protected 319, 405
- basefield 626–627
- Basic 725
- basic_filebuf, class 648
- basic_ios 608, 616, 622, 629
 - ! for 616
 - format state 606
 - stream state 606
- basic_iostream 637
 - formatting 606
- basic_istream 613
- basic_ofstream 638
- basic_ostream 608–609
- basic_streambuf 645
 - buffering 606
- basicstring
 - begin() 584
 - end() 584
 - rbegin() 584
 - rend() 584
- basic_string 582
 - const_iterator 583
 - const_pointer 583
 - const_reference 583
 - const_reverse_iterator 583
 - difference_type 583
 - iterator 583
 - membertype 582
 - pointer 583
 - reference 583
 - reverse_iterator 583
 - size_type 583
 - traits_type 583
 - value_type 583
- basic_stringstream 640
- BCPL 10
- before() 415
- beg, seekdir and
- begin() 54, 481
 - basicstring 584
 - iterator 444
- behavior, undefined 828
- Bell Laboratories, AT&T 11
- Bi 511
- bibliography, design 719
- bidirectional iterator 550
- bidirectional_iterator_tag 553
- big-O notation 464
- binary
 - mode, binary 639
 - operator, user-defined 263
 - search 540, 546
- binary binary mode 639
- binary_function 515
- binary_negate 518
 - not2() and 522
- binary_search() 540
- bind1st() 518
 - and binder1st 520
- bind2nd() 518
- binder1st 518
 - bind1st() and 520
- binder2nd 518–519
- binding
 - name 860
 - strength, operator 121, 607
- BinOp 511
- BinPred 511
- bit
 - field 125, 840
 - field, bitset and 492
 - pattern 73
 - position 492
 - reference to 492
 - vector 124
- bitand keyword 829
- bitor keyword 829

- bits
 - in char 658
 - in float 658
 - in int 658
- <bitset> 431
- bitset 492
 - 494
 - != 494
 - & 495
 - &= of 494
 - << 495
 - << 494
 - <<= of 494
 - == 494
 - >> 495
 - >> 494
 - >>= of 494
 - [] 494
 - ^ 495
 - ^= of 494
 - and bit field 492
 - and enum 492
 - and set 492
 - and vector<bool> 492
 - constructor 493
 - flip() 494
 - input 495
 - operation 494
 - output 495
 - reset() 494
 - set() 494
 - | 495
 - |= of 494
- bitset(), invalid_argument and 385
- bitwise
 - and operator & 124
 - exclusive or operator ^ 124
 - logical operators 124
 - or operator | 124
- blackboard as design tool 703
- BLAS 668
- bool 71
 - conversion to 835
 - input of 615
 - output of 610
 - vector of 458
- boolalpha 610, 625
- boolalpha() 633
- break 109, 116
 - case and 134
 - statement 116
- bridge analogy 724
- bsearch() 546
- buffer
 - memory 575
 - ostream and 642

- position in 642
- Buffer 331, 335
 - example 738
- buffering 642
 - I/O 645
 - basic_streambuf 606
- built-in
 - feature vs technique 43
 - type 70
 - type, constructor for 131
 - type, input of 614
 - type, output of 609
 - type, user-defined operator and 265
- by
 - reference, catch 360
 - value, catch 359
- byte 76

C

- C
 - //, difference from 816
 - ANSI 13
 - C++ and 13–14, 199
 - and C++ 7
 - and C++ compatibility 816
 - and C++, mixing 719
 - and exception 383
 - and, learning 7
 - argument type, difference from 817
 - array initializer, difference from 818
 - declaration and definition, difference from 818
 - difference from 816
 - enum, difference from 817
 - function call, difference from 816
 - function definition, difference from 817
 - initialization and goto, difference from 818
 - input and output 651
 - int implicit, difference from 817
 - jump past initialization, difference from 818
 - linkage to 205
 - macros, difference from 818
 - programmer 14
 - scope, difference from 816
 - sizeof, difference from 816
 - standard library 599
 - struct name, difference from 818
 - struct scope, difference from 818
 - void* assignment, difference from 818
 - with Classes 10
 - with classes 686
- C++ 21
 - .c file 202
 - cache example 232
 - calculator example 107, 165, 190, 208
 - call

- by reference 98, 146
- by value 146
- function 145
- of destructor, explicit 256
- callback 371
 - stream 650
- call-by-reference 282
- callC() example 384
- call_from_C() example 384
- calloc() 577
- capacity() 455
- car factory analogy 698
- Car example 772
- card, CRC 703
- c_array 496
- carriage return `\r` 830
- CASE 711, 725, 730
- case and break 134
- case-sensitive compare 591
- `<cassert>` 432
- cast
 - C-style 131
 - and access control 414
 - cross 408
 - deprecated C-style 819
 - down 408
 - up 408
- casting away const 414
- catch all 362
- catch 186, 361
 - all 362
 - by reference 360
 - by value 359
 - every exception 54
- catch(...) 54
- category, iterator 553
- `<cctype>` 432, 601
- ceil() 660
- cerr 609
 - and `clog` 624
 - initialization 637
- `<cerrno>` 432
- `<cfloat>` 433, 660
- C-function and exception 382
- C++ 10
 - ANSI 11
 - C and 7
 - ISO 11
 - and C 13–14, 199
 - compatibility, C and 816
 - design of 7, 10
 - feature summary 819
 - functional decomposition and 726
 - gradual adoption of 718
 - gradual approach to learning 7
 - introducing 718
 - large programs and 9
 - learning 6, 718, 820
 - library, first 686
 - misuse of 725
 - mixing C and 719
 - procedural programming and 725
 - programmer 14
 - properties of 724
 - standardization 11
 - style subscript 674
 - teaching and 12
 - use of 12
- change 700
 - incremental 684
 - response to 698
 - size of sequence 529
- changing interface 774
- char 73, 76
 - 7-bit 580
 - 8-bit 580
 - `<<` of 611
 - `>>` 615
 - bits in 658
 - character type 71
 - get() 620
 - input 618
 - input of 615
 - output of 610
 - signed 831
 - unsigned 831
- char*, specialization and 344
- character 580
 - \$ 81
 - 16-bit 580
 - `\`, escape 73, 830
 - _ 81
 - buffer, `streambuf` and 642
 - classification, wide 601
 - literal ' 73
 - name, universal 831
 - national 829
 - set 829
 - set, ASCII 73, 601
 - set, large 831
 - set, restricted 829
 - special 830
 - string 432
 - traits 580
 - type 580
 - type char 71
 - value of 580
- characters in name 81
- CHAR_BIT 660
- char_traits 580
 - assign() 581
 - char_type 580

- compare() 581
- copy() 581
- eof() 581
- eq() 581
- eq_int_type() 581
- find() 581
- get_state() 581
- int_type() 581
- length() 581
- lt() 581
- move() 581
- not_eof() 581
- off_type 581
- pos_type 581
- state_type 581
- to_char_type() 581
- to_int_type() 581
- char_traits<char> 580
- char_traits<wchar_t> 580
- char_type 608
 - char_traits 580
- check, range 445, 561
- checked
 - access 445
 - iterator 561
 - pointer 291
- Checked example 565
- Checked_iter example 561
- checking
 - assertion 750
 - for, wild pointer 722
 - invariant 749
- checking, late, missing 823
- checking
 - of *exception-specification* 376
 - range 275, 781
- choosing
 - a design method 696
 - an analysis method 696
- cin 614
 - >>, input 50, 112
 - cout and 624
 - initialization 637
 - value of 276
- circle and ellipse 703
- class
 - abstract 313
 - and design, abstract 318
 - and type 724
 - base 303
 - basic_filebuf 648
 - concept and 301
 - constructor for derived 306
 - conversion of pointer to 304
 - derived 15, 303
 - destructor for derived 306
 - forward reference to 278
 - friend 279
 - function 776
 - handle 782
 - hierarchy 15, 307, 734
 - hierarchy and abstract class 324
 - hierarchy and template 345
 - hierarchy design 314
 - hierarchy, reorganization of 707
 - initialization of base 306
 - interface 778
 - member, constructor for 247
 - member of derived 304
 - member, private 225
 - member, public 225
 - node 772
 - object, assignment of 245
 - operations, set of 237
 - overriding from virtual base 401
 - pointer to 304
 - private base 743
 - private member of base 305
 - protected base 743
 - storage 244
 - use of 725
- class 16, 32
 - abstract 708
 - abstract node 774
 - access to member 851
 - and concept 223
 - base and derived 39, 737
 - concrete 236, 241, 766
 - concrete node 774
 - declaration 225
 - definition 225
 - free-standing 732
 - function-like 514
 - helper 293
 - hierarchy 38, 389
 - hierarchy navigation 411
 - kind of 765
 - lattice 389
 - leaf 774
 - member 293
 - namespace and 849
 - nested 293
 - not a 705
 - random number 685
 - string 292
 - struct and 234
 - template and 348
 - union and 843
 - universal base 438
 - user-defined type 224
- classes
 - and abstraction 733

- and concepts 732
- and real-world 734
- design and 732
- find the 702
- finding the 734
- stream 637
- use of 733
- classic() locale 649
- classification 703
- cleanup, initialization and 364
- clear goal 698
- clear() ,487,616
 - failure and 385
- <climits> 433,660
- <locale> 433,650
- Clock example 398
- clog 609
 - cerr and 624
 - initialization 637
- clone 424
- clone() 426
- close() 639
- closing
 - of file 638
 - of stream 639
- closure 676
- cloud example 700
- Clu 10
- Club_eq 516
- <cmath> 434,660
- Cmp 339,511
- Cobol 725
- code
 - bloat, curbing 342
 - uniformity of 767
- coders and designers 695
- coercion 267
- collaboration, design 708
- collating sequence 338
- collector,
 - conservative 846
 - copying 846
- comma and subscripting 838
- command line argument 117
- comment 138
 - /* 161
 - // 10
- common
 - code and constructor 624
 - code and destructor 624
- commonality 301
- communication 694–695,717
- compare, case-sensitive 591
- compare()
 - char_traits 581
 - string 590
- comparison
 - < 467
 - default 467
 - equality and 457
 - in map 484
 - requirement 467
 - string 590
 - user-supplied 467
- compatibility 13
 - C and C++ 816
- compilation
 - separate 27,198
 - template separate 351
 - unit of 197
- compile time, header and 211
- compile-time polymorphism 347
- compl keyword 829
- complete encapsulation 283
- complex 64,267
 - != 680
 - * 680
 - *= 679
 - + 680
 - += 679
 - 680
 - = 679
 - / 680
 - /= 679
 - << 680
 - << of 612
 - == 680
 - >> 680
 - >> of 621
 - and complex<> 680
 - conversion 681
 - cos() 680
 - cosh() 680
 - expr() 680
 - input 680
 - log() 680
 - log10() 680
 - mathematical functions 680
 - operations 679
 - output 680
 - pow() 680
 - sin() 680
 - sinh() 680
 - sqrt() 680
 - tanh() 680
- complex<>, complex and 680
- complexity divide and conquer 693
- component 701,755
 - standard 698,714
- composite operator 268
- composition of namespace 181
- compositor 677

