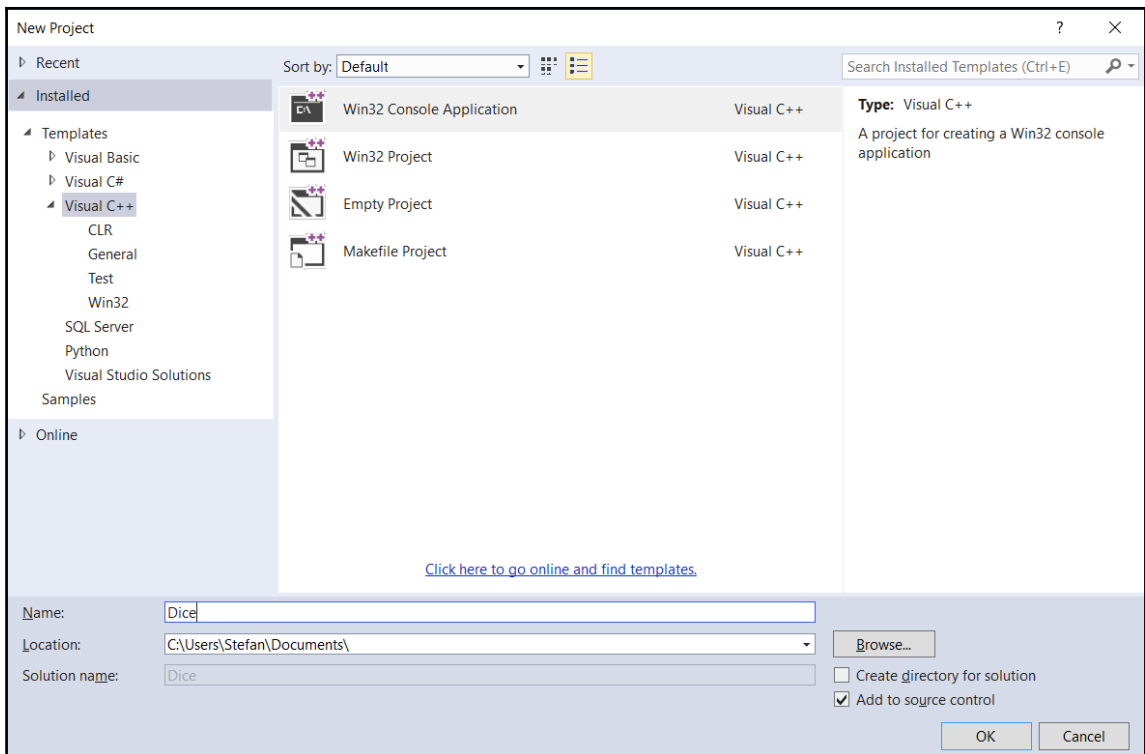
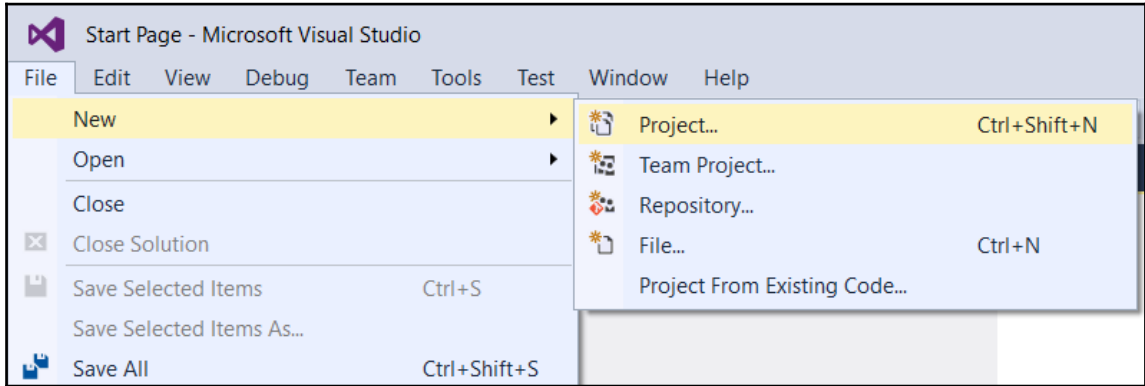
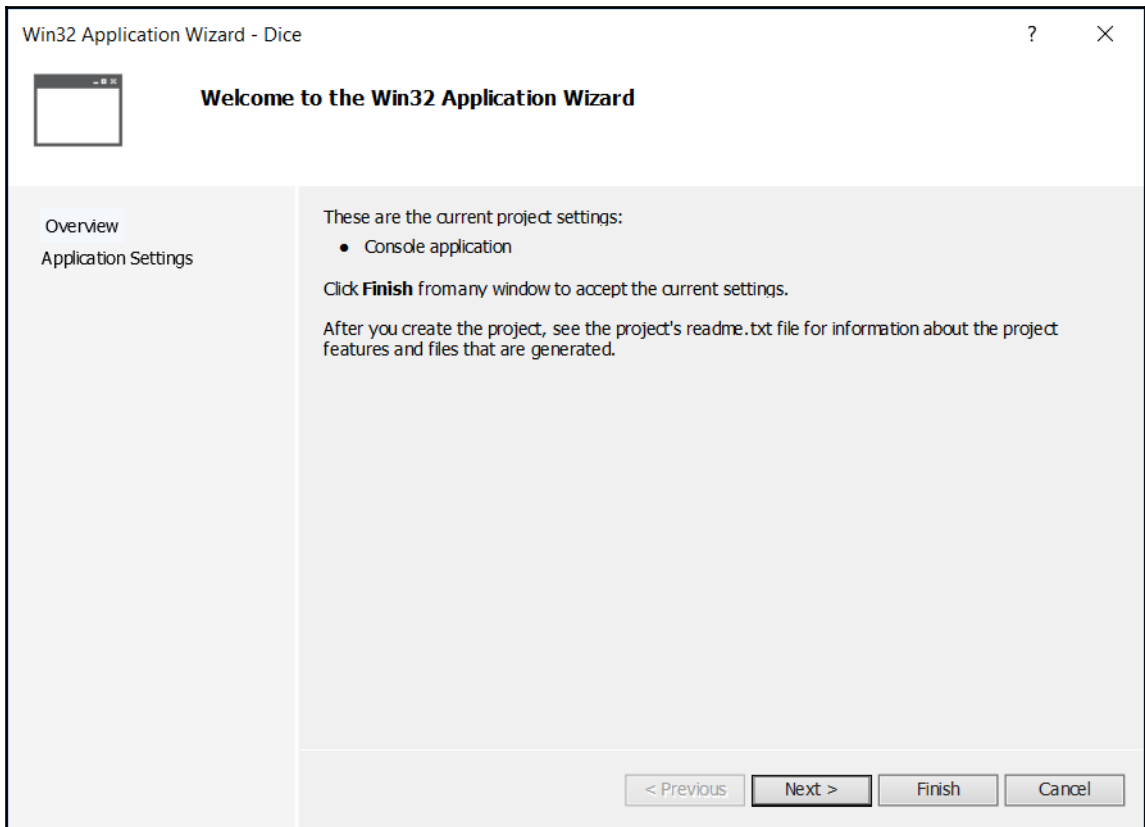
