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Stanley B. Lippman has retired back to the Catalina Foothills where he is working on EEEK!, a computational model of the nervous system of the House Mouse, and An Off By One Error, a speculative novel set in the Northwestern Rain Forest. During his professional career, Stanley served as Distinguished Consultant for the Jet Propulsion Laboratory, Architect for the Visual C++ development group ...

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Stanley B. Lippman is a computer scientist and author. He is most widely known as an author of C++ Primer book, which is currently published as 5th edition. Also he authored the book Inside the C++ Object Model . He has worked with Bjarne Stroustrup in Bell Laboratories during early stages of C++ development. In 2001, Stanley Lippman became an Architect for Visual C++.

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Stanley B. Lippman is a computer scientist and author. He is most widely known as an author of C++ Primer book, which is currently published as 5th edition. He has worked with Bjarne Stroustrup in Bell Laboratories during early stages of C++ development. In 2001, Stanley Lippman became an Architect for Visual C++.

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A completely rewritten tutorial driven by examples helps the novice C++++ programmer solve problems in terms of choice of language features, implementation, and efficiency. Original. (Advanced).

There is a lot of misinformation and myth about the overhead and costs associated with C++. Now Stan Lippman, the acclaimed author of the C++ Primer, answers the call for a book that gives strategy guidelines for C++ programming. Inside the C++ Object Model explains where overhead costs reside and what they actually consist of. The author explains which parts vary by implementation and which are invariant. He tells how the various implementation models arose, points out areas where they are likely to evolve, and explains why they are what they are. This book is a must for C++ programmers who want to understand the semantic implications of the C++ object model and how the model affects their programs.

A best-seller completely revised and rewritten to conform to today's C++ usage.

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