

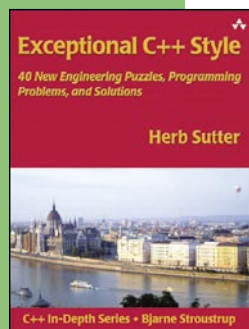
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101 RULES, GUIDELINES,  
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Herb Sutter and Andrei Alexandrescu

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This book is a collection of simple standards, recommendations, and guidelines for writing quality software in C++. Each recommendation is clear and concise, giving pointers to more in-depth treatment of each issue in other books.



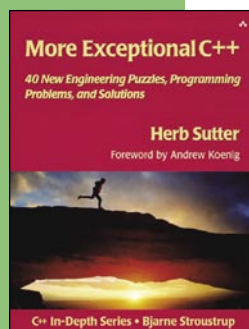
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40 NEW ENGINEERING PUZZLES, PROGRAMMING PROBLEMS, AND SOLUTIONS

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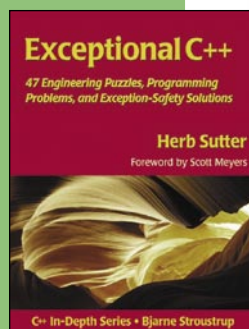
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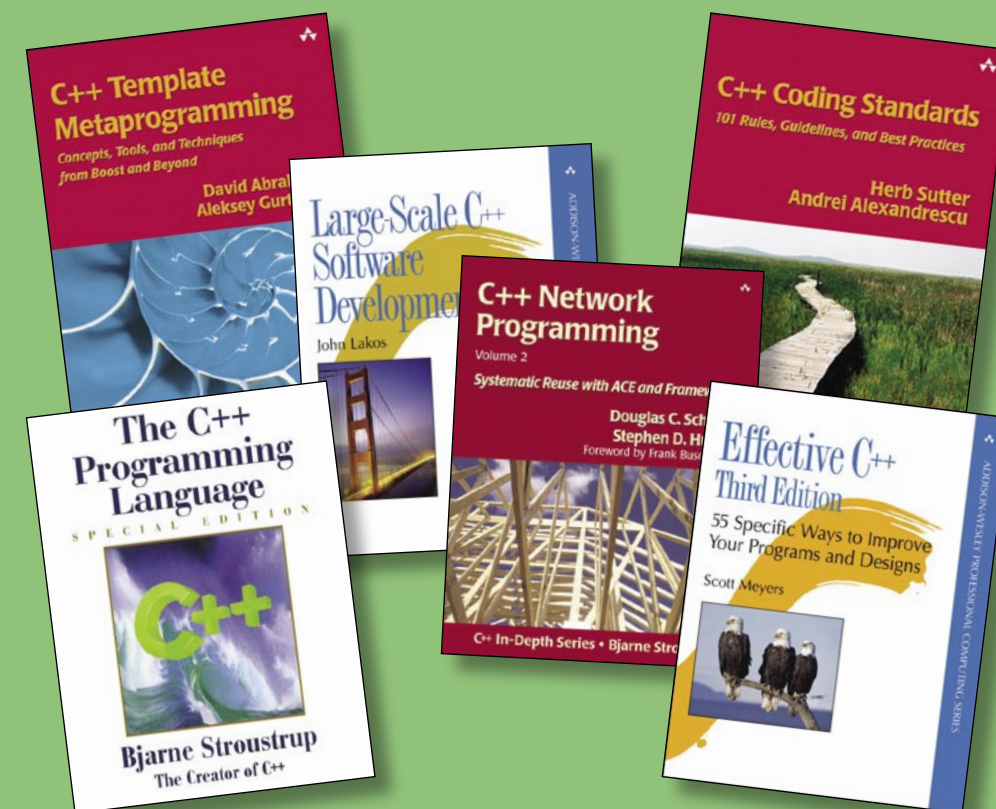
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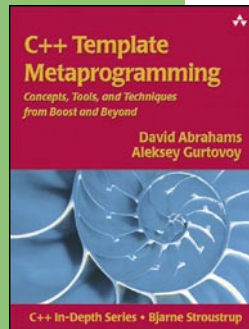
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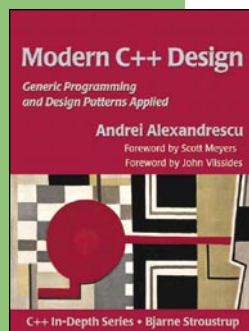
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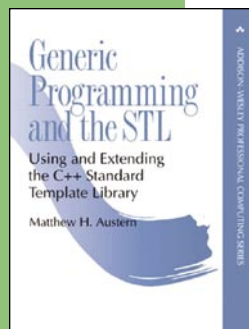
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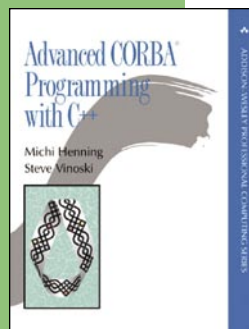
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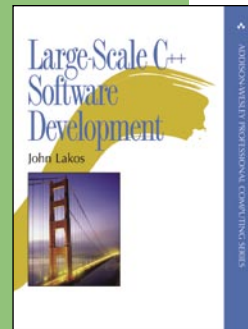