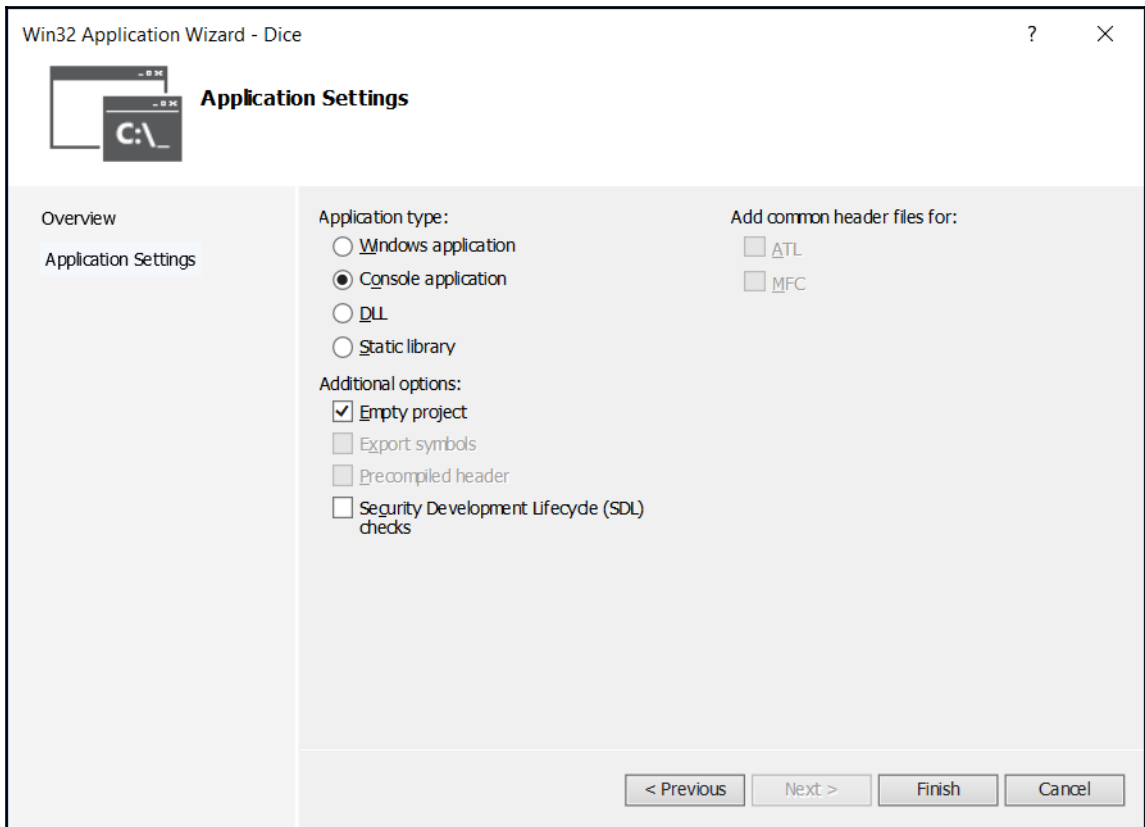
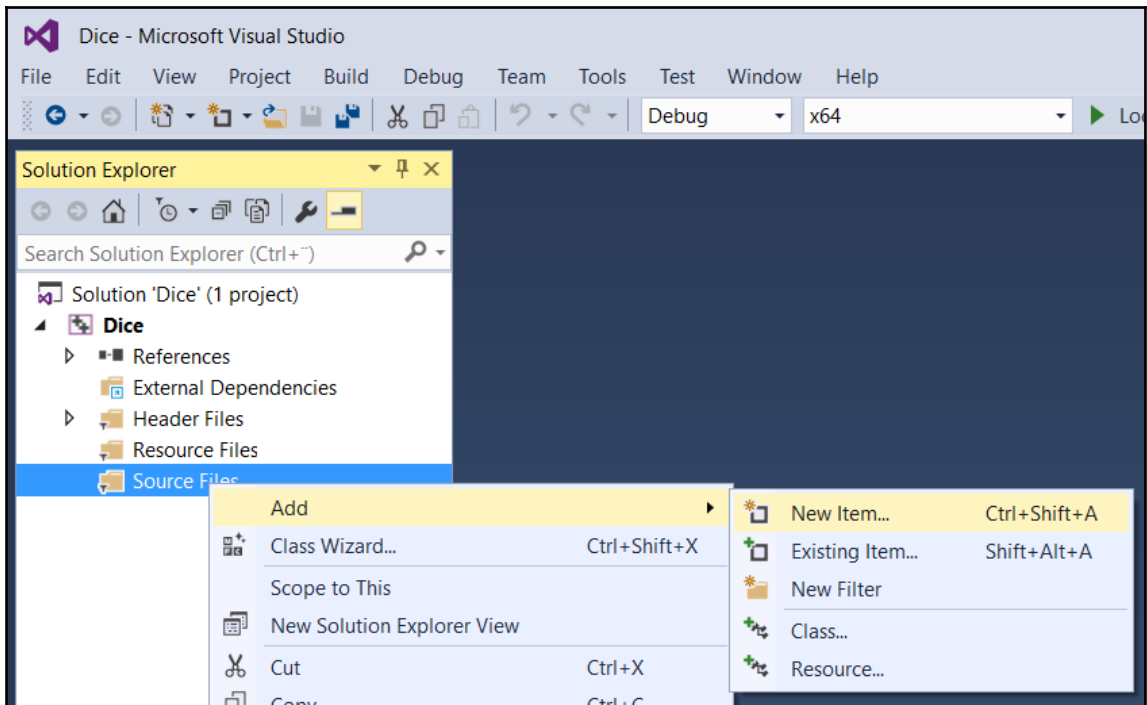