- computation, numerical 64
 - concatenation, string 592–593
 - concept 15
 - and class 301
 - class and 223
 - independent 327
 - concepts, classes and 732
 - concrete
 - class 236, 241, 766
 - class, derive from 780
 - node class 774
 - type 33, 236, 766–767
 - type, abstract and 771
 - type and derivation 768
 - type, problems with 37
 - type, reuse of 241
 - type, reuse of 768
 - condition 753
 - declaration in 135
 - conditional expression 134
 - conj() 680
 - connection between input and output 623
 - const 94
 - C-style string and 90
 - and linkage 199
 - and overloading 600
 - casting away 414
 - function, inspector 706
 - iterator 443
 - member 249
 - member function 229
 - physical and logical 231
 - pointer 96
 - pointer to 96
 - constant
 - expression 833
 - in-class definition of 249
 - member 249
 - time 464
 - constant-expression 0 835
 - const_cast 131, 232
 - const_iterator 54, 443, 480
 - basic_string 583
 - const_mem_fun1_ref_t 518, 521
 - const_mem_fun1_t 518, 521
 - const_mem_fun_ref_t 518, 521
 - const_mem_fun_t 518, 521
 - const_pointer 443
 - basic_string 583
 - const_reference 443, 480
 - basic_string 583
 - const_reverse_iterator 443, 480
 - basic_string 583
 - construct() 567
 - construction
 - and destruction 244
 - and destruction, order or 414
 - order of 248, 252
 - valarray 662
 - constructor 32–33, 226, 706
 - and C-style initialization 270
 - and conversion 272
 - and destructor 242, 246–247
 - and destructor anomaly 245
 - and initializer list 270
 - and template, copy 348
 - and type conversion 269, 275
 - and union 257
 - and virtual base 397
 - bitset 493
 - common code and 624
 - copy 246, 283
 - default 243
 - default copy 271
 - exception in 367
 - exceptions in 371
 - explicit 284
 - for array element 250
 - for built-in type 131
 - for class member 247
 - for derived class 306
 - for free store object 246
 - for global variable 252
 - for local variable 245
 - map 484
 - pointer to 424
 - string 585
 - vector 447
 - virtual 323, 424
- constructors, exceptions and 366
 - cont iterator 508
 - container 40, 52
 - STL 441
 - Simula-style 438
 - Smalltalk-style 438
 - adapters 469
 - adding to 555
 - algorithm, exception 566
 - and algorithm 507
 - and iterator 435, 444
 - and polymorphism 520
 - array as 496
 - associative 480
- container, based 438
 - container
 - design 434, 441
 - implementation of 465
 - input into 451
 - intrusive 438
 - iterator 464
 - kind of 461
 - memory management 455, 567

- operation on 464
- optimal 435
- representation of 465
- sequence and 512
- standard library 56
- standard-library 442
- string as 491
- summary 464
- user-defined 497
- valarray as 492
- containers 431
- containment 738
 - and inheritance 740
- context
 - of template definition 860
 - of template instantiation 860
- continue 116
 - statement 116
- contravariance 420
- control, format 625
- controlled statement 136
- convenience
 - and orthogonality 431
 - vs. safety 847
- conventions
 - algorithm 508
 - lexical 794
 - national 649
- conversion 706
 - ambiguous type 276
 - complex 681
 - constructor and 272
 - constructor and type 269, 275
 - explicit 284
 - floating-point 834
 - implicit 275, 281, 284
 - implicit type 76, 276, 833
 - integer 834
 - of pointer to class 304
 - of string, implicit 590
 - operator, type 275
 - pointer 834
 - signed unsigned integer 834
 - string 589
 - to bool 835
 - to floating-point 835
 - to integer type 835
 - to integral 835
 - undefined enum 77
 - user-defined 347
 - user-defined pointer 349
 - user-defined type 267, 281
- conversions 747
 - usual arithmetic 122
- conversions, usual, arithmetic 836
- cookbook method 692
- copy 229, 245, 271
 - assignment 246, 283
 - constructor 246, 283
 - constructor and template 348
 - constructor, default 271
 - delayed 295
 - memberwise 283
 - of exception 362
 - requirement 466
- copy() 42, 529, 589
 - char_traits 581
 - _copy suffix 533
- copy_backward() 529
- copyfmt() 627
 - copyfmt_event 651
- copyfmt_event, copyfmt() 651
- copy_if() not standard 530
- copying, elimination of 675
- copy-on-write 295
- cos() 660
 - complex 680
 - valarray 667
- cosh() 660
 - complex 680
 - valarray 667
- cost of exception 381
- count() 57, 494, 526
 - in map 485
- count_if() 62, 526
- counting, reference 783
- coupling, efficiency and 768
- cout 609
 - <<, output 46
 - and cin 624
 - initialization 637
- Cowboy example 778
- __cplusplus 206
- CRC card 703
- create dependency 745
- creation
 - localization of object 322
 - object 242
- criteria
 - sorting 534
 - standard library 430
- cross cast 408
- <cssetjmp> 433
- cshift() 664
- <csignal> 433
- <cstdarg> 433
- <cstdio> 202, 432
- <cstdlib> 219, 432, 434, 546, 577, 600, 661
- c_str() 589
- <cstring> 432, 577, 599
- C-style
 - allocation 577

- cast 131
- cast, deprecated 819
- error handling 661
- function and algorithm 522
- initialization, constructor and 270
- string and const 90
- string, string and 579
- string, string and 589
- <ctime> 431, 433
- <ctype.h> 432, 601
- cur, seekdir and curbing code bloat 342
- Currying 520
- <wchar> 432
- <wctype> 432, 601
- <wctype.h> 601
- cycle, development 698

D

- data
 - abstraction 30
 - abstraction vs inheritance 727
 - member, pointer to 853
 - per-object 573
 - per-type 573
- data() 589
- date, format of 649
- Date example 236
- DBL_MINEXP 660
- deallocate array 128
- deallocate() 567
- de-allocation, allocation and 127
- debugging 226
- dec 626–627, 634
- decimal 73
 - output 626
- decision, delaying 706
- declaration 23, 78–79
 - and definition, difference from C 818
 - and definition, namespace member 167
 - class 225
 - friend 279
 - function 143
 - in condition 135
 - in for statement 137
 - of member class, forward 293
 - point of 82
- declaration 803
- declarations, keeping consistent 201
- declarator operator 80
- declarator 807
- decomposition, functional 725
- decrement
 - increment and 291
 - operator -- 125
- deducing template argument 335, 855
- default
 - argument 153
 - argument value, example of 227
 - comparison 467
 - constructor 243
 - copy constructor 271
 - template argument 340, 824
 - value 239
 - value, supplying 500
- default 109
- #define 160
- definition 78
 - class 225
 - context of template 860
 - difference from C declaration and 818
 - function 144
 - in-class 235
 - namespace member declaration and 167
 - of constant, in-class 249
 - of virtual function 310
 - point of 861
 - using-directive and 180
- delayed copy 295
- delaying decision 706
- delegation 290
- delete
 - element from sequence 529, 534
 - from hash_map 501
- delete
 - and garbage collection 845
 - array 250
 - delete[] and 250
 - operator 127
 - size and 421
- delete(), operator 129, 576
- delete[] 128
 - and delete 250
- delete[](), operator 423, 576
- delete_ptr() example 531
- denorm_min() 659
- depend on template argument 861
- dependencies 724
- dependency 15
 - create 745
 - inheritance 737
 - minimize 173
 - use 745
- deprecated
 - C-style cast 819
 - static 818
- <deque> 431
- deque, double-ended queue 474
- derivation, concrete type and 768
- derive
 - from concrete class 780

- without virtual 780
- derived
 - and friend 852
 - class 15, 303
 - class, base and 39, 737
 - class, constructor for 306
 - class, destructor for 306
 - class, member of 304
 - exceptions 359
- design 696
 - I/O 605
 - abstract class and 318
 - aims 700
 - algorithm 510
 - alternative 710
 - and analysis 696
 - and classes 732
 - and language 724
 - and language, gap between 725
 - and programming 692
 - bibliography 719
 - class hierarchy 314
 - collaboration 708
 - container 434, 441
 - error 711
 - for testing 712
 - how to start a 708
 - hybrid 718
 - inheritance and 707
 - integrity of 716
 - language and programming language 730
 - method 694
 - method, choosing a 696
 - object-oriented 692, 726
 - of C++ 7, 10
 - of [] 295
 - of access operator 295
 - reuse 709
 - stability of 708
 - stage 697
 - standard library 429–430
 - steps 701
 - string 579
 - template in 757
 - tool, blackboard as 703
 - tool, presentation as 704
 - tool, tutorial as 708
 - tools 711
 - unit of 755
- designers, coders and 695
- destroy() 567
- destruction
 - construction and 244
 - order or construction and 414
- destructor 33, 283
 - and garbage collection 846
 - and union 257
- anomaly, constructor and 245
- common code and 624
- constructor and 242, 246–247
- exception in 373
- explicit call of 256
- for derived class 306
- virtual 319
- destructors
 - atexit() and 218
 - exceptions and 366
- development
 - cycle 698
 - process 696
 - software 692
 - stage 697
- diagnostics 432
- diamond-shaped inheritance 399
- dictionary 480
 - see map
- difference
 - from C 816
 - from C // 816
 - from C argument type 817
 - from C array initializer 818
 - from C declaration and definition 818
 - from C enum 817
 - from C function call 816
 - from C function definition 817
 - from C initialization and goto 818
 - from C int implicit 817
 - from C jump past initialization 818
 - from C macros 818
 - from C scope 816
 - from C sizeof 816
 - from C struct name 818
 - from C struct scope 818
 - from C void* assignment 818
- difference_type 443, 480, 552
 - basic_string 583
- digits 658
- digits10 659
- digraph
 - #: 829
 - %%: 829
 - %> 829
 - :> 829
 - <% 829
 - <: 829
- direct manipulation 730
- directed acyclic graph 308
- direction
 - of seek, seekdir
 - of seekg()
 - of seekp()
- directive

- #, preprocessing 813
- template instantiation 866
- discrimination of exception 188
- disguised pointer 844
- dispatch, double 326
- distance() and - 551, 554
- distribution
 - exponential 685
 - uniform 685
- div() 661
- divide and conquer, complexity 693
- divides / 517
- div_t 661
- do statement 114, 137
- documentation 714-715
- do_it() example 777
- domain error 661
- dominance 401
- Donald Knuth 713
- dot product 684
- double
 - dispatch 326
 - quote 830
- double 74
 - output 626
- double-ended queue deque 474
- doubly-linked list 470
- down cast 408
- draw_all() example 520
- Duff's device 141
- dynamic
 - memory 127, 576, 843
 - store 34
 - type checking 727
 - type checking, mis-use of 439
- dynamic_cast 407-408
 - and ambiguity 412
 - and polymorphism 409
 - and static_cast 413
 - bad_cast and 384
 - implementation of 409
 - to reference 410
 - use of 774

