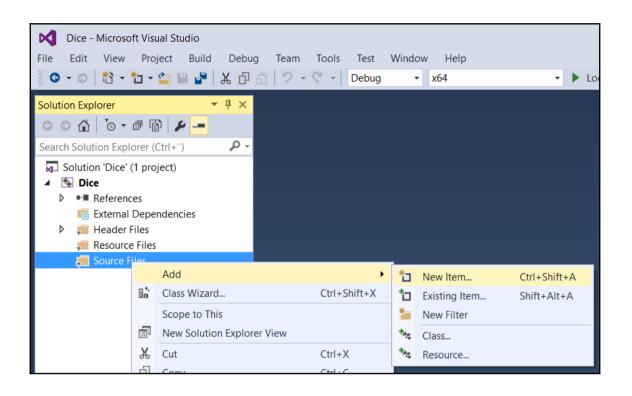
Chapter 1: Getting Started with C++

	Start Page - Microsoft Visual Studio									
File	Edit	View	Debug	Team	Tools	Test	Win	dow	Help	
	New					•	わ	Proje	ct	Ctrl+Shift+N
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New Project			?	×
▷ Recent		Sort by: Default Search Installed Ter	nplates (Ctrl+E) 🔎 -
▲ Installed		Win32 Console Application Visual C++ Type: Visual C++		
 Templates Visual Basic Visual C# Visual C++ CLR General Test Win32 SQL Server Python Visual Studio S 	olutions	A project for creat application Image: Second sec	ting a Win32 c	onsole
Samples		Click here to go online and find templates.		
<u>N</u> ame:	Dice			
Location: Solution name:	C:\Users\Stefan\[Dice	Documents\		
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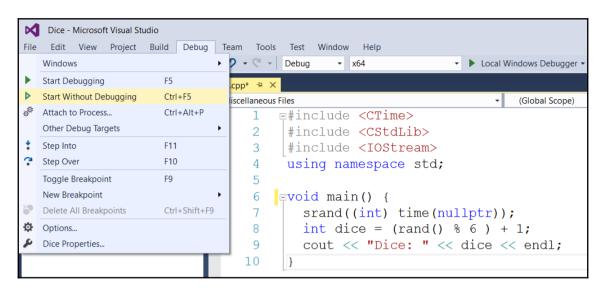
Win32 Application Wizard -	Dice	?	×
Welco	me to the Win32 Application Wizard		
Overview Application Settings	These are the current project settings: • Console application Click Finish fromany window to accept the current settings. After you create the project, see the project's readme.txt file for information about the pro- features and files that are generated.	roject	
	< Previous Next > Finish	Cano	el

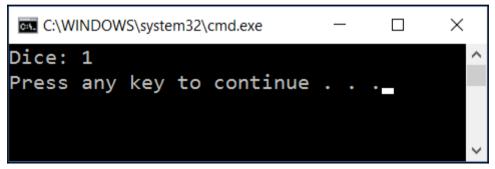
Win32 Application Wizard - Die	ion Settings		?	×
Overview Application Settings	Application type: Windows application Cgnsole application DL Static library Additional options: Empty project Export symbols Precompiled header Sequrity Development Lifecyde (SDL) checks	Add common header files for:		
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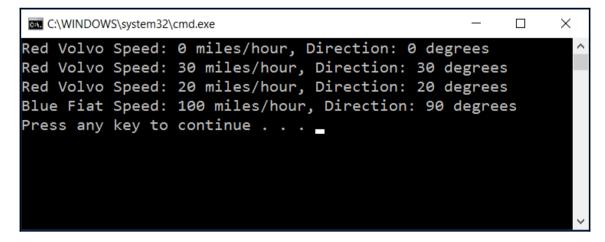


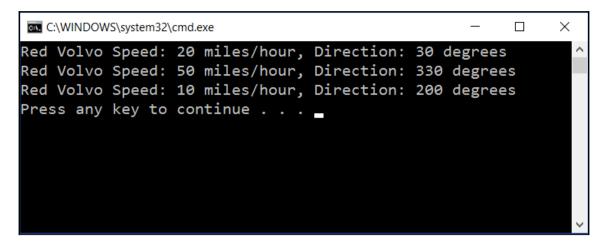
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<u>N</u> ame:	Main.cpp								
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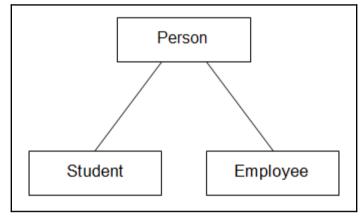
Dice - Microsoft Visual Studio	
<u>File Edit View Project Build Debut</u>	g Tea <u>m I</u> ools Te <u>s</u> t <u>W</u> indow <u>H</u> elp
	♪ ? ~ Debug • x64 • ► Local Windows Debugger •
Solution Explorer 🔹 👎 🗙	Main.cpp* 🖶 🗶
○ ○ ☆ '⊙ - 司 ⓑ ↔ ≯	Miscellaneous Files
Search Solution Explorer (Ctrl+")	1 ⊑#include <ctime></ctime>
Solution 'Dice' (1 project)	2 #include <cstdlib></cstdlib>
▲ S Dice	3 #include <iostream></iostream>
▶ ■■ References	4 using namespace std;
External Dependencies	5
 Header Files Resource Files 	6 <code>pvoid main() {</code>
Source Files	7 srand((int) time(nullptr));
Main.cpp	8 int dice = $(rand() \% 6) + 1;$
	9 cout << "Dice: " << dice << endl;
	[/]