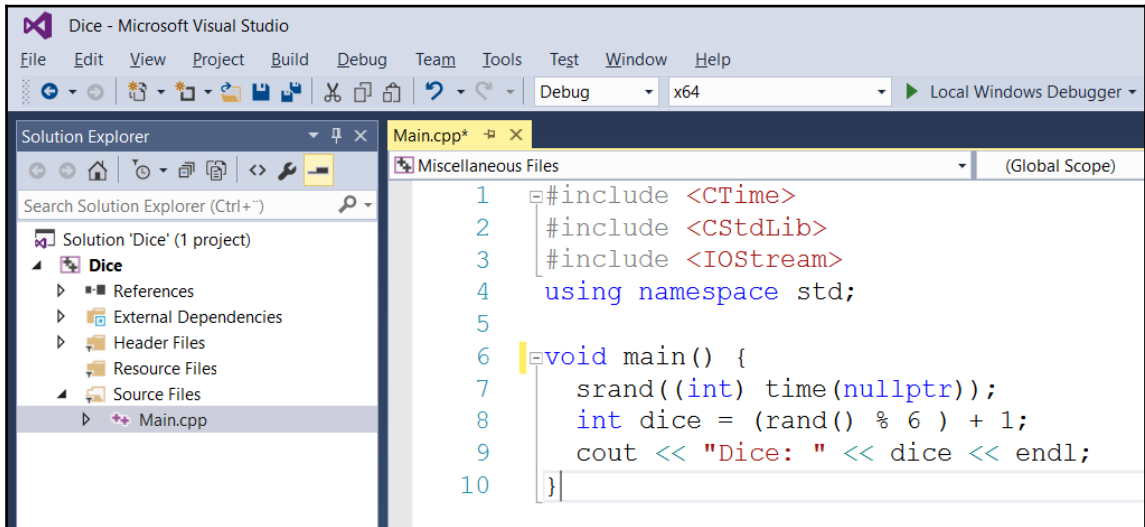
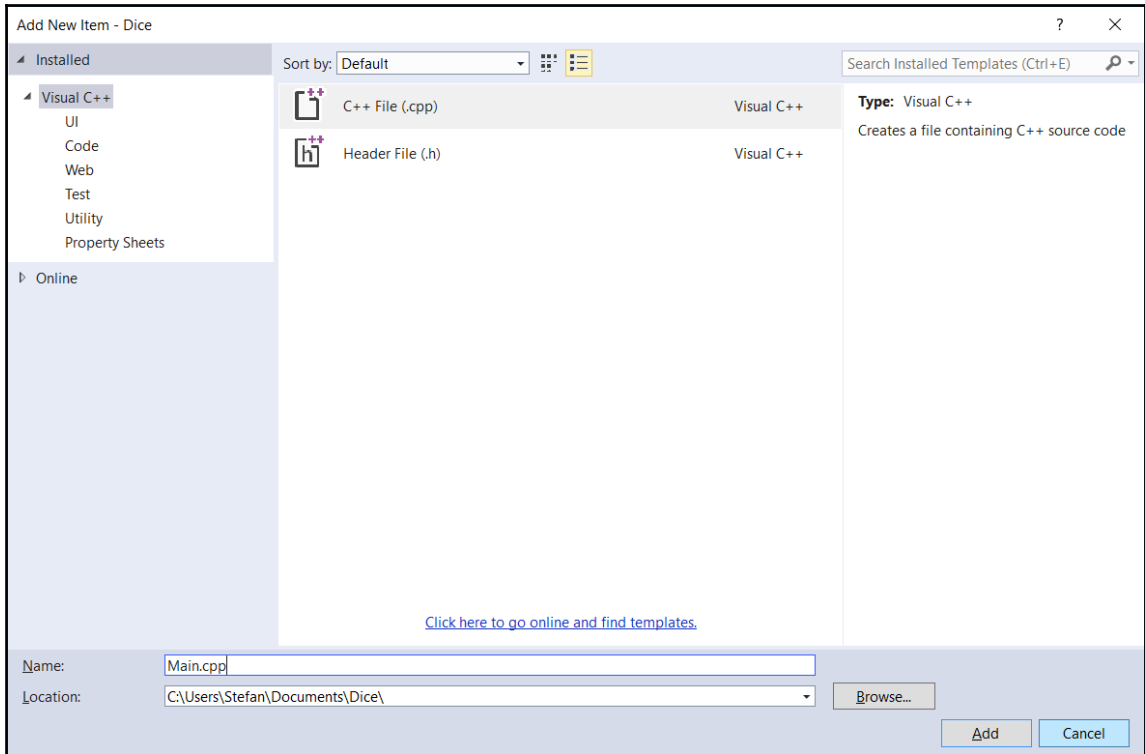
Chapter 1: Getting Started with C++