E

- eatwhite() 620
- eback() 645
- EDOM 661
- efficiency 8, 713
 - and coupling 768
 - and generality 431
 - of operation 464
- egptr() 645
- element
 - access 445
 - access, list 472
 - access, map 482
 - address of 454
 - constructor for array 250
 - first 445
 - from sequence, delete 529, 534
 - last 445
 - object, array 244
 - requirements for 466
 - to sequence, add 529
- eliminate_duplicates() example 534
- eliminating programmers 730
- elimination
 - of copying 675
 - of temporary 675
- ellipse, circle and 703
- ellipsis ... 154
- else 134
- emphasis, examples and 5
- Employee example 302
- empty string 585
- empty() 455, 489
 - string 598
- encapsulation 754
 - complete 283
- end, seekdir and
- end() 54, 481
 - basicstring 584
 - iterator 444
- #endif 162
- endl 634
- ends 634
- engineering, viewgraph 704
- enum 76
 - and integer 77
 - bitset and 492
 - conversion, undefined 77
 - difference from C 817
 - member 249
 - sizeof 78
 - user-defined operator and 265
- enumeration 76
 - switch on 77
- enumerator 76
- EOF 620, 653
- eof() 616
 - char_traits 581
- eofbit 617
- epptr() 645
- epsilon() 659
- eq(), char_traits 581
- eq_int_type(), char_traits 581
- equal() 527
- equality
 - and comparison 457
 - hash_map 497

- without == 468
- equal_range() 540
 - in map 485
- equal_to == 516
- equivalence, type 104
- Erand 685
- ERANGE 601, 661
- erase()
 - from map 487
 - from vector 452
 - in string 595
- errno 383, 601, 661
- <errno.h> 432
- error
 - analysis 711
 - design 711
 - domain 661
 - exception and 622
 - handling 115, 186, 383, 566
 - handling, C-style 661
 - handling alternative 192, 355
 - handling, multilevel 383
 - linkage 199
 - loop and 523
 - range 661
 - recovery 566
 - reporting 186
 - run-time 29, 355
 - sequence 512
 - string 586
- errors, exceptions and 355, 374
- escape character \ 73, 830
- essential operators 283
- evaluation
 - lazy 707
 - order of 122
 - short-circuit 123, 134
- event
 - asynchronous 357
 - driven simulation 326
- event 651
- event_callback 651
- example
 - (bad), Shape 417
 - Assoc 286
 - Buffer 738
 - Car 772
 - Checked 565
 - Checked_iter 561
 - Clock 398
 - Cowboy 778
 - Date 236
 - Employee 302
 - Expr 424
 - Extract_officers 524
 - Filter 786
 - Form 635
 - Hello, world! 46
 - Io 776
 - Io_circle 775
 - Io_obj 774
 - Ival_box 315, 407
 - Lock_ptr 366
 - Math_container 346
 - Matrix 282
 - Object 417
 - Plane 729
 - Pool 570
 - Range 781
 - Rational 747
 - Saab 728
 - Set 769
 - Set_controller 785
 - Shape 774
 - Slice_iter 670
 - Stack 27
 - Storable 396
 - String 328
 - Substring 596
 - Table 243
 - Vector 341, 780
 - Vehicle 734
 - Window 398
 - cache 232
 - calculator 107, 165, 190, 208
 - callC() 384
 - call_from_C() 384
 - cloud 700
 - delete_ptr() 531
 - do_it() 777
 - draw_all() 520
 - eliminate_duplicates() 534
 - identity() 531
 - iocopy() 617
 - iosbase::Init 639
 - iseq() 513
 - of default argument value 227
 - of input 114
 - of operator overloading 292
 - of reference 292
 - of user-defined memory management 292
 - of virtual function 646
 - oseq() 556
 - scrollbar 743
 - sort() 158, 334
- example::, member template 349
- examples and emphasis 5
- exception 29, 186, 355
 - C and 383
 - C-function and 382
 - I/O 622
 - and error 622

- and function 375
 - and interface 375
 - and main() 54
 - and member initialization 373
 - and multiple inheritance 360
 - and new 367, 369
 - and recursive function 374
 - atexit() and 382
 - bad_alloc 576
 - catch every 54
 - container algorithm 566
 - copy of 362
 - cost of 381
 - discrimination of 188
 - handler 812
 - in constructor 367
 - in destructor 373
 - mapping 378
 - new and 576
 - qsort() and 382
 - standard 384
 - type of 379
 - <exception> 379–380, 384–385, 433
 - exception hierarchy 385
 - exceptions 357
 - and constructors 366
 - and destructors 366
 - and errors 355, 374
 - derived 359
 - grouping of 358
 - in constructor 371
 - uncaught 380
 - unexpected 377
 - exceptions() 622
 - exception-specification 375
 - checking of 376
 - exclusive or operator ^, bitwise 124
 - exhaustion
 - free store 129
 - resource 369
 - exit() 116, 218
 - exp(), valarray 667
 - experimentation and analysis 710
 - explicit
 - call of destructor 256
 - conversion 284
 - qualification :: 847
 - template argument 335
 - template instantiation 866
 - type conversion 130
 - explicit constructor 284
 - exponent, size of 659
 - exponential distribution 685
 - exponentiation, vector 667
 - export 205
 - Expr example 424
 - expr() 660
 - complex 680
 - expression
 - conditional 134
 - constant 833
 - expression, full 254
 - expression 798
 - extended type information 416
 - extensibility 700
 - extensible I/O 605
 - extern 205
 - extern 198
 - external linkage 199
 - Extract_officers example 524
 - extractor, >> 608
- ## F
- \f, formfeed 830
 - fabs() 660
 - facilities, standard library 66, 429
 - factory 323
 - fail() 616
 - failbit 617
 - failure 709, 716
 - failure and clear() 385
 - false and 0 71
 - fat interface 439, 761
 - fault tolerance 383
 - feature
 - summary, C++ 819
 - vs technique, built-in 43
 - features, portability and 815
 - feedback 695, 698
 - field
 - bit 125, 840
 - output 629–630
 - type of 75
 - fields, order of 75
 - file
 - .c 202
 - .h 201
 - and stream 637
 - closing of 638
 - header 27, 201
 - input from 637
 - mode of 639
 - opening of 638
 - output to 637
 - position in 642
 - source 197
 - filebuf 649
 - fill() 537, 629
 - fill_n() 537
 - Filter example 786
 - finally 362

- find the classes 702
- find() 57, 525
 - char_traits 581
 - in map 485
 - in string 594
- find_end() 528
- find_first_not_of() in string 594
- find_first_of() 525
 - in string 594
- find_if() 62, 525
- finding the classes 734
- find_last() 444
- find_last_of() in string 594
- firewall 383
- first
 - C++ library 686
 - element 445
- first-time switch 253, 640
- fixed 626, 628
- fixed() 634
- flag manipulation 626
- flags() 626
- flexibility 700
- flip() bitset 494
- float 74
 - bits in 658
 - output 626
- float_denorm_style 659
- floatfield 626, 628
- <float.h> 433
- floating
 - point output 626, 628
 - point type 74
- floating-point
 - . 74
 - conversion 834
 - conversion to 835
 - literal 74
 - promotion 833
- float_round_style 659
- floor() 660
- FLT_RADIX 660
- flush 634
- flush() 631, 642
- flushing of output 626
- fmod() 660
- For 511
- for
 - statement 26, 136
 - statement, declaration in 137
- for(;;) 109
- for_each() 62, 523
- Form example 635
- formal
 - methods 711
 - model 730
- format
 - control 625
 - information, locale 606
 - object 635
 - of date 649
 - of integer 649
 - state 625
 - state, basic_ios 606
 - state, ios_base 606
 - string 652
- formatted output 625
- formatting
 - basic_ostream 606
 - in core 641
- formfeed `\f` 830
- for-statement initializer 825
- Fortran
 - style subscript 674
 - vector 668
- forward
 - and output iterator 554
 - declaration of member class 293
 - iterator 550
 - reference to class 278
- forwarding function 778, 780
- forward_iterator_tag 553
- foundation operator 706
- fragmentation, memory 846
- framework, application 731, 786
- free
 - store 34, 127, 421, 576, 843
 - store exhaustion 129
 - store object 244
 - store object, constructor for 246
- free() 577
- free-standing
 - class 732
 - function 732
- frexp() 660
- friend 16, 278, 852
 - and member 265, 280
 - class 279
 - declaration 279
 - derived and 852
 - function 279
 - of friend 852
 - template and 854
- front operation 472
- front() 445, 472
 - of queue 476
- front_inserter() 555
- front_insert_iterator 555
- <fstream> 432, 638
- fstream 638
- function
 - adapter, pointer to 521

- and algorithm, C-style 522
- argument passing 145
- argument type check 145
- argument type conversion 145
- argument types, virtual 310
- call 145
- call and assignment 99
- call, difference from C 816
- class 776
- const member 229
- declaration 143
- definition 144
- definition, difference from C 817
- definition of virtual 310
- definition, old-style 817
- example of virtual 646
- exception and 375
- forwarding 778, 780
- free-standing 732
- friend 279
- get() 759
- helper 273
- higher-order 518
- implementation of virtual 36
- inline 144
- inline member 235
- inspector const 706
- member 224, 238
- name, overloaded 149
- nested 806
- object 287, 514, 776
- object, arithmetic 517
- only, instantiate used 866
- operator :: and virtual 312
- pointer to 156
- pointer to member 418
- pure virtual 313
- set() 759
- specialization 344
- static member 278
- template 334
- template argument 335
- template overloading 336
- type of overriding 424
- value return 148
- virtual 310, 390, 706
- virtual 15
- virtual output 612
- functional
 - decomposition 725
 - decomposition and C++ 726
 - <functional> 431, 516–519, 521
- function-like class 514
- functions, list of operator 262
- functor 514
- fundamental

- sequence 469
- type 23, 70

G

- game 685
- gap between design and language 725
- garbage
 - collection, automatic 247, 844
 - collection, delete and 845
 - collection, destructor and 846
 - collector 128, 130
- gargantuanism 713
- gbump() 645
- gcount() 618
- general allocator 573
- generality
 - efficiency and 431
 - of sequence 512
 - of solution 701
- generalized
 - numeric algorithm 682
 - slice 677
- general-purpose programming-language 21
- generate() 537
- generated
 - != 468
 - <= 468
 - > 468
 - >= 468
 - specialization 859
- generate_n() 537
- generator
 - random number 537
 - type 348
- generic
 - algorithm 41
 - programming 40, 757–758
 - programming, template and 327
- get
 - area 645
 - from, >> 607
 - position, tellp() 642
- get() 618, 643
 - char 620
 - function 759
- get_allocator() 457
 - from string 598
- getchar() 653
- getline() 51, 618
 - into string 598
- getloc() 646, 650
- get_state(), char_traits 581
- get_temporary_buffer() 575
- global 16
 - initialization of 217

- namespace 847
- object 244, 252
- objects 640
- scope 82, 847
- variable 200, 228
- variable, constructor for 252
- variable, use of 111
- global() locale 649
- goal, clear 698
- good() 616
- goodbit 617
- goto
 - difference from C initialization and 818
 - nonlocal 357
 - statement 137
- gptr() 645
- gradual
 - adoption of C++ 718
 - approach to learning C++ 7
- grammar 793
- graph, directed acyclic 308
- greater > 516
- greater_equal >= 516
- grouping of exceptions 358
- growing system 711
- gslice 677
- gslice_array 677
- guarantees, standard 827