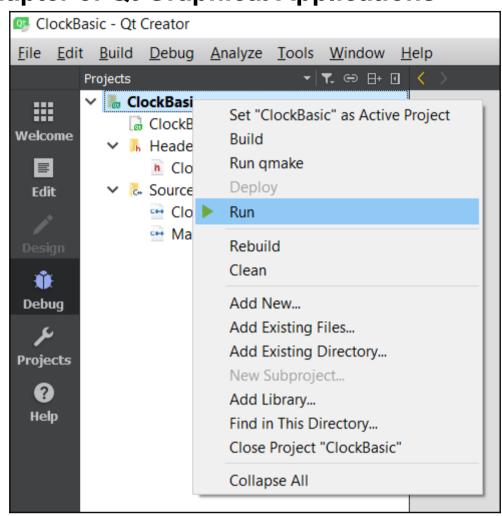


Chapter 2: Data Structures and Algorithms

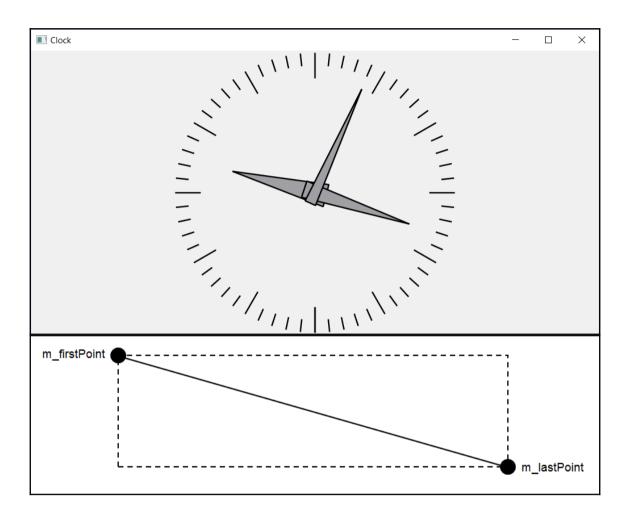


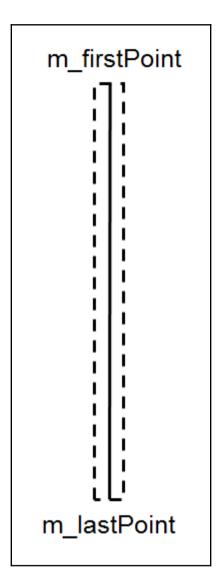
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difference: {1,2}		
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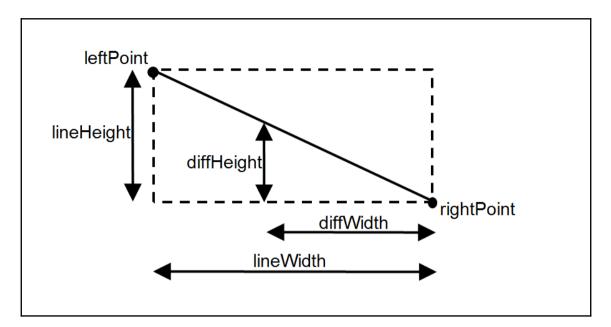
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Chapter 5: Qt Graphical Applications