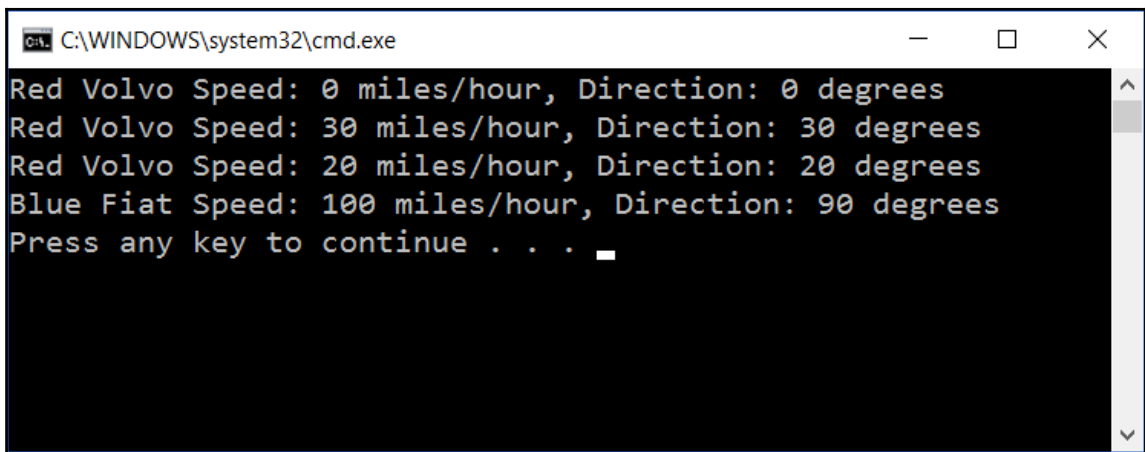
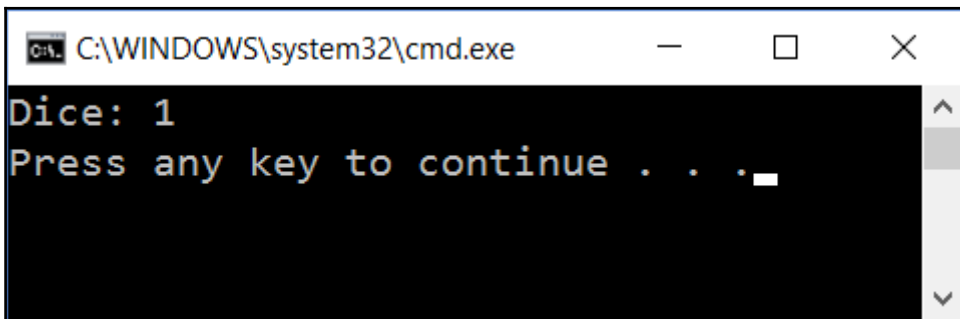
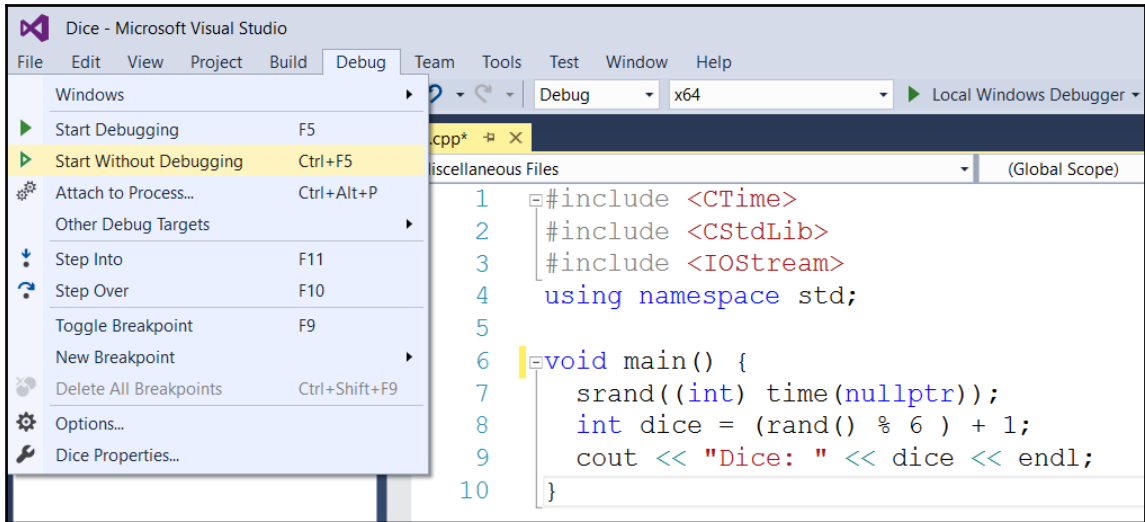




