

**A++**

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# Chapter 1

## A++

### 1.1 Welcome to the A++ Library..

Welcome to the A++ Library!

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(This is version 1.01, from Apr. 17, 1994)

Choose from the contents:

COPYRIGHT

Introduction to the A++ Library

Installation

A++ Library basic concepts

A++ Library Summary

Outlook

### 1.2 copyright

The A++ Library Copyright (C) 1994 by Armin Vogt

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Armin Vogt, Paderborn, April 17, 1994

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## 1.3 introduction

What is the A++ Library?

The A++ Library is a library written in C++ that consists of classes assigned to the task of encapsulating the Amiga® system software. Its aim is to provide a stable and effective method of programming the Amiga®. That should include Exec, Dos, Intuition, ARexx, ..just everything that makes sense being encapsulated with a proper C++ class interface.

The A++ Library collects the hundreds of system functions, groups them into classes that 'know' about the specialities of each function and thus shields the programmer from using them incorrectly.

The C++ programming language provides the object oriented paradigm that holds no limitations to evolution of existing solutions.

The contents of this archive do not represent a complete and ready to use tool but the expression of an idea showing promise. It gives only a slight impression of what is possible. But much more can be done.

I hope you may agree with me,

Armin Vogt

## 1.4 how to install the a++ library..

To compile the A++ sources you will need a fast Amiga with at least 6MB Ram and a hard disk with either the installed GNU-C++ package or the SAS® C++ V6.51 package and also the Commodore header files.

You have unpacked the archive somewhere on your hard disk.

Now, make the directory where the 'APlusPlus' drawer resides in 'apphome':

```
assign apphome: work:
// assumed 'work:APlusPlus/..' exists
```

The makefiles work with 'apphome:'.

You need to add apphome: to the compiler's include path. For the SAS® compiler this is already done in SOptions.

For the GNU compiler add '-Iapphome:' on the command line when compiling

applications.

Also read the 'ReadMe' files in the SASC++ and GNUC++ directory.

Have fun!

## 1.5 how to participate..

The A++ Library is Public Domain as should all programmes created under usage of the A++ Library be Public Domain.

The idea is to build up a library that contributes to the prosperity of the Amiga® software market, that shall gather the abilities and the knowledge of the many programmers who have made the Amiga® more than just another microcomputer.

To boldly go where Commodore has never gone before..

So, actually, everyone can participate in this project. Any suggestions, ideas, improvements or further visions are welcome.

Up to now all email regarding this project may be send to:

armin@uni-paderborn.de

For others not in the net:

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Germany

## 1.6 what comes up in the future..

What comes up in the future..

I don't know.

A great deal would be a A++ Class pool in the Public Domain.  
I also think of a Class Browser, Graphical User Interface Builder,  
more abstract OOP layers...what do You think? Send me a mail:

email to: armin@uni-paderborn.de

P.S.: I'm already thinking of a GUI Builder that can use your own  
GUI classes as easy as the ones I implemented so far.

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