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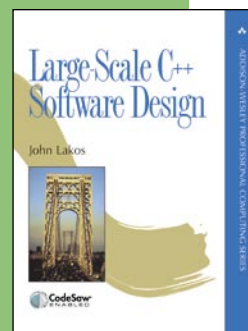
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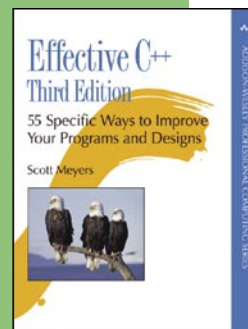


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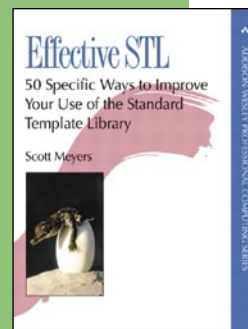
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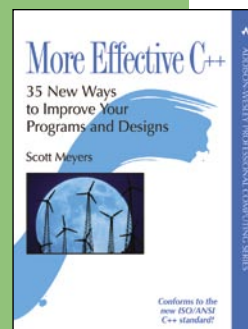
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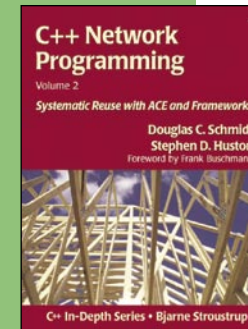
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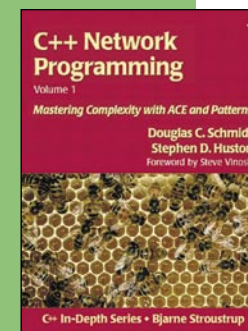
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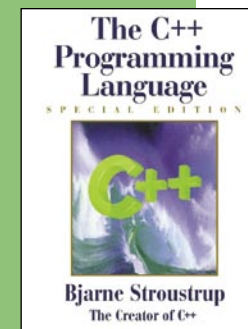
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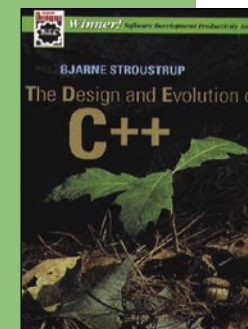


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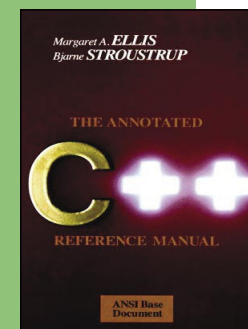


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