
INDEX

The purpose of this index is to help you to search for information in this book. After each term mentioned in the index, there are page numbers that help you to locate the pages where the term is discussed. Each page number indicates a page on which the discussion of a term begins. In some cases, the discussion continues on the following pages.

The file names of the example programs (e.g. `first.cpp`, `sum.cpp`, `game.cpp`, etc.) are not mentioned in this index. To locate the example programs in this book, please use the alphabetical list on the introductory pages of this book.

Terms related to the imaginary computer (Chapter 4) are not widely listed in this index. Because the imaginary computer is a special subject that is discussed only in a single chapter, it should be possible to manage that information by using the table of contents.

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