H

- .h
 - file 201
 - header 821
- hack, struct 809
- half-open sequence 512
- handle
 - class 782
 - intrusive 783
- handler, exception 812
- hardware 75
- has-a 741
- has_denorm 659
- has_denorm_loss 659
- hash
 - function 502
 - function, hash_map 497
 - table 497
- hashing 502
- hash_map 497
 - delete from 501
 - equality 497
 - hash function 497
 - lookup 500
 - representation 498
 - resize() 502

- has_infinity 659
- has_quiet_NaN 659
- has_signaling_NaN 659
- header 117, 201
 - .h 821
 - and compile time 211
 - file 27, 201
 - standard 431
 - standard library 202
- heap 34, 543, 576
 - and priority_queue 543
 - memory 843
 - store 127
- heap, priority_queue and 479
- Hello, world! example 46
- helper
 - class 293
 - function 273
 - function and namespace 240
- hex 626–627, 634
- hexadecimal 73
 - output 626
- hiding
 - information 27
 - name 82
- hierarchies, interface 708
- hierarchy 732
 - class 38, 389
 - class 15, 307, 734
 - design, class 314
 - exception 385
 - navigation, class 411
 - object 739, 748
 - reorganization of class 707
 - stream 637
 - traditional 315
- higher-order function 518
- high-level language 7
- Histogram 455
- horizontal tab \t 830
- how to start a design 708
- human activity, programming as a 693
- hybrid design 718

I

- ideas, real-world as source of 734
- identifier 81
- identity() example 531
- IEC-559, is_iec559 659
- if
 - statement 133
 - switch and 134
- _if suffix 525
- #ifdef 162
- #ifndef 216

- ifstream 638
- ignore() 618
- imag() 679–680
- imbue() 645, 647, 650
 - imbue_event 651
- imbue_event, imbue() 651
- implementation
 - alternative 320
 - and interface 317
 - dependency type of integer literal 832
 - inheritance 400, 743
 - interface and 224, 314, 399, 758, 771
 - iterator 59
 - of I/O 606
 - of RTTI 409
 - of container 465
 - of dynamic_cast 409
 - of virtual function 36
 - pre-standard 820
 - priority_queue 478
 - stack 475–476
 - stage 697
- implementation-defined 827
- implicit
 - conversion 275, 281, 284
 - conversion of string 590
 - type conversion 76, 276, 833
- implicit_cast 335
- in core formatting 641
- In 511
- in open for reading 639
- in_avail() 644, 646
- in-class
 - definition 235
 - definition of constant 249
- #include guard 216
- include directory, standard 201
- #include 27, 117, 183, 201
- includes() 542
- inclusion, template 350
- increment
 - and decrement 291
 - operator ++ 125
- incremental change 684
- indentation 138
- independent concept 327
- index 454
- indirect_array 679
- indirection 290
- individual 716
- inertia, organizational 713
- infinity() 659
- information hiding 27
- inheritance 39, 303, 307, 703
 - and design 707
 - and template 349
 - containment and 740
 - data abstraction vs 727
 - dependency 737
 - diamond-shaped 399
 - implementation 400, 743
 - interface 400, 743
 - multiple 308, 390, 735
 - template and 347
 - using multiple 399
 - using-declaration and 392
 - using-directive and 392
- initialization 79, 226, 244
 - and cleanup 364
 - and goto, difference from C 818
 - assignment and 283
 - cerr 637
 - cin 637
 - clog 637
 - constructor and C-style 270
 - cout 637
 - difference from C jump past 818
 - library 640
 - main() and 217
 - member 248
 - of array by string 89
 - of base class 306
 - of global 217
 - of reference 98
 - of structure 102
 - order of member 247
 - reference member 244, 250
 - run-time 217
- initializer
 - array 89
 - for-statement 825
 - list, constructor and 270
 - member 247
- initiative 695
- inline
 - and linkage 199
 - function 144
 - member function 235
- inner product 684
- inner_product() 683
- innovation 717
- inplace_merge() 541
- input
 - and output 432, 605
 - and output, C 651
 - and output, connection between 623
 - bitset 495
 - char 618
 - cin >> 50, 112
 - complex 680
 - example of 114
 - from file 637

- into container 451
- into vector 451
- iterator 550
- manipulator 632
- of bool 615
- of built-in type 614
- of char 615
- of pointer 615
- of user-defined type 621
- sequence 513
- string 598
- unbuffered 642
- unformatted 618
- valarray 668
- width() of 616
- input_iterator_tag 553
- insert() 55
 - [] and 488
 - into map 487
 - into vector 452
 - string 592
- inserter, << 608
- inserter() 555
- insertion, overwriting vs 555
- insert_iterator 555
- inspector const function 706
- inspiration 734
- instantiate used function only 866
- instantiation
 - context of template 860
 - directive, template 866
 - explicit template 866
 - multiple 867
 - point of 863
 - template 859
- int 73, 76
 - bits in 658
 - implicit, difference from C 817
 - largest 658
 - output bits of 495
 - smallest 658
- integer
 - conversion 834
 - conversion, signed unsigned 834
 - enum and 77
 - format of 649
 - literal 73, 76
 - literal, implementation dependency type of 832
 - literal, type of 832
 - output 627
 - type 70, 73
 - type, conversion to 835
 - value 0, null 830
- integral
 - conversion to 835
 - promotion 833
 - type 70
- integration 728
- integrity of design 716
- interface
 - alternative 173
 - and implementation 224, 314, 399, 758, 771
 - changing 774
 - class 778
 - exception and 375
 - fat 439, 761
 - hierarchies 708
 - implementation and 317
 - inheritance 400, 743
 - module and 165
 - multiple 172
 - public and protected 645
 - specifying 707
- internal
 - linkage 199
 - structure 694
- internal 625, 630
- internal() 634
- INT_MAX 660
- introducing C++ 718
- intrusive
 - container 438
 - handle 783
- int_type 608
- int_type(), char_traits 581
- invalid_argument and bitset() 385
- invariant 748
 - checking 749
- I/O 47, 50
 - buffering 645
 - design 605
 - exception 622
 - extensible 605
 - implementation of 606
 - iterator and 60
 - object 774
 - sentry 624
 - system, organization of 606
 - type safe 607
 - unbuffered 647
 - wide character 608
- Io example 776
- Io_circle example 775
- iocopy() example 617
- <iomanip> 432, 633
- Io_obj example 774
- <ios> 432, 608
- ios 625, 822
- ios_base 626, 628–629, 650
 - format state 606
- iosbase::Init example 639
- <iosfwd> 432, 607

iostate 617, 822
 io_state 822
 <iostream> 46, 432, 609, 614
 <istream> and 613
 <ostream> and 608
 istream 637
 sentry 624
 is-a 741
 isalnum() 601
 isalpha() 113, 601
 is_bounded 659
 iscntrl() 601
 isdigit() 601
 Iseq 513
 iseq() example 513
 is_exact 659
 isgraph() 601
 is_iec559 IEC-559 659
 is_integer 658
 islower() 601
 is_modulo 659
 ISO
 646 829
 C++ 11
 isprint() 601
 is_signed 658
 isspace() 601, 615
 whitespace 114
 is_specialized 658
 <istream> 432
 and <iostream> 613
 istream 614, 643
 >> 614
 and iterator 559
 istreambuf_iterator 559
 istreambuf_iterator 559
 istream_iterator 60, 559
 istringstream 641
 istrstream 656
 isupper() 601
 isxdigit() 601
 iterator 57, 549
 != 551
 * 551
 + 551
 ++ 551
 += 551
 - 551
 -- 551
 -= 551
 -> 551
 < 551
 <= 551
 == 551
 > 551
 >= 551

 STL 441
 Sink 532
 [] 551
 abstract 435
 and I/O 60
 and sequence 550
 begin() 444
 bidirectional 550
 category 553
 checked 561
 const 443
 cont 508
 container 464
 container and 435, 444
 end() 444
 forward 550
 forward and output 554
 implementation 59
 input 550
 istream and 559
 istreambuf 559
 map 481
 naming convention 511
 operation 551
 ostream and 558
 ostreambuf 560
 output 550
 random-access 550
 rbegin() 444
 read through 551
 rend() 444
 reverse 443, 557
 stream 558
 string 584
 user-defined 561
 valarray 670
 valid 550
 write through 551
 <iterator> 432
 iterator 54, 443, 480
 basic_string 583
 iterator_category 552
 iterator_traits 552
 iter_swap() 538
 itoa() 155
 Itor 435
 Ival_box example 315, 407
 Ival_slider 399
 iword() 650

J

jump past initialization, difference from C 818

K

keeping consistent declarations 201
 Kernighan and Ritchie 654
 key 55
 and value 480
 key,
 duplicate 480, 490
 unique 480
 key_comp() 485
 key_compare 480, 485
 key_type 480
 keyword 793–794
 and 829
 and_eq 829
 bitand 829
 bitor 829
 compl 829
 not 829
 not_eq 829
 or 829
 or_eq 829
 xor 829
 xor_eq 829
 kind
 of class 765
 of container 461
 kinds of object 244
 Knuth, Donald 713

L

L', wide-character literal 73
 labs() 661
 lack of modularity 309
 language
 and library 45
 design and 724
 gap between design and 725
 high-level 7
 low-level 8
 people and machines 9
 programming 15
 programming styles technique 6
 support 433–434
 large
 character set 831
 program 211–212
 programs and C++ 9
 largest int 658
 last element 445
 last-time switch 640
 Latin-1 580
 lattice, class 389
 layout, array 669
 lazy evaluation 707

ldexp() 660
 ldiv() 661
 ldiv_t 661
 leaf class 774
 learning
 C and 7
 C++ 6, 718, 820
 C++, gradual approach to 7
 left 625, 630
 left() 634
 legacy 708
 length of valarray 664, 679
 length()
 char_traits 581
 of string 598
 string 586
 less 515
 < 516
 less_equal <= 516
 less_than 519
 levels of abstraction 733
 lexical conventions 794
 lexicographical_compare() of sequence 544
 libraries, standard 700
 library 15, 701, 714, 755
 C standard 599
 algorithms, standard 64
 container, standard 56
 facilities, standard 66, 429
 first C++ 686
 header, standard 202
 initialization 640
 language and 45
 non-standard 45
 standard 45, 182
 standard – see standard library
 lifetime
 of object 84
 of temporary 254
 limits, numeric 658
 <limits> 433, 658
 <limits.h> 433, 660
 line, read 618
 linear time 464
 Link 394
 linkage
 and namespace 207
 and pointer to function 207
 const and 199
 error 199
 external 199
 inline and 199
 internal 199
 to C 205
 type-safe 198
 linker 198