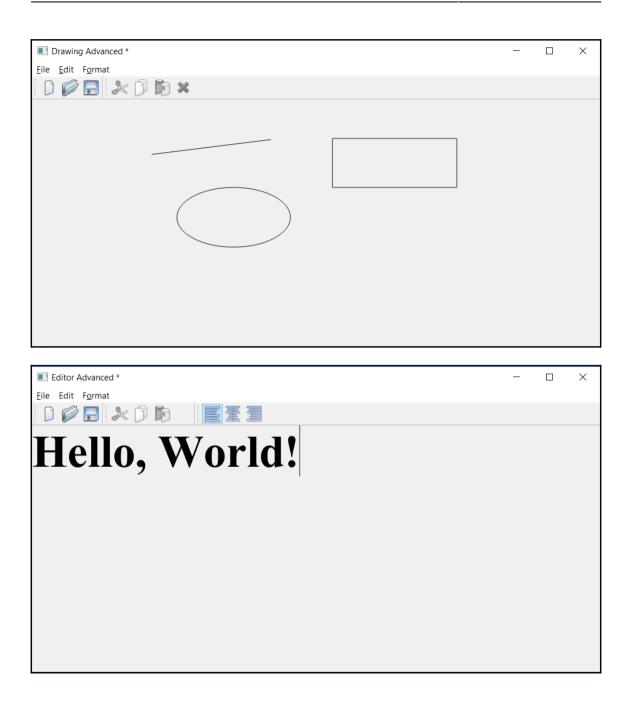




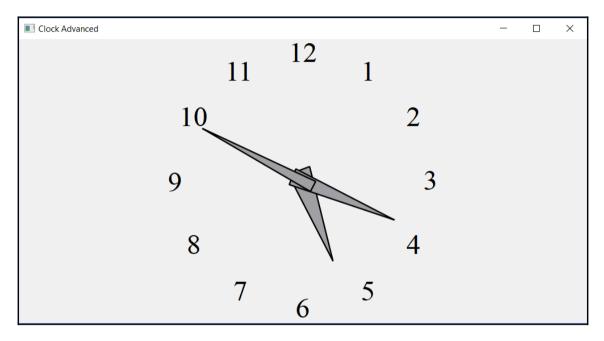


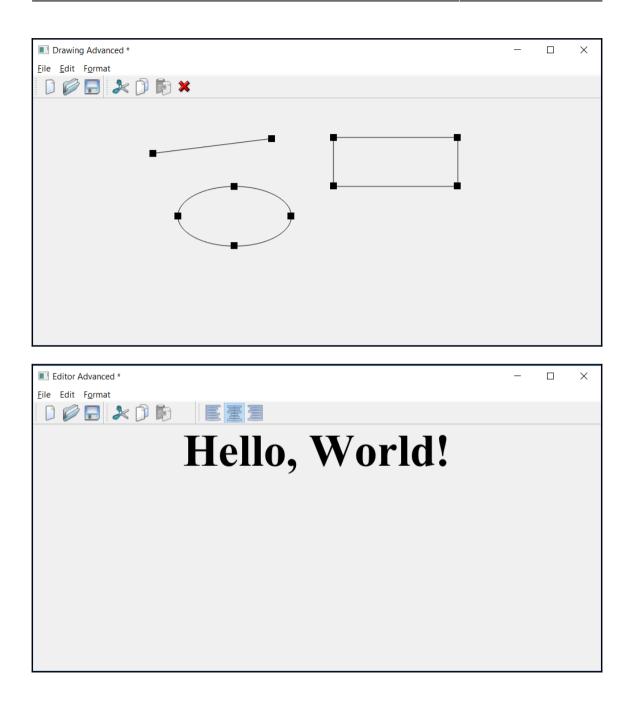
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ight| \le Tolerance$$

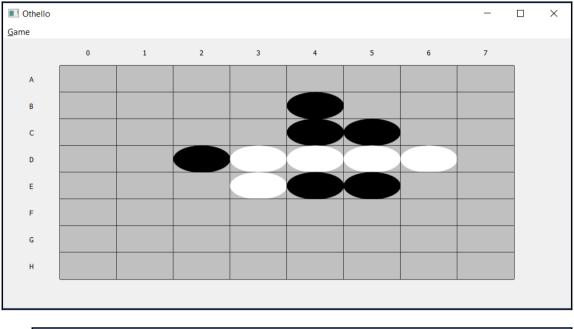


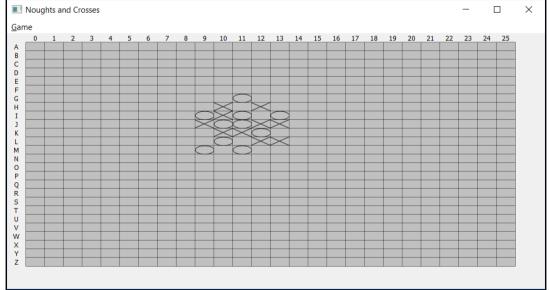
Chapter 6: Enhancing the Qt Graphical Applications



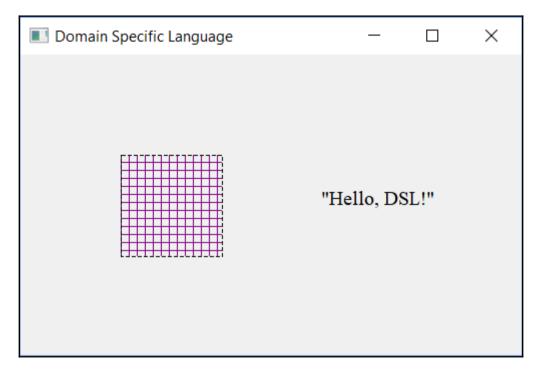


Chapter 7: The Games





Chapter 9: Domain-Specific Language



Chapter 10: Advanced Domain-Specific Language

