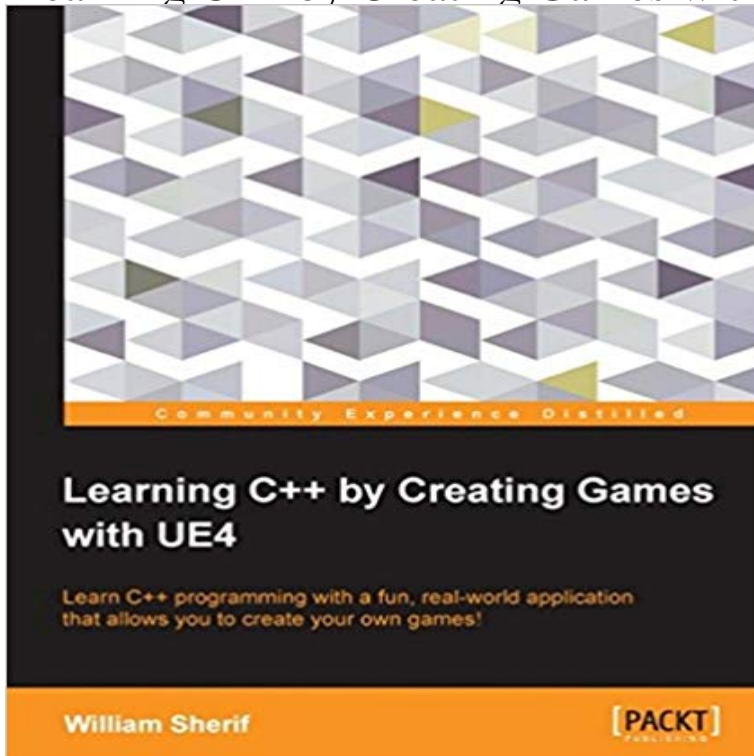


# Learning C++ by Creating Games with UE4



Learn C++ programming with a fun, real-world application that allows you to create your own games! About This Book Be a top programmer by being able to visualize programming concepts; how data is saved in computer memory, and how a program flows Keep track of player inventory, create monsters, and keep those monsters at bay with basic spell casting by using your C++ programming skills within Unreal Engine 4 Understand the C++ programming concepts to create your own games Who This Book Is For If you are really passionate about games and have always wanted to write your own, this book is perfect for you. It will help you get started with programming in C++ and explore the immense functionalities of UE4. What You Will Learn Visualize and truly understand C++ programming concepts, such as how data is saved in computer memory and how program flow works Write reusable code by grouping lines of code into functions Learn how inheritance works-how traits of a base class are passed on to derived classes Learn about dynamic allocation of new memory for your program Design your own world using the UE4 editor Practice programming by coding behaviors into your game world, including player inventory tracking, monsters, and NPCs In Detail Unreal Engine 4 is used to create top notch, exciting games by AAA studios, and learning to program in C++ needs some serious motivation. Learning C++ by Creating Games With UE4 will start with the basics of C++: installing a code editor so you can begin to write C++ code. You will then learn how to write small, self-contained C++ programs that show you how to use the C++ language, without overwhelming you with too much code at the beginning. As we dig into more advanced C++ concepts, you will start to explore the functionality the UE4 engine has to offer. You will use the UE4 editor to create your

own world, and then program in some seriously fun gameplay. By the end of this book, you should have a good grasp of how to program in C++.

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