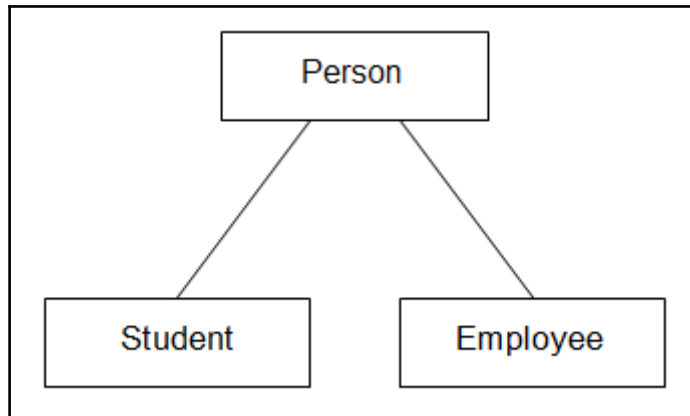




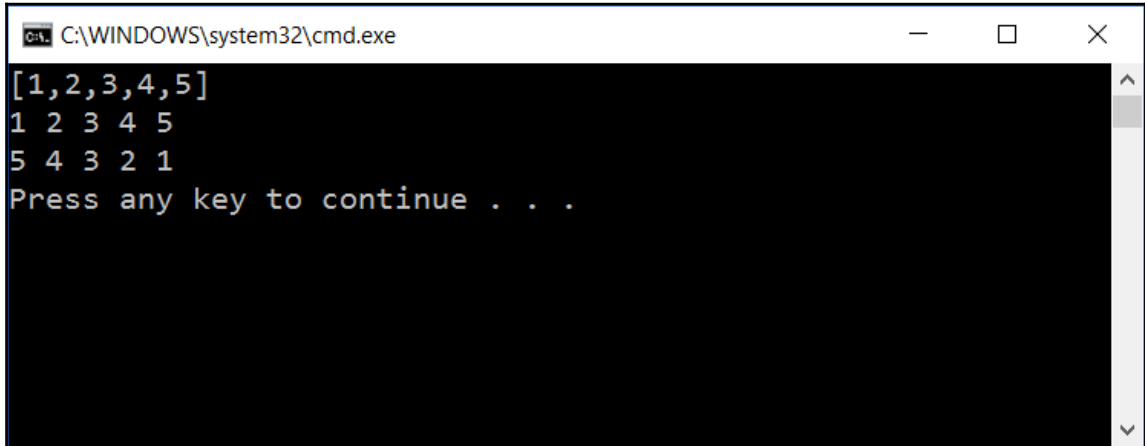




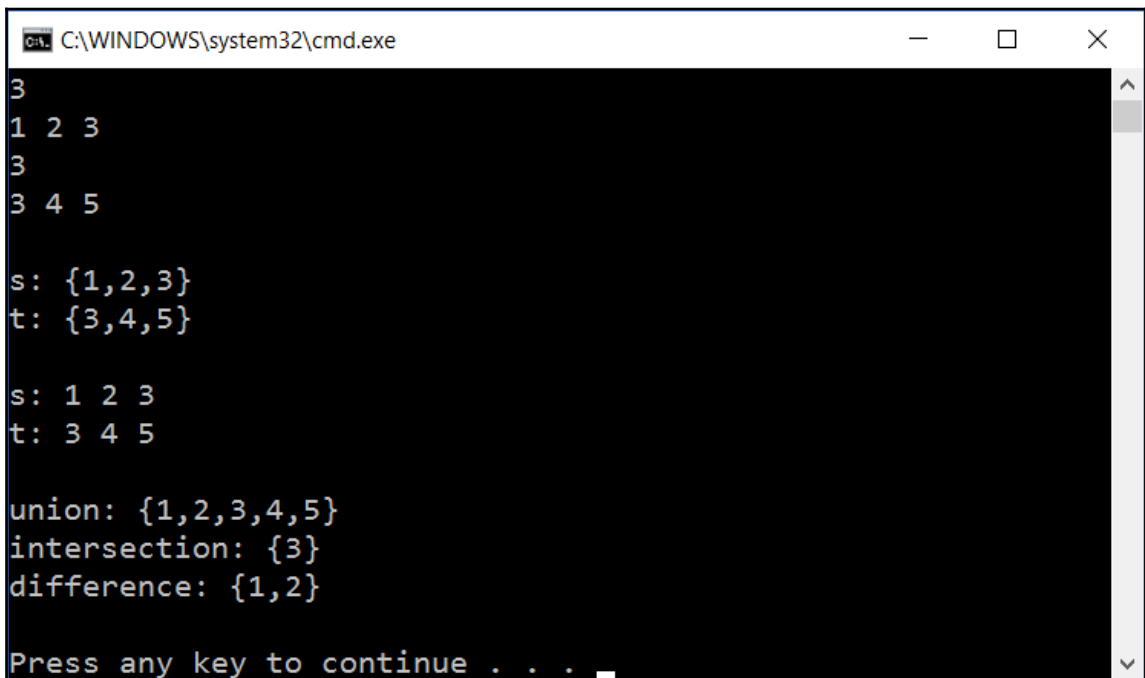
```
C:\WINDOWS\system32\cmd.exe
Red Volvo Speed: 20 miles/hour, Direction: 30 degrees
Red Volvo Speed: 50 miles/hour, Direction: 330 degrees
Red Volvo Speed: 10 miles/hour, Direction: 200 degrees
Press any key to continue . . .
```



