Aimed at the advanced C++ programmer, Standard C++ IOStreams and Locales explains the internals of how C++ streams work and provides support for internationalization. It explains the inner details of architecture and design of these important built-in C++ objects, and its a reference to all relevant classes and methods. This book effectively reveals the inner workings of the entire stream class library in today's Standard C++ in two ways: First, it explains the design principles and internal function of these stream classes, whether for simple console or file I/O or for more advanced topics like memory streams. There's coverage of I/O basics (manipulators, stream flags, and other built-in features) for everyday programming with streams. The book also does an excellent job of delving into the nitty-gritty details of these classes (which most of us know only on the surface). Examples include a custom date class that will cooperate with existing stream libraries and create new facets—output rules that customize data for particular languages or locales. Besides an in-depth guide to what streams do by default and some hints for adding your own classes to work with them, the text also contains over 200 pages of reference material on every C++ stream and locale class, organized by header files. (These sections will arguably be the most useful for the working C++ developer.)

Like the support for template classes, the Standard Library's support for streams is powerful but until now, anyway, not easily accessible to ordinary programmers. For anyone who already knows the fundamentals of streams and is seeking to do more, this title fills a useful niche. It is an authoritative and densely packed source of technical detail on built-in C++ classes. --Richard Dragan

Topics covered: Standard C++ predefined streams, input and output operators, manipulators, locale basics, formatted input, stream state flags, file streams, in-memory I/O, stream positioning, synchronizing streams, stream class architecture, stream buffer classes, character types, wide character support, stream and stream buffer iterators, custom stream classes for user-defined types, inserters and
extractors, user-defined manipulators, customizing stream and stream buffer classes, internationalization and localization, standard facets, user-defined facets, stream and locale class reference.

My Personal Review:
For some reason I thought this would be a direct from RF to baseband OFDM receiver design book, including example circuitry, etc.. Instead it does not cover any RF modulation/demodulation issues, other than to show a block diagram including RF TX and RF TX (a typo, should be RF RX). English is choppy in spots, but completely understandable. If you are looking for lots of theory and diagrams concerning the many aspects of OFDM receiver design, this is a good book. If you are looking for anything hardware related, or even RF mod/demod issues, you will be disappointed.

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