- Liskov substitution 743
- Lisp 725
- list
 - of operator functions 262
 - operation 452
- <list> 431
- List 435
- list 54
 - doubly-linked 470
 - element access 472
 - merge() algorithm and 541
 - merge() stable 470
 - remove() 472
 - remove_if() 472
 - reverse() 472
 - sort() stable 470
 - unique() 472
- literal
 - ' , character 73
 - L', wide-character 73
 - floating-point 74
 - implementation dependency type of integer 832
 - integer 73, 76
 - of user-defined type 273
 - string 294
 - string 46, 90
 - type of integer 832
- loader 198
- local
 - fix 697
 - scope 82
 - static 145
 - static store 251
 - variable, constructor for 245
- <locale> 433, 649
- locale 649
 - POSIX 649
 - classic() 649
 - format information 606
 - global() 649
- locale() 649
- <locale.h> 433, 650
- locality 212
- localization of object creation 322
- locking 366, 785
- Lock_ptr example 366
- log() 660
 - complex 680
 - valarray 667
- log10() 660
 - complex 680
 - valarray 667
- logarithmic time 464
- logical
 - and operator && 123
 - const, physical and 231
 - operators, bitwise 124
 - or operator || 123
 - structure of program 198
- logical_and && 516
- logical_not 515
 - ! 516
- logical_or || 516
- long namespace name 178
- long 73
- long double 74
- longer term 699
- lookup, hash_map 500
- loop
 - and error 523
 - merging 675
 - statement 116
- lower_bound() 540
 - in map 485
- low-level language 8
- lt(), char_traits 581
- lvalue 84, 264, 281
- lying 705

M

- machines, language people and 9
- macro 160
 - alternative to 161
- macros, difference from C 818
- main() 46, 116, 218
 - and initialization 217
 - argv argc 117
 - exception and 54
- maintenance 212
 - software 712
- make_heap() 543
- make_pair() 482
- malloc() 577
- management 713
 - memory 843
- manipulator
 - input 632
 - output 631
 - standard 633
 - user-defined 635
 - with argument 633
- mantissa, size of 659
- manual overload resolution 151
- map 480
 - <map> 431
 - map 55, 480
 - = 484
 - [] 482
 - assignment 484
 - comparison in 484
 - constructor 484

- count() in 485
- element access 482
- equal_range() in 485
- erase() from 487
- find() in 485
- insert() into 487
- iterator 481
- lower_bound() in 485
- member type 480
- modify a 487
- subscripting 482
- upper_bound() in 485
- use of 774
- mapped type, value 55
- mapped_type 480
- mapping exception 378
- Marian 79
- masks_array 678
- Math_container example 346
- mathematical
 - functions, complex 680
 - functions, standard 660
 - functions, valarray 667
 - functions, vector 667
 - model 711
- <math.h> 434, 660
- Matrix 672
 - example 282
- max() 544, 658
 - valarray 664
- max_element() of sequence 544
- max_exponent 659
- max_exponent10 659
- max_size() 455, 489
 - of string 598
- meaning for operator, predefined 264
- means, aims and 694
- measurement, productivity 716
- member
 - >*, pointer to 418
 - .*, pointer to 418
 - ::*, pointer to 418
 - access operator -> 102
 - access operator . 101
 - access to 849
 - and nonmember operators 267
 - class 293
 - class, access to 851
 - class, forward declaration of 293
 - const 249
 - constant 249
 - constructor for class 247
 - enum 249
 - friend and 265, 280
 - function 224, 238
 - function adapter 520
 - function, algorithm and 520
 - function, const 229
 - function, inline 235
 - function, pointer to 418
 - function, static 278
 - initialization 248
 - initialization, exception and 373
 - initialization, order of 247
 - initialization, reference 244, 250
 - initializer 247
 - object 244
 - object, union 244
 - of base class, private 305
 - of derived class 304
 - of template, static 854
 - or base 740
 - or pointer 738
 - pointer to data 853
 - private class 225
 - protected 404–405
 - public class 225
 - reference 740
 - static 228, 421
 - template 330
 - template example: 349
 - template, missing 823
 - type, basic_string 582
 - type, map 480
 - type, vector 442
 - union 257, 843
- member-declaration 808
- memberwise copy 283
- memchr() 577
- memcmp() 577
- memcpy() 577
- mem_fun() 63, 518, 521
- mem_fun1_ref_t 518, 521
- mem_fun1_t 518, 521
- mem_fun_ref() 518, 521
- mem_fun_ref_t 518, 521
- mem_fun_t 518, 520–521
- memmove() 577
- memory
 - automatic 843
 - buffer 575
 - dynamic 127, 576, 843
 - fragmentation 846
 - heap 843
 - management 843
 - management, automatic 844
 - management, container 455, 567
 - management, example of user-defined 292
 - stack 843
 - static 843
 - uninitialized 574
- <memory> 431, 574

- memset() 577
- merge() 541
 - algorithm and list 541
 - stable, list 470
- message queue 477
- method 310
 - choosing a design 696
 - choosing an analysis 696
 - cookbook 692
 - design 694
- methods, formal 711
- min() 544, 658
 - valarray 664
- min_element() of sequence 544
- min_exponent 659
- min_exponent10 659
- minimalism 706
- minimize dependency 173
- minus - 517
- mismatch() 516, 527
- missing
 - bad_alloc 823
 - checking, late 823
 - member template 823
 - namespace 822
 - specialization partial 823
 - standard library 822
- mis-use
 - of RTTI 439
 - of dynamic type checking 439
- misuse
 - of C++ 725
 - of RTTI 417
- mixed-mode arithmetic 268
- mixin 402
- mixing C and C++ 719
- ML 10
- mode of file 639
- model
 - formal 730
 - mathematical 711
 - waterfall 697
- models 708
- modf() 660
- modifier 706
- modify a map 487
- modifying sequence algorithm 529
- modular programming 26
- modularity 312
 - lack of 309
- module
 - and interface 165
 - and type 30
- modulus % 517
- moron 713, 717
- move(), char_traits 581

- multidimensional
 - array 668, 677, 836
 - array, passing 839
- multilevel error handling 383
- multimap 490
- multi-method 326
- multiple
 - inheritance 308, 390, 735
 - inheritance, exception and 360
 - inheritance, use of 776
 - inheritance, using 399
 - instantiation 867
 - interface 172
- multiple-inheritance
 - access control and 406
 - ambiguity resolution 391
- multiplies * 517
- multiset 491
- mutable 232
- mutual reference 278

N

- \n, newline 830
- name 81
 - binding 860
 - binding, template 859
 - characters in 81
 - clash 176
 - hiding 82
 - long namespace 178
 - namespace qualified 169
 - short namespace 178
- names, reserved 81
- namespace
 - nested 848
 - transition to 182
- namespace 27, 167, 847
 - alias 178
 - and :: 169
 - and class 849
 - and overloading 183
 - composition 179
 - composition of 181
 - global 847
 - helper function and 240
 - is open 184
 - linkage and 207
 - member declaration and definition 167
 - missing 822
 - name, long 178
 - name, short 178
 - operators and 265
 - purpose of 180
 - qualified name 169
 - relops 468

- selection from 180
 - std 46
 - unnamed 177, 200
 - using 183
 - naming convention, iterator 511
 - narrow() 645
 - n-ary operators 675
 - national
 - character 829
 - conventions 649
 - natural operation 767
 - NDEBUG 750
 - negate - 517
 - nested
 - class 293
 - function 806
 - namespace 848
 - nesting 756
 - <new> 384, 433, 576
 - new
 - and array 423
 - and exception 576
 - bad_alloc and 384
 - exception and 367, 369
 - operator 127
 - placement 255
 - size and 421
 - new()
 - operator 129, 576
 - placement 576
 - new[](), operator 423, 576
 - new_handler 129, 576
 - _new_handler 370
 - newline \n 830
 - next_permutation() 545
 - Nicholas 49
 - noboolalpha() 633
 - Nocase 467
 - node
 - class 772
 - class, abstract 774
 - class, concrete 774
 - non-C++ program 217
 - none() 494
 - nonlocal goto 357
 - nonmember operators, member and 267
 - nonmodifying sequence algorithm 523
 - non-standard library 45
 - non-type template parameter 331
 - norm() 680
 - noshowbase() 634
 - noshowpoint() 634
 - noshowpos() 634
 - noskipws() 634
 - not a class 705
 - not keyword 829
 - not1() 518
 - and unary_negate 522
 - not2() 518
 - and binary_negate 522
 - notation, value of 261
 - not_eof(), char_traits 581
 - not_eq keyword 829
 - not_equal_to != 516
 - nothrow 576
 - allocator 823
 - nouppercase() 634
 - npos 586
 - nth_element() 540
 - null
 - 0 zero 88
 - integer value 0 830
 - NULL 88, 433
 - number, size of 75
 - numeric
 - algorithm, generalized 682
 - arrays 662
 - limits 658
 - <numeric> 434, 682
 - numerical computation 64
 - numeric_limits 658
- ## O
- O notation 464
 - object 32, 84
 - I/O 774
 - array element 244
 - automatic 244
 - constructor for free store 246
 - creation 242
 - creation, localization of 322
 - format 635
 - free store 244
 - function 287, 514, 776
 - global 244, 252
 - hierarchy 739, 748
 - kinds of 244
 - lifetime of 84
 - member 244
 - placement of 255
 - real-world 732
 - state of 748
 - static 244
 - temporary 244, 254
 - union member 244
 - variably-sized 243
 - Object 438
 - example 417
 - object-oriented
 - design 692, 726
 - programming 37–38, 301

- pure 732
- objects
 - array of 250
 - global 640
- oct 626–627
- oct() 634
- octal 73
 - output 626
- ODR the one-definition-rule 203
- offset, pointer to member and 419
- off_type 608, 643
 - char_traits 581
- ofstream 638
- old-style function definition 817
- one right way 693
- one-beyond-last 512
- one-definition-rule, ODR the 203
- Op 511
- open
 - for reading, in 639
 - for writing, out 639
 - namespace is 184
- opening of file 638
- openmode 639
- operation
 - bitset 494
 - efficiency of 464
 - front 472
 - iterator 551
 - list 452
 - natural 767
 - on container 464
- operations
 - complex 679
 - on references 97
 - on structure 102
 - selecting 705
 - set of class 237
 - valarray 664, 667
 - vector 664, 667
- operator
 - , 123
 - &, bitwise and 124
 - &&, logical and 123
 - +, user-defined 281
 - ++, increment 125
 - ++, user-defined 264, 291
 - += 109
 - +=, user-defined 264, 268, 281
 - , decrement 125
 - , user-defined 291
 - = 109
 - >, member access 102
 - >, user-defined 289
 - ., member access 101
 - :: 305
 - :: and virtual function 312
 - ::, scope resolution 82, 228
 - <<, output 607
 - =, user-defined 281
 - ^, bitwise exclusive or 124
 - and built-in type, user-defined 265
 - and enum, user-defined 265
 - assignment 110, 268
 - associativity of 121
 - binding strength 121, 607
 - composite 268
 - declarator 80
 - delete 127
 - design of access 295
 - foundation 706
 - new 127
 - overloaded 241
 - overloading, example of 292
 - precedence 121
 - predefined meaning for 264
 - stack 450
 - summary 119
 - ternary 636
 - type conversion 275
 - user-defined 263
 - user-defined binary 263
 - user-defined unary 263
 - |, bitwise or 124
 - ||, logical or 123
- operator
 - delete() 129, 576
 - delete[]() 423, 576
 - functions, list of 262
 - new() 129, 576
 - new[]() 423, 576
 - void*() 616
- operator() 287
- operator[] 286
- operator 810
- operators
 - and namespace 265
 - bitwise logical 124
 - essential 283
 - member and nonmember 267
 - n-ary 675
- optimal container 435
- optimization 675
- or
 - keyword 829
 - operator |, bitwise 124
 - operator ||, logical 123
- order 467
 - of construction 248, 252
 - of evaluation 122
 - of fields 75
 - of member initialization 247

