Version History for the Rabbit Game

The book is organized around one evolving example, a video game. The game sits atop two layers of software (in C and C++) that isolate it from the vagaries of the underlying operating system. These layers have no version number, since they are not part of the game proper.

Book I: Objects

Foundations

Initial version of the game

Dynamic Memory Allocation

Book II: Inheritance, Exceptions, Templates

Inheritance and Exceptions

Book III: Containers