Chapter 2: Data Structures and Algorithms



```
C:\WINDOWS\system32\cmd.exe
[1,2,3,4,5]
1 2 3 4 5
5 4 3 2 1
Press any key to continue . . .
```



```
C:\WINDOWS\system32\cmd.exe
3
1 2 3
3
3 4 5

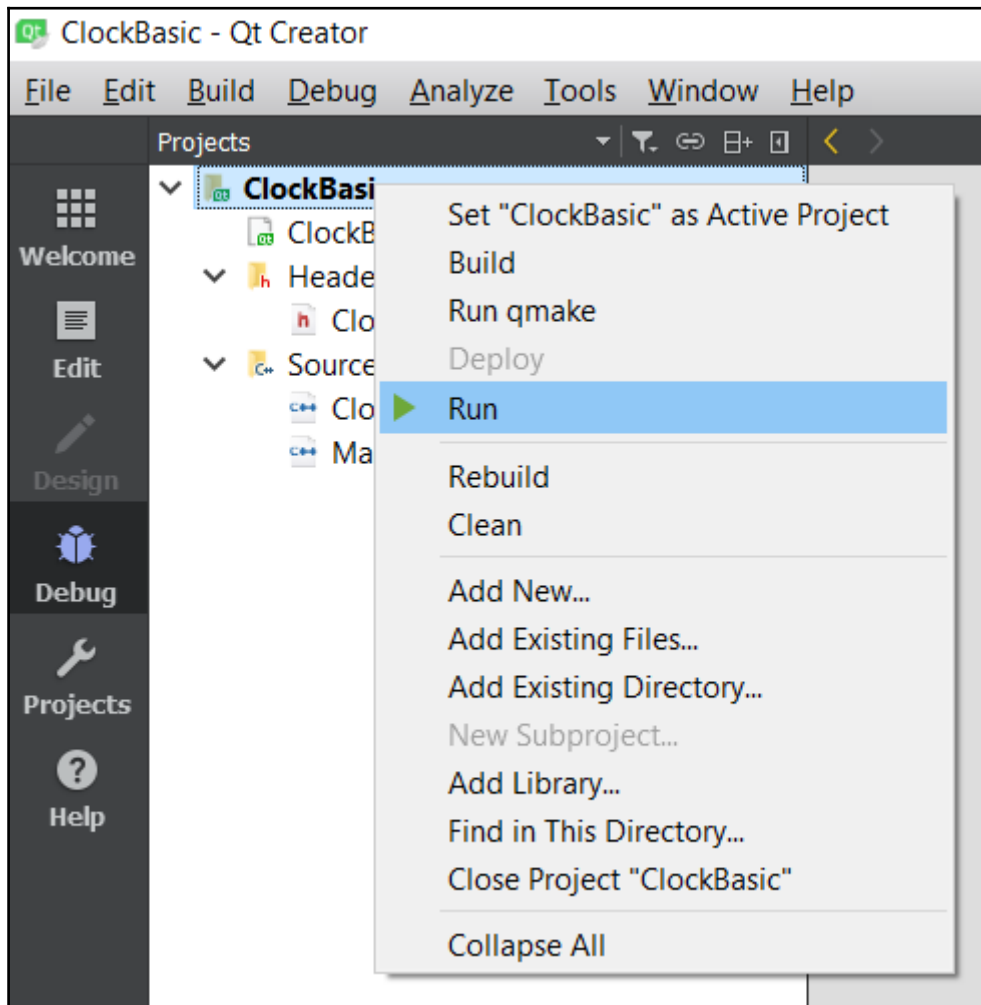
s: {1,2,3}
t: {3,4,5}

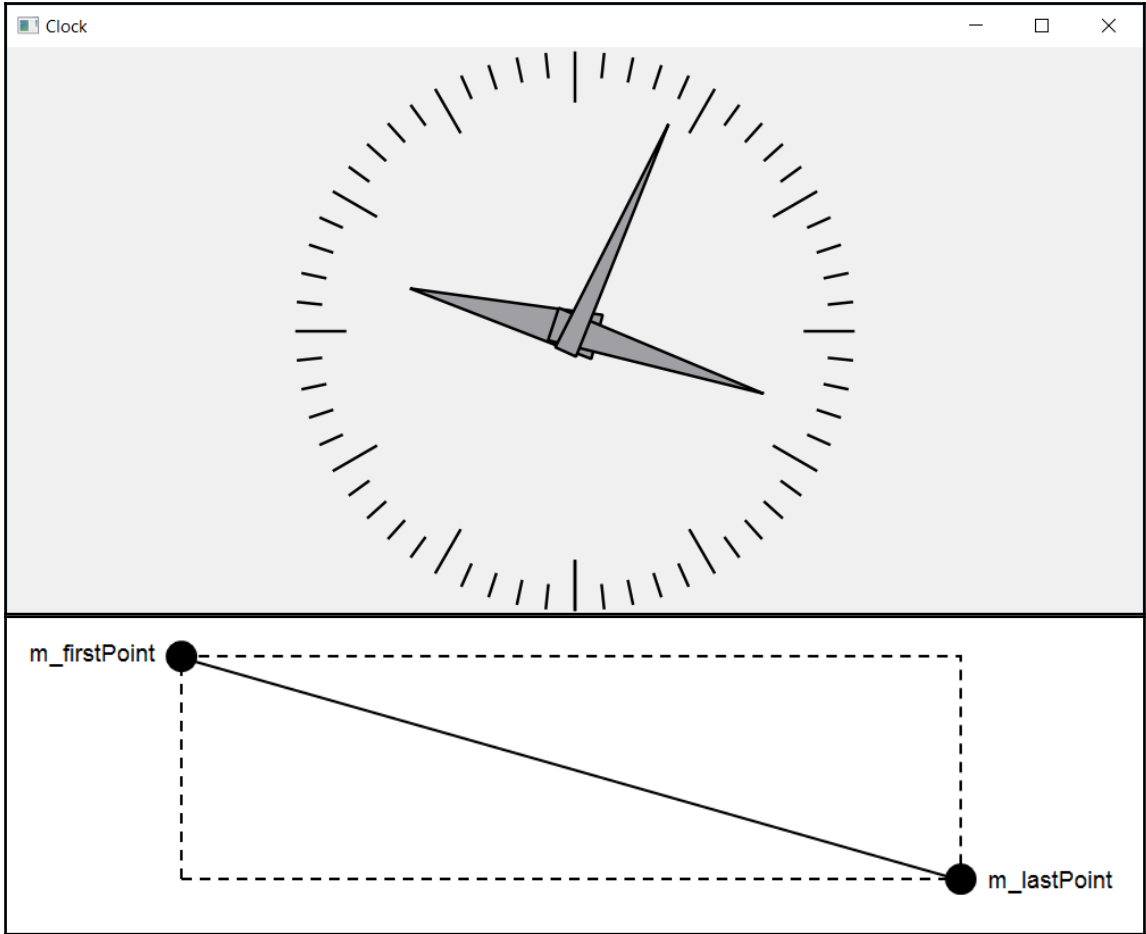
s: 1 2 3
t: 3 4 5

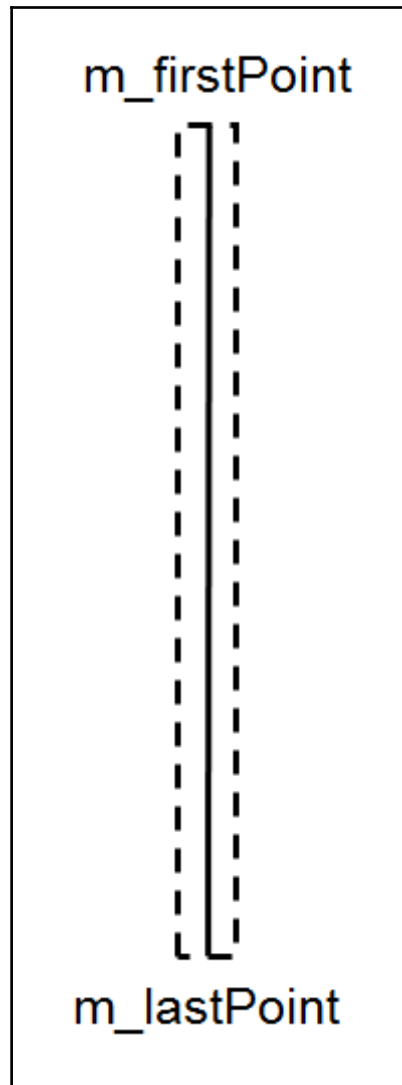
union: {1,2,3,4,5}
intersection: {3}
difference: {1,2}

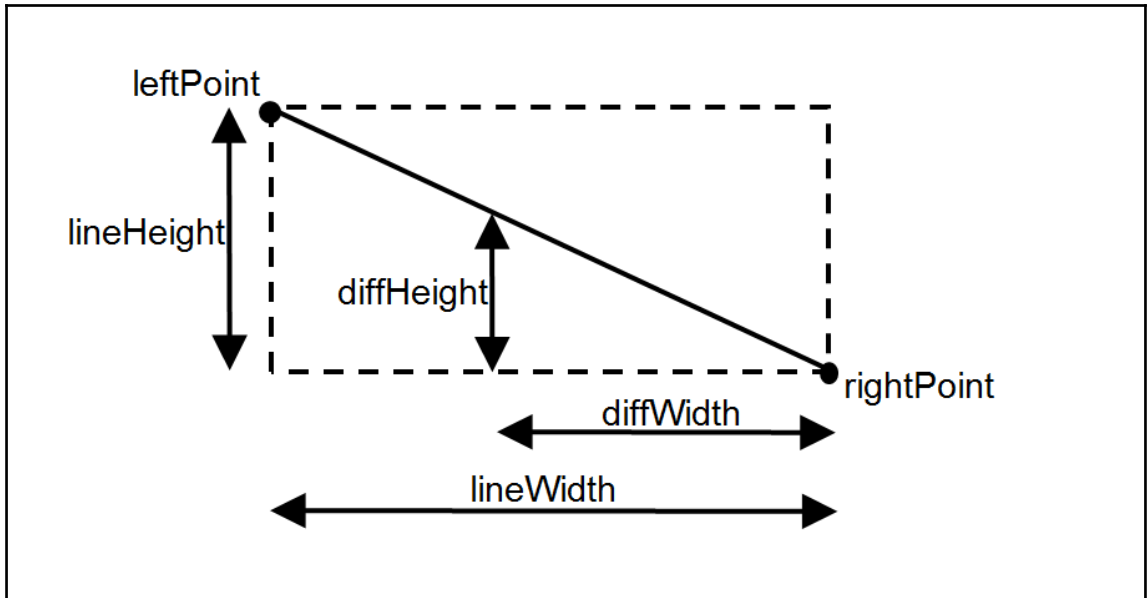
Press any key to continue . . .
```

