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A more accurate title for the book would be "C for Engineers and Scientists, with some C++ topics." There is very little coverage of classes, namespaces are nearly entirely ignored, and some blatantly wrong practices are encouraged (e.g. you should not write "using namespace std;" at the top of each file, but this book says you should).

~~C++ for Engineers and Scientists: Bronson, Gary J ...~~

This text introduces the C programming language using a range of engineering and science applications in the examples and exercises. The book assumes no programming experience and is suitable for an introduction to programming course (using C instead of Fortran or Pascal). Structured programming principles are introduced early and used throughout.

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Fundamentals of C++ Programming 1 Chapter 1 Preliminaries 3 1.1 Preliminary One: Unit Analysis 4 Engineering and Scientific Units 6 1.2 Preliminary Two: Exponential and Scientific Notations 10 Using Scientific Notation 11 1.3 Preliminary Three:

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C++ for Engineers and Scientists, Third Edition 3 One-Dimensional Arrays • One-dimensional array: A list of related values with the same data type, stored using a single group name (called the array name) • Syntax: dataType arrayName[number-of-items] • By convention, the number of items is first declared as a constant, and the constant is used in the array declaration

~~6_Arrays (1).ppt — C for Engineers and Scientists Third ...~~

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Engineers are hard workers, where scientists are free workers. Engineers spend most of there time to looking at a solution where scientist spend their time looking at the problem. Engineers always treat the disease whereas scientist treats the root of the disease. Engineers are narrow-minded and scientist are broad-minded." —Supun