- of specialization 343
 - or construction and destruction 414
 - or_eq keyword 829
 - organization
 - of I/O system 606
 - standard library 431
 - organizational inertia 713
 - orthogonality, convenience and 431
 - oseq() example 556
 - <ostream> 432
 - and <iostream> 608
 - ostream 608, 642
 - << 609
 - and buffer 642
 - and iterator 558
 - and streambuf 642
 - put() 609
 - template and 608
 - write() 609
 - ostreambuf iterator 560
 - ostreambuf_iterator 560
 - ostream_iterator 60, 558
 - ostringstream 641
 - ostrstream 656
 - Out 511
 - out open for writing 639
 - out_of_range 53, 446
 - and at() 385
 - string 586
 - output 47
 - C input and 651
 - bits of int 495
 - bitset 495
 - complex 680
 - connection between input and 623
 - cout << 46
 - decimal 626
 - double 626
 - field 629–630
 - float 626
 - floating point 626, 628
 - flushing of 626
 - formatted 625
 - function, virtual 612
 - hexadecimal 626
 - input and 432, 605
 - integer 627
 - iterator 550
 - manipulator 631
 - octal 626
 - of bool 610
 - of built-in type 609
 - of char 610
 - of pointer 611
 - of user-defined type 612
 - operator << 607
 - padding 625
 - sequence 556
 - string 598
 - to file 637
 - unbuffered 642
 - valarray 668
 - why, << for 607
 - output_iterator_tag 553
 - overflow, stack 476
 - overflow() 647
 - overflow_error and to_ulong() 385
 - overhead 8
 - overlapping sequences 529
 - overload
 - resolution 149
 - resolution, manual 151
 - return type and 151
 - scope and 151
 - overloaded
 - function name 149
 - operator 241
 - overloading
 - const and 600
 - example of operator 292
 - function template 336
 - namespace and 183
 - override 313
 - private base 738
 - overriding 395
 - from virtual base class 401
 - function, type of 424
 - overwriting vs insertion 555
- ## P
- padding 630
 - output 625
 - pair 482
 - paradigm, programming 22
 - parameter
 - non-type template 331
 - template 331
 - parameterization
 - policy 757
 - template 707
 - parametric polymorphism 347
 - parentheses, uses of 123
 - parser, recursive decent 108
 - partial
 - sort 539
 - specialization 342
 - partial_sort() 539
 - partial_sort_copy() 539
 - partial_sum() 684
 - partition 542
 - partition() 542

- partitioning of program 208, 211
- passing multidimensional array 839
- pattern 709
 - specialization 342
- pbackfail() 647
- pbase() 645
- pbump() 645
- peek() 643
- people and machines, language 9
- perfection 43
- permutation 545
- per-object data 573
- per-type data 573
- phone_book example 52
- physical
 - and logical const 231
 - structure of program 198
- placement
 - new 255
 - new() 576
 - of object 255
- Plane example 729
- plug analogy 728
- plus + 517
- point
 - of declaration 82
 - of definition 861
 - of instantiation 863
- pointer 26, 87
 - and array 91, 147
 - arithmetic 88, 93, 125
 - checked 291
 - checking for, wild 722
 - const 96
 - conversion 834
 - conversion, user-defined 349
 - disguised 844
 - input of 615
 - member or 738
 - output of 611
 - semantics 294
 - size of 75
 - smart 289, 291
 - to class 304
 - to class, conversion of 304
 - to const 96
 - to constructor 424
 - to data member 853
 - to function 156
 - to function, << of 631
 - to function, >> of 632
 - to function adapter 521
 - to function, linkage and 207
 - to member ->* 418
 - to member .* 418
 - to member ::* 418
 - to member and offset 419
 - to member function 418
 - to void 100
 - type 569
- pointer 443, 552, 567
 - basic_string 583
- pointers and union 845
- pointer_to_binary_function 521
- pointer_to_unary_function 518, 521
- polar() 680
- policy parameterization 757
- polymorphic 35
 - object, algorithm and 63
- polymorphism 158, 312
 - algorithm and 520
 - compile-time 347
 - container and 520
 - dynamic_cast and 409
 - parametric 347
 - run-time 347
 - see virtual function
- Pool example 570
- Pool_alloc allocator 572
- pop()
 - of priority_queue 478
 - of queue 476
 - of stack 475
- pop_back() 450
- pop_front() 472
- pop_heap() 543
- portability 9, 700, 828
 - and features 815
- position
 - bit 492
 - in buffer 642
 - in file 642
- POSIX locale 649
- postcondition 753
- pos_type 608, 643
 - char_traits 581
- pow() 660
 - complex 680
 - valarray 667
- pptr() 645
- precedence
 - << 608
 - operator 121
- precision() 628
- precondition 753
- Pred 511
- predefined
 - , 264
 - & 264
 - = 264
 - meaning for operator 264
- predicate 61, 63, 515

- standard library 516
- user-defined 516
- prefix code 624
- preprocessing directive # 813
- presentation as design tool 704
- pre-standard implementation 820
- prev_permutation() 545
- printf() 651
- priority queue 478
- priority_queue
 - and heap 479
 - heap and 543
 - implementation 478
 - pop() of 478
 - push() of 478
 - top() of 478
- private
 - class member 225
 - member of base class 305
- private 402
 - base 405, 742
 - base class 743
 - base, override 738
 - public protected 849–850
- private: 234
- problems
 - of scale 715
 - with concrete type 37
- procedural
 - programming 23
 - programming and C++ 725
- process, development 696
- product
 - dot 684
 - inner 684
- productivity measurement 716
- program 46, 798
 - large 211–212
 - logical structure of 198
 - non-C++ 217
 - partitioning of 208, 211
 - physical structure of 198
 - size of 8
 - start 217
 - structure of 8
 - termination 218
- programmed-in relationship 746
- programmer
 - C 14
 - C++ 14
- programmers, eliminating 730
- programming 16
 - and C++, procedural 725
 - as a human activity 693
 - design and 692
 - generic 40, 757–758
 - language 15
 - language, design language and 730
 - modular 26
 - object-oriented 37–38, 301
 - paradigm 22
 - procedural 23
 - purpose of 694
 - style 22
 - styles technique language 6
 - template and generic 327
- programming-language, general-purpose 21
- prohibiting
 - , 264
 - & 264
 - = 264
- promotion
 - floating-point 833
 - integral 833
 - standard 833
- proof by analogy 692
- properties of C++ 724
- protected 402
 - base 319, 405
 - base class 743
 - interface, public and 645
 - member 404–405
 - private, public 849–850
- protection 226
 - unit of 754
- prototypes 710
- proxy 785
- Ptr 349
- ptrdiff_t 122, 433
- ptrfun() 518
- ptr_fun() 521
- pubimbue() 646
- public class member 225
- public 402
 - and protected interface 645
 - protected private 849–850
- public: 225, 234
- pubseekoff()
- pubseekpos()
- pubsetbuf() 646
- pubsync() 646
- pure
 - object-oriented 732
 - virtual function 313
- purpose
 - of namespace 180
 - of programming 694
- push()
 - of priority_queue 478
 - of queue 476
 - of stack 475
- push_back() 55, 450

- and realloc() 451
- push_front() 55, 472
- push_heap() 543
- put
 - area 645
 - to, << 607
- put(), ostream 609
- putback() 643
- pwd() 650

Q

- qsort() 158, 546
 - and exception 382
- quadratic time 464
- qualification ::, explicit 847
- qualified name, namespace 169
- qualifier, template as 858
- quality 717
- queue
 - deque, double-ended 474
 - priority 478
- <queue> 431
- queue
 - back() of 476
 - front() of 476
 - message 477
 - pop() of 476
 - push() of 476
- quiet_NaN() 659
- quote
 - \', single 830
 - double 830
- quotient 661

R

- \r, carriage return 830
- Ran 511
- rand(), random number 685
- Randint 685
- RAND_MAX 685
- random
 - number 538
 - number class 685
 - number generator 537
 - number rand() 685
- random-access iterator 550
- random_access_iterator_tag 553
- random_shuffle() 537
- range
 - check 445, 561
 - check of string 584
 - check, valarray 664
 - checking 275, 781

- checking Vec 53
 - error 661
 - sequence and 512
- Range example 781
- Rational example 747
- raw storage 574
- raw_storage_iterator 575
- rbegin() 481
 - basicstring 584
 - iterator 444
- rdbuf() 644
- rdstate() 616
- read
 - line 618
 - through iterator 551
- read() 618
- readsome() 643
- real() 679-680
- realloc() 577
 - push_back() and 451
- real-world
 - as source of ideas 734
 - classes and 734
 - object 732
- rebind 567
 - use of 569
- recursion 148
- recursive
 - decent parser 108
 - function, exception and 374
- reduce 683
- reduction 683
- redundancy 712
- reference 97
 - argument 98
 - call by 98, 146
 - call-by 282
 - count 292
 - counting 783
 - dynamic_cast to 410
 - example of 292
 - initialization of 98
 - member 740
 - member initialization 244, 250
 - mutual 278
 - return by 148
 - return by 283
 - to class, forward 278
- reference 443, 480, 552, 567
 - basic_string 583
 - to bit 492
- references, operations on 97
- register 806
- register_callback() 651
- reinterpret_cast 130, 256
- relationship, programmed-in 746

- relationships between templates 348
 - relaxation of return type 424
 - release, resource 364
 - reliability 383
 - relops, namespace 468
 - remainder 661
 - remove() 536
 - list 472
 - remove_copy_if() 536
 - remove_if() 536
 - list 472
 - renaming virtual function 778
 - rend() 481
 - basicstring 584
 - iterator 444
 - reorganization of class hierarchy 707
 - replace() 535
 - in string 595
 - replace_copy() 535
 - replace_copy_if() 535
 - replace_if() 535
 - replicated base class 394
 - representation
 - hash_map 498
 - of container 465
 - requirement
 - comparison 467
 - copy 466
 - requirements for element 466
 - reserve() 455
 - reserved names 81
 - reset() bitset 494
 - resetiosflags() 634
 - resize() 52, 455
 - hash_map 502
 - of string 598
 - of valarray 664
 - valarray 666
 - resource
 - acquisition 364
 - exhaustion 369
 - release 364
 - response to change 698
 - responsibility 700, 706
 - restricted character set 829
 - restriction 9
 - result
 - of sizeof 122
 - type 122
 - resumption 370
 - re-throw 362, 379
 - return
 - \r, carriage 830
 - by reference 283
 - type and overload 151
 - type of virtual 424
 - type, relaxation of 424
 - value 283
 - value, algorithm 508
 - value type check 148
 - value type conversion 148
 - return
 - alternative 357
 - by reference 148
 - by value 148
 - function value 148
 - of void expression 148
 - return; 148
 - return_temporary_buffer() 575
 - reuse 714
 - design 709
 - of concrete type 241
 - of concrete type 768
 - reverse iterator 443, 557
 - reverse() 537
 - list 472
 - reverse_copy() 537
 - reverse_iterator 443, 480, 557
 - basic_string 583
 - reward 713
 - rfind() in string 594
 - right 625, 630
 - right() 634
 - Ritchie, Kernighan and 654
 - rotate() 537
 - rotate_copy() 537
 - round_error() 659
 - RTTI 407
 - implementation of 409
 - mis-use of 439
 - misuse of 417
 - use of 417
 - rule of two 741
 - run time support 8
 - run-time
 - access control 785
 - error 29, 355
 - initialization 217
 - polymorphism 347
 - type identification 407
 - type information 407, 774
- ## S
- Saab example 728
 - safety, convenience vs. 847
 - Satellite 390
 - saving space 840
 - sbumpc() 646
 - scale 212, 692
 - problems of 715
 - scaling 665