Chapter 5: Qt Graphical Applications





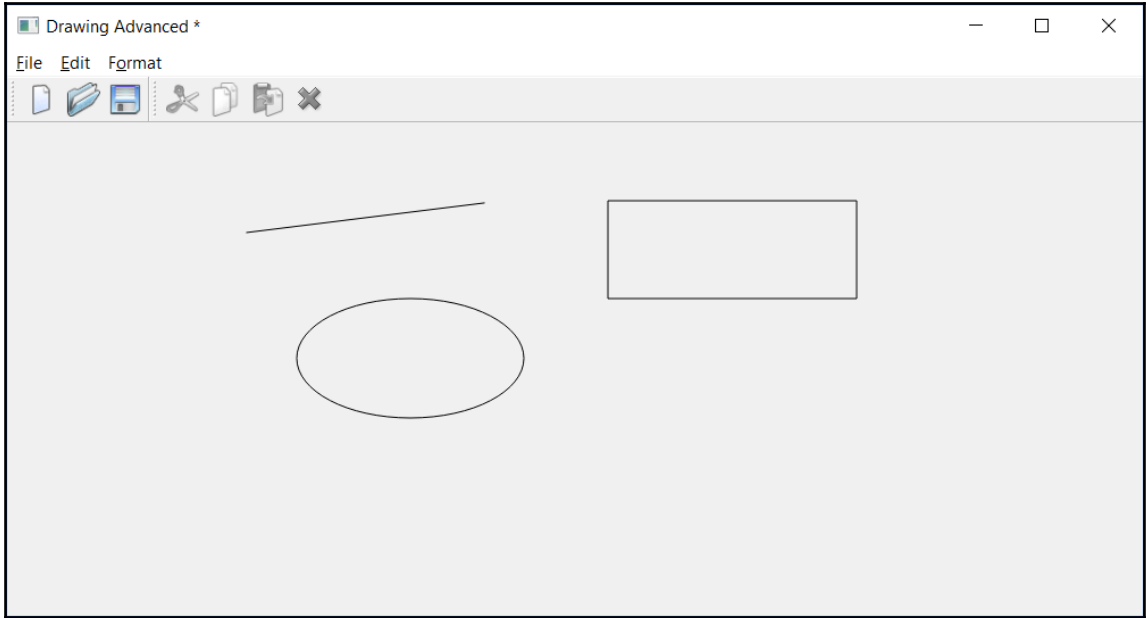




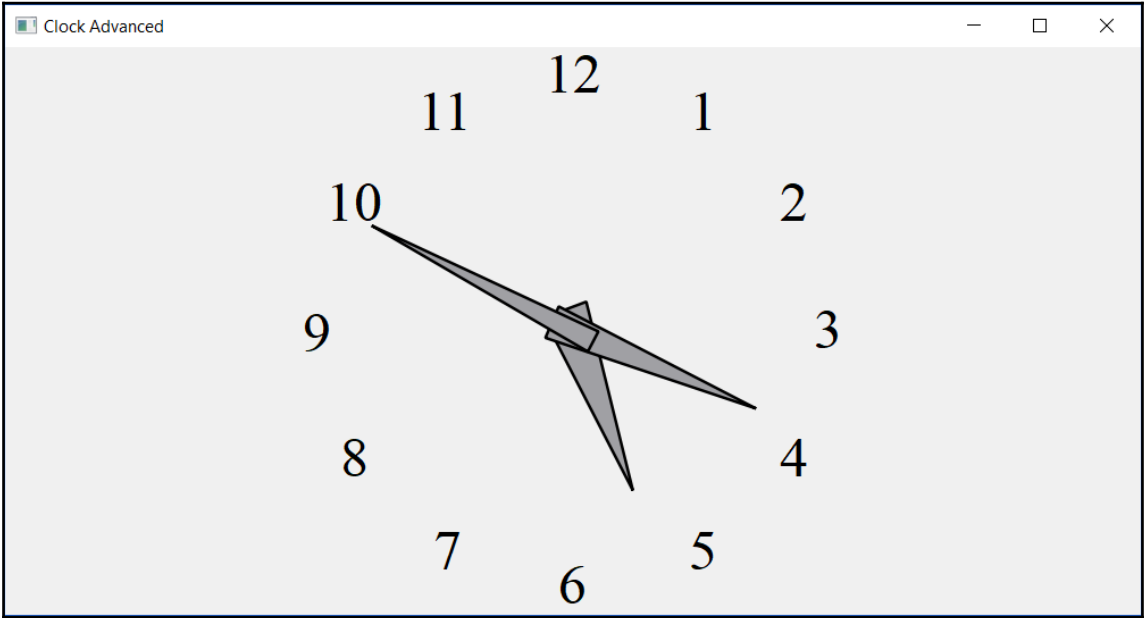
$$\frac{diffWidth}{diffHeight} = \frac{lineWidth}{lineHeight}$$

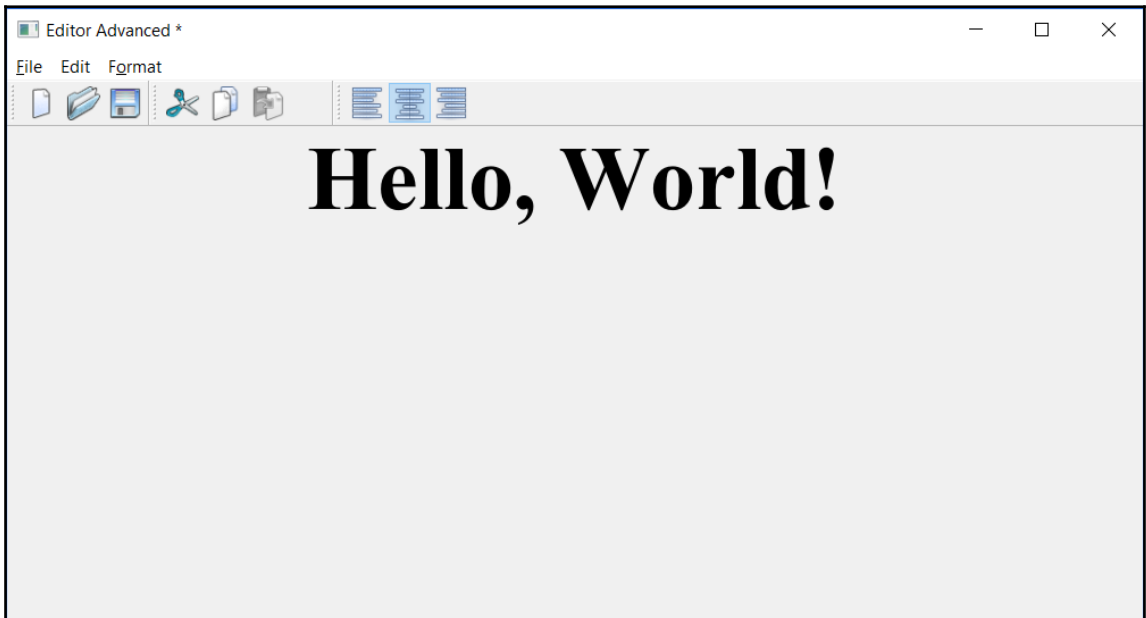
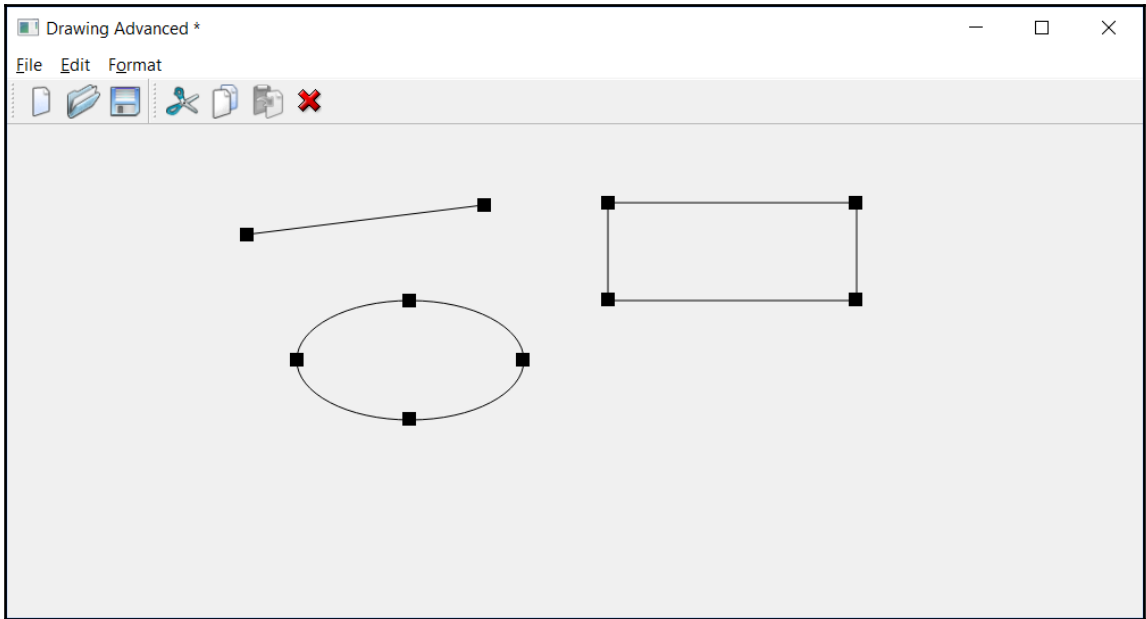
$$diffHeight - \frac{lineHeight}{lineWidth} diffWidth = 0$$

$$\left| diffHeight - \frac{lineHeight}{lineWidth} diffWidth \right| \leq Tolerance$$

