Guide to Scientific Computing in C++ (Undergraduate Topics in Computer Science)

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This easy-to-read textbook/reference presents an essential guide to object-oriented C++ programming for scientific computing. With a practical focus on learning by example, the theory is supported by numerous exercises. Features: provides a specific focus on the application of C++ to scientific computing, including parallel computing using MPI; stresses the importance of a clear programming style to minimize the introduction of errors into code; presents a practical introduction to procedural programming in C++, covering variables, flow of control, input and output, pointers, functions, and reference variables; exhibits the efficacy of classes, highlighting the main features of object-orientation; examines more advanced C++ features, such as templates and exceptions; supplies useful tips and examples throughout the text, together with chapter-ending exercises, and code available to download from Springer.

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