- scientific 626, 628
- scientific() 634
- scope 278
 - and overload 151
 - difference from C 816
 - global 82, 847
 - local 82
 - resolution operator :: 82, 228
- scrollbar example 743
- search, binary 540, 546
- search() 528
- search_n() 528
- seekdir
 - and beg 643
 - and cur 643
 - and end 643
 - direction of seek
- seekg()
 - direction of 643
- seekoff()
- seekp()
 - direction of 643
 - set position 642
- seekpos()
- selecting operations 705
- selection from namespace 180
- self, assignment to 246
- self-reference this 230
- semantics
 - pointer 294
 - value 294
- sentry
 - I/O 624
 - iostream 624
- separate
 - compilation 27, 198
 - compilation, template 351
- separation of concerns 694
- sequence 41, 469
 - add element to 529
 - adding to 555
 - algorithm and 508
 - algorithm, modifying 529
 - algorithm, nonmodifying 523
 - and associative container 461
 - and container 512
 - and range 512
 - change size of 529
 - delete element from 529, 534
 - error 512
 - fundamental 469
 - generality of 512
 - half-open 512
 - input 513
 - iterator and 550
 - lexicographical_compare() of 544
 - max_element() of 544
 - min_element() of 544
 - output 556
 - set operation on 542
 - sorted 539
 - string 579
- sequences, overlapping 529
- set 124
 - of class operations 237
 - operation on sequence 542
 - position, seekp()
- <set> 431
- Set example 769
- set 491
 - bitset and 492
 - of Shape* 348
- set()
 - bitset 494
 - function 759
- setbase() 634
- setbuf() 647
- Set_controller example 785
- set_difference() 543
- setf() 626, 630
- setfill() 634
- setg() 645
- set_intersection() 542
- setiosflags() 634
- <setjmp.h> 433
- set_new_handler() 129, 576
- setp() 645
- setprecision() 633-634
- setstate() 616
- set_symmetric_difference() 543
- set_terminate() 380
- set_unexpected() 379
- set_union() 542
- setw() 634
- sgetc() 646
- sgetn() 646
- Shakespeare 709
- Shape
 - example 774
 - example 37
 - example (bad) 417
- Shape*, set of 348
- shift() 664
- short namespace name 178
- short 73
- short-circuit evaluation 123, 134
- showbase 626, 628
- showbase() 634
- showmanyc() 647
- showpoint 626
- showpoint() 634
- showpos 626

- showpos() 634
- shuffle 538
- sign extension 831
- signal 357
- <signal.h> 157, 433
- signaling_NaN() 659
- signed
 - char 831
 - type 73
 - unsigned integer conversion 834
- Simula 10, 38
- Simula-style container 438
- simulation 685, 711
 - event driven 326
- sin() 660
 - complex 680
 - valarray 667
- single quote ` 830
- sinh() 660
 - complex 680
 - valarray 667
- Sink iterator 532
- size
 - and delete 421
 - and new 421
 - of exponent 659
 - of mantissa 659
 - of number 75
 - of pointer 75
 - of program 8
 - of sequence, change 529
 - of string 147
 - of structure 102
- size() 455, 489, 494
 - of string 598
 - of valarray 664
 - string 586
- sizeof 75
 - difference from C 816
 - enum 78
 - result of 122
- size_t 122, 433
 - 1 and 448
- size_type 443, 480
 - basic_string 583
- skipws 625
- skipws() 634
- slice, generalized 677
- slice 664, 668
- slice_array 671
- Slice_iter example 670
- slicing 307
- smallest int 658
- Smalltalk 725
 - style 417
- Smalltalk-style container 438
- smanip 633
- smart pointer 289, 291
- snxctc() 646
- software
 - development 692
 - maintenance 712
- solution, generality of 701
- sort 546
 - partial 539
 - stable 539
- sort() 56, 539
 - example 158, 334
 - stable, list 470
- sorted sequence 539
- sort_heap() 543
- sorting 338
 - criteria 534
- source
 - code, template 350
 - file 197
 - of ideas, real-world as 734
- space, saving 840
- special character 830
- specialization 859
 - and char* 344
 - and void* 341
 - function 344
 - generated 859
 - order of 343
 - partial 342
 - partial, missing 823
 - pattern 342
 - template 341
 - use of 865
 - user 859
- specialized, more 343
- specifying interface 707
- splice() 470
- sputbackc() 646
- sputc() 646
- sputn() 646
- sqrt() 660
 - complex 680
 - valarray 667
- srand() 685
- <sstream> 119, 432, 640
- stability of design 708
- stable
 - list merge() 470
 - list sort() 470
 - sort 539
- stable_partition() 542
- stable_sort() 539
- stack
 - memory 843
 - operator 450

- <stack> 431
- Stack example 27
- stack
 - implementation 475–476
 - overflow 476
 - pop() of 475
 - push() of 475
 - top() of 475
 - underflow 476
- stage
 - analysis 697
 - design 697
 - development 697
 - implementation 697
- standard
 - component 698, 714
 - exception 384
 - guarantees 827
 - header 431
 - include directory 201
 - libraries 700
 - library 45, 182
 - library, C 599
 - library, adding to 434
 - library algorithms 64
 - library container 56
 - library criteria 430
 - library design 429–430
 - library facilities 66, 429
 - library header 202
 - library, missing 822
 - library organization 431
 - library predicate 516
 - manipulator 633
 - mathematical functions 660
 - promotion 833
- standardization, C++ 11
- standard-library container 442
- start, program 217
- starting from scratch 708
- state
 - format 625
 - machine 730
 - of object 748
 - stream 616
- statement
 - break 116
 - continue 116
 - controlled 136
 - do 114, 137
 - for 26, 136
 - goto 137
 - if 133
 - loop 116
 - summary 132
 - switch 25, 133
 - while 136
- statement 802
- state_type, char_traits 581
- static
 - memory 843
 - type checking 727
- static
 - anachronism 200
 - deprecated 818
 - local 145
 - member 228, 421
 - member function 278
 - member of template 854
 - object 244
 - store, local 251
- static_cast 130, 159
 - dynamic_cast and 413
- std, namespace 46
- std:: 46
- <stdarg.h> 155, 433
- <stddef> 433
- <stddef.h> 433
- <stdexcept> 385, 432
- <stdio.h> 182, 202, 432
- <stdlib.h> 432, 434, 546, 577, 600, 661
- steps, design 701
- STL 66
 - container 441
 - iterator 441
- Storable example 396
- storage
 - class 244
 - raw 574
- store
 - dynamic 34
 - free 34, 127, 421, 576, 843
 - heap 127
 - local static 251
- strcat() 599
- strchr() 599
- strcmp() 599
- strcpy() 599
- strncpy() 599
- stream 432
 - callback 650
 - classes 637
 - closing of 639
 - file and 637
 - hierarchy 637
 - iterator 558
 - state 616
 - state, basic_ios 606
 - string 640–641
- <streambuf> 432
- streambuf 646–647, 649
 - << of 642

- and character buffer 642
- ostream and 642
- streamoff 609
- streamsize 609
- stride() 668
- string
 - and const, C-style 90
 - character 432
 - format 652
 - initialization of array by 89
 - literal 46, 90
 - size of 147
- <string> 48, 432, 580
- String example 328
- string 48, 582
 - != 591
 - + 593
 - += 592
 - < 591
 - << 598
 - <= 591
 - = 587
 - == 591
 - > 591
 - >= 591
 - >> 598
 - [] on 584
 - algorithm and 584
 - and 0 587
 - and C-style string 579
 - and C-style string 589
 - and array 589
 - append() 592
 - as container 491
 - assign() 588
 - assignment 587
 - at() on 585
 - class 292
 - compare() 590
 - comparison 590
 - concatenation 592–593
 - constructor 585
 - conversion 589
 - design 579
 - empty 585
 - empty() 598
 - erase() in 595
 - error 586
 - find() in 594
 - find_first_not_of() in 594
 - find_first_of() in 594
 - find_last_of() in 594
 - get_allocator() from 598
 - getline() into 598
 - implicit conversion of 590
 - input 598
 - insert() 592
 - iterator 584
 - length() 586
 - length() of 598
 - literal 294
 - max_size() of 598
 - of user-defined type 583
 - out_of_range 586
 - output 598
 - range check of 584
 - replace() in 595
 - resize() of 598
 - rfind() in 594
 - sequence 579
 - size() 586
 - size() of 598
 - stream 640–641
 - subscripting of 584
 - substr() of 596
 - swap() 599
 - unsigned 583
- stringbuf 649
- <string.h> 432, 577, 599
- stringstream 641
- strlen() 599
- strncat() 599
- strncpy() 599
- strpbrk() 599
- strrchr() 599
- strstr() 599
- <strstream.h> 656
- struct 101
 - and class 234
 - hack 809
 - name, difference from C 818
 - scope, difference from C 818
- structure 101
 - initialization of 102
 - internal 694
 - of program 8
 - operations on 102
 - size of 102
- style, programming 22
- subarray 663, 671, 677–679
- subarrays 668
- subclass 303
 - superclass and 39
- subrange 781
- subscript
 - C++ style 674
 - Fortran style 674
- subscripting 445, 454
 - comma and 838
 - map 482
 - of string 584

- user-defined 286
- valarray 663
- substitution, Liskov 743
- substr() of string 596
- substring 596
- Substring example 596
- subtype 743
- subtyping 730, 742
- successful large system 709
- suffix
 - _copy 533
 - _if 525
 - code 624
- Sum 514
- sum() of valarray 664
- summary
 - algorithm 509
 - container 464
 - syntax 793
- sungetc() 646
- superclass 303
 - and subclass 39
- supplying default value 500
- support 714
 - run time 8
- swap() 344, 457–458, 489, 538
 - string 599
- swap_ranges() 538
- switch
 - first-time 253, 640
 - last-time 640
 - on type 417
- switch 109
 - and if 134
 - on enumeration 77
- statement 25, 133
- sync() 643, 647
- sync_with_stdio() 651
- synonym, see typedef
- syntax
 - <, template 811
 - summary 793
- system
 - growing 711
 - successful large 709
 - working 709