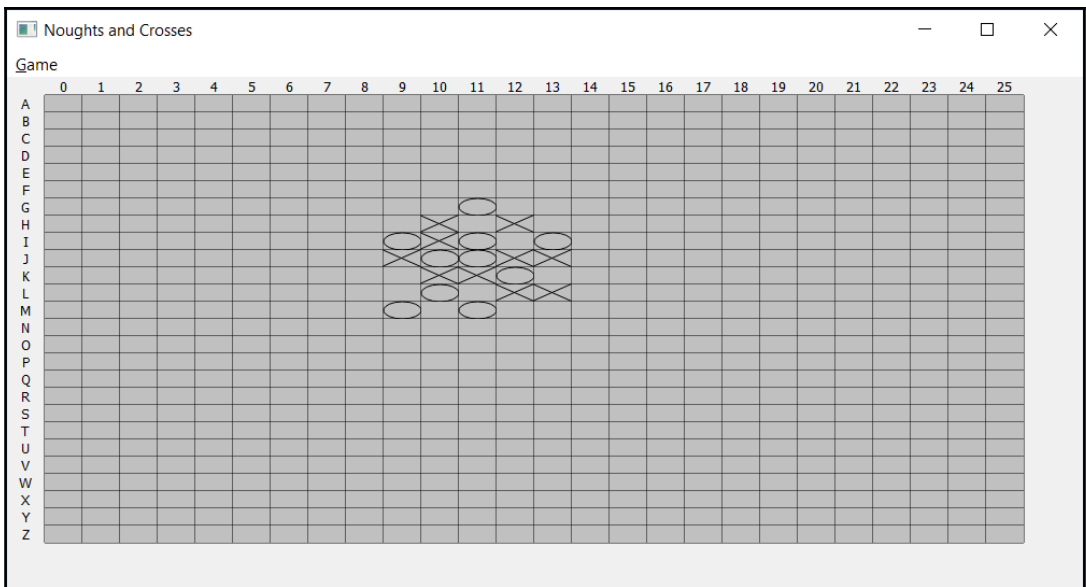
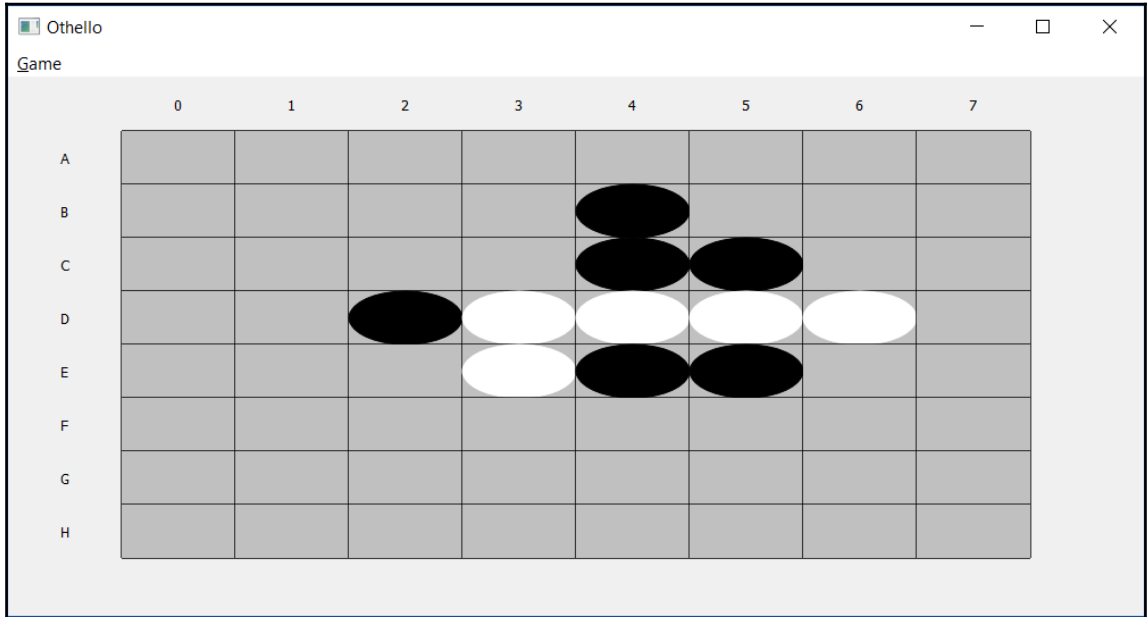


Chapter 6: Enhancing the Qt Graphical Applications

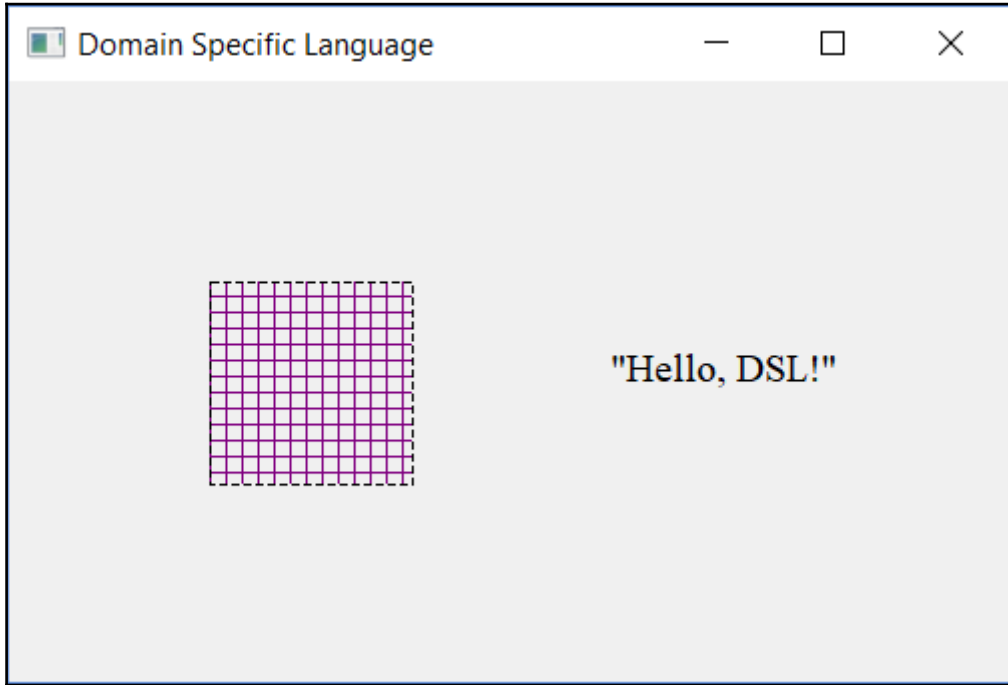




Chapter 7: The Games



Chapter 9: Domain-Specific Language



Chapter 10: Advanced Domain-Specific Language