T

- \t, horizontal tab 830
- tab
 - \t, horizontal 830
 - \v, vertical 830
- Table example 243
- tan(), valarray 667
- tanh() 660

- complex 680
- valarray 667
- Task 394
- taxonomy 703
- teaching and C++ 12
- technique
 - built-in feature vs 43
 - language, programming styles 6
- tellg() 643
- tellp() get position 642
- template, use of 776
- template 16, 40, 328, 854
 - and class 348
 - and friend 854
 - and generic programming 327
 - and inheritance 347
 - and ostream 608
 - argument 331
 - argument, deducing 335, 855
 - argument, default 340, 824
 - argument, depend on 861
 - argument, explicit 335
 - argument, function 335
 - as qualifier 858
 - as template parameter 855
 - class hierarchy and 345
 - copy constructor and 348
 - definition, context of 860
 - example:, member 349
 - function 334
 - in design 757
 - inclusion 350
 - inheritance and 349
 - instantiation 859
 - instantiation, context of 860
 - instantiation directive 866
 - instantiation, explicit 866
 - member 330
 - missing member 823
 - name binding 859
 - overloading, function 336
 - parameter 331
 - parameter, non-type 331
 - parameter, template as 855
 - parameterization 707
 - separate compilation 351
 - source code 350
 - specialization 341
 - static member of 854
 - syntax < 811
 - template-declaration 811
- templates, relationships between 348
- temporary 98
 - elimination of 675
 - lifetime of 254
 - object 244, 254

- variable 244, 254
- term, longer 699
- terminate() 380
- terminate_handler 380
- termination 370
 - program 218
- ternary operator 636
- test() 494
- testing 712
 - design for 712
- this 278
 - self-reference 230
- throw 186, 362, 379
- tie() 623
- time
 - constant 464
 - linear 464
 - logarithmic 464
 - quadratic 464
- <time.h> 431, 433
- Tiny 275
- tinyness_before 659
- to_char_type(), char_traits 581
- to_int_type(), char_traits 581
- tools, design 711
- top()
 - of priority_queue 478
 - of stack 475
- to_ulong() 494
 - overflow_error and 385
- toupper() 591
- traditional hierarchy 315
- traits, character 580
- traits_type 608
 - basic_string 583
- transform() 530
- transition 717–718
 - and *using-directive* 183
 - to namespace 182
- translation unit 197
- traps 659
- traversal 61
- tree 307
- trigraphs 829
- true and 1 71
- trunc truncate file 639
- truncate file, trunc 639
- truncation 835
- try 187
- try-block* 187, 812
- tutorial as design tool 708
- two, rule of 741
- type 23, 69
 - abstract 34, 767, 769
 - abstract and concrete 771
 - arithmetic 70
 - built-in 70
 - char, character 71
 - character 580
 - check, function argument 145
 - check, return value 148
 - checking, dynamic 727
 - checking, mis-use of dynamic 439
 - checking, static 727
 - class and 724
 - class user-defined 224
 - concrete 33, 236, 766–767
 - constructor for built-in 131
 - conversion, ambiguous 276
 - conversion, constructor and 269, 275
 - conversion, explicit 130
 - conversion, function argument 145
 - conversion, implicit 76, 276, 833
 - conversion operator 275
 - conversion, return value 148
 - conversion, unions and 842
 - conversion, user-defined 267, 281
 - equivalence 104
 - floating point 74
 - fundamental 23, 70
 - generator 348
 - identification, run-time 407
 - information, extended 416
 - information, run-time 407, 774
 - input of built-in 614
 - input of user-defined 621
 - integer 70, 73
 - integral 70
 - literal of user-defined 273
 - module and 30
 - of exception 379
 - of field 75
 - of integer literal 832
 - of integer literal, implementation dependency 832
 - of overriding function 424
 - of virtual, return 424
 - output of built-in 609
 - output of user-defined 612
 - pointer 569
 - problems with concrete 37
 - relaxation of return 424
 - result 122
 - reuse of concrete 241
 - safe I/O 607
 - signed 73
 - string of user-defined 583
 - switch on 417
 - unsigned 73
 - user-defined 32, 70
 - user-defined operator and built-in 265
- typedef 84
- type-field 308

typeid() 414
 bad_typeid and 384
 <typeinfo> 384, 415, 433
 type_info 414
 typename 443, 856
 type-safe linkage 198

U

uflow() 647
 unary operator, user-defined 263
 unary_function 515
 unary_negate 518
 not1() and 522
 unbuffered
 I/O 647
 input 642
 output 642
 uncaught exceptions 380
 uncaught_exception() 373
 unchecked access 445
 undeclared argument 154
 #undef 162
 undefined
 behavior 828
 enum conversion 77
 underflow, stack 476
 underflow() 647
 unexpected exceptions 377
 unexpected() 375
 unexpected_handler 379
 unformatted input 618
 unget() 643
 Unicode 580
 uniform distribution 685
 uniformity of code 767
 uninitialized memory 574
 uninitialized_copy() 574
 uninitialized_fill() 574
 uninitialized_fill_n() 574
 union 841
 and class 843
 anonymous 841
 constructor and 257
 destructor and 257
 member 257, 843
 member object 244
 pointers and 845
 unnamed 841
 unions and type conversion 842
 unique() 532
 list 472
 unique_copy() 56, 532
 unit
 of allocation 88
 of compilation 197

 of design 755
 of protection 754
 translation 197
 unitbuf 626
 united of addressing 88
 units analogy 728
 universal
 base class 438
 character name 831
 UNIX 8, 13
 unnamed
 namespace 177, 200
 union 841
 unsetf() 626
 unsigned
 char 831
 integer conversion, signed 834
 string 583
 type 73
 up cast 408
 upper_bound() 540
 in map 485
 uppercase 626
 uppercase() 634
 Urand 685
 use
 case 704
 count 292
 dependency 745
 of C++ 12
 of RTTI 417
 of allocator 568
 of class 725
 of classes 733
 of dynamic_cast 774
 of global variable 111
 of map 774
 of multiple inheritance 776
 of rebind 569
 of specialization 865
 of template 776
 used function only, instantiate 866
 user specialization 859
 user-defined
 + 265
 == 534
 allocator 570
 binary operator 263
 container 497
 conversion 347
 iterator 561
 manipulator 635
 memory management, example of 292
 operator 263
 operator + 281
 operator ++ 264, 291

operator += 264, 268, 281
operator -- 291
operator -> 289
operator = 281
operator and built-in type 265
operator and enum 265
pointer conversion 349
predicate 516
subscripting 286
type 32, 70
type, class 224
type conversion 267, 281
type, input of 621
type, literal of 273
type, output of 612
type, string of 583
unary operator 263
user-supplied comparison 467
uses of parentheses 123
using multiple inheritance 399
using
 namespace 183
 namespace, using vs. 847
 vs. using namespace 847
using-declaration 169, 180
 and access control 407
 and inheritance 392
 vs. *using-directive* 847
using-directive 171
 and definition 180
 and inheritance 392
 transition and 183
 using-declaration vs. 847
usual arithmetic conversions 122
utilities 431
<utility> 431, 468

V

\v, vertical tab 830
va_arg() 155
<valarray> 434, 662
valarray 65, 662
 ! 664
 != 667
 % 667
 %= 664
 & 667
 && 667
 &= 664
 * 667
 *= 664
 + 667
 += 664
 - 664, 667
 -= 664

/ 667
/= 664
< 667
<< 667
<<= 664
<= 667
= 663
== 667
> 667
>= 667
>> 667
>>= 664
[] 663
^ 667
^= 664
abs() 667
acos() 667
and array 663
and vector and array 662
apply() to 664
as container 492
asin() 667
assignment 663
atan() 667
atan2() 667
construction 662
cos() 667
cosh() 667
exp() 667
input 668
iterator 670
length of 664, 679
log() 667
log10() 667
mathematical functions 667
max() 664
min() 664
operations 664, 667
output 668
pow() 667
range check 664
resize() 666
resize() of 664
sin() 667
sinh() 667
size() of 664
sqrt() 667
subscripting 663
sum() of 664
tan() 667
tanh() 667
 | 667
 |= 664
 || 667
 ~ 664
valid iterator 550

- value
 - call by 146
 - default 239
 - key and 480
 - mapped type 55
 - of character 580
 - of cin 276
 - of notation 261
 - return 283
 - return by 148
 - return, function 148
 - semantics 294
 - value_comp() 485
 - value_compare 485
 - value_type 443, 480, 552
 - basic_string 583
 - variable
 - constructor for global 252
 - constructor for local 245
 - global 200, 228
 - temporary 244, 254
 - variably-sized object 243
 - Vec, range checking 53
 - vector
 - Fortran 668
 - arithmetic 65, 662
 - bit 124
 - exponentiation 667
 - mathematical functions 667
 - operations 664, 667
 - <vector> 431
 - Vector 435
 - example 341, 780
 - vector 52, 442, 469
 - < 457
 - = 447
 - == 457
 - [] of 445
 - and array, valarray and 662
 - assign() 447
 - constructor 447
 - erase() from 452
 - input into 451
 - insert() into 452
 - member type 442
 - of bool 458
 - of vector 836
 - vector of 836
 - vector<bool> 458
 - bitset and 492
 - Vehicle example 734
 - vertical tab \v 830
 - viewgraph engineering 704
 - virtual
 - function 15
 - function, renaming 778
 - virtual 34
 - << 612
 - base class 396
 - base class, overriding from 401
 - base, constructor and 397
 - constructor 323, 424
 - derive without 780
 - destructor 319
 - function 310, 390, 706
 - function argument types 310
 - function, definition of 310
 - function, example of 646
 - function, implementation of 36
 - function, operator :: and 312
 - function, pure 313
 - output function 612
 - return type of 424
 - vision 698
 - void 76
 - expression, return of 148
 - pointer to 100
 - void*
 - assignment, difference from C 818
 - specialization and 341
 - void*(), operator 616
 - volatile 808
- ## W
- waterfall model 697
 - wcerr 609
 - <wchar.h> 432
 - wchar_t 72-73
 - wcin 614
 - wcout and 624
 - wclog 609
 - wcout 609
 - and wcin 624
 - wfilebuf 649
 - wfstream 638
 - while statement 136
 - whitespace 614-615
 - isspace() 114
 - wide
 - character I/O 608
 - character classification 601
 - wide-character literal L' 73
 - widen() 645
 - width() 629
 - of input 616
 - wifstream 638
 - wild pointer checking for 722
 - Window example 398
 - wiostream 637
 - wistream 614
 - wistreamstream 641

wofstream 638
word 76
working system 709
wostream 608
wostreamstream 641
wrapper 781
write through iterator 551
write(), ostream 609
ws 634
wstreambuf 649
wstring 582
wstringbuf 649
wstringstream 641
<wctype.h> 432

X

X3J16 11
xalloc() 650
xgetn() 647
xor keyword 829
xor_eq keyword 829
xputn() 647

Y

Year 285

Z

zero null, 0 88