

# C Curiously Recurring Template Pattern

**Daniel J. Duffy**

**Hands-On Design Patterns with C++** Fedor G. Pikus, 2019-01-30 A comprehensive guide with extensive coverage on concepts such as OOP, functional programming, generic programming, and STL along with the latest features of C++ Key Features Delve into the core patterns and components of C++ in order to master application design Learn tricks, techniques, and best practices to solve common design and architectural challenges Understand the limitation imposed by C++ and how to solve them using design patterns Book Description C++ is a general-purpose programming language designed with the goals of efficiency, performance, and flexibility in mind. Design patterns are commonly accepted solutions to well-recognized design problems. In essence, they are a library of reusable components, only for software architecture, and not for a concrete implementation. The focus of this book is on the design patterns that naturally lend themselves to the needs of a C++ programmer, and on the patterns that uniquely benefit from the features of C++, in particular, the generic programming. Armed with the knowledge of these patterns, you will spend less time searching for a solution to a common problem and be familiar with the solutions developed from experience, as well as their advantages and drawbacks. The other use of design patterns is as a concise and an efficient way to communicate. A pattern is a familiar and instantly recognizable solution to specific problem; through its use, sometimes with a single line of code, we can convey a considerable amount of information. The code conveys: This is the problem we are facing, these are additional considerations that are most important in our case; hence, the following well-known solution was chosen. By the end of this book, you will have gained a comprehensive understanding of design patterns to create robust, reusable, and maintainable code. What you will learn Recognize the most common design patterns used in C++ Understand how to use C++ generic programming to solve common design problems Explore the most powerful C++ idioms, their strengths, and drawbacks Rediscover how to use popular C++ idioms with generic programming Understand the impact of design patterns on the program's performance Who this book is for This book is for experienced C++ developers and programmers who wish to learn about software design patterns and principles and apply them to create robust, reusable, and easily maintainable apps.

**Modern C++ Programming Cookbook** Marius Bancila, 2017-05-15 Over 100 recipes to help you overcome your difficulties with C++ programming and gain a deeper understanding of the working of modern C++ About This Book Explore the most important language and library features of C++17, including containers, algorithms, regular expressions, threads,

and more, Get going with unit testing frameworks Boost.Test, Google Test and Catch, Extend your C++ knowledge and take your development skills to new heights by making your applications fast, robust, and scalable. Who This Book Is For If you want to overcome difficult phases of development with C++ and leverage its features using modern programming practices, then this book is for you. The book is designed for both experienced C++ programmers as well as people with strong knowledge of OOP concepts. What You Will Learn Get to know about the new core language features and the problems they were intended to solve Understand the standard support for threading and concurrency and know how to put them on work for daily basic tasks Leverage C++'s features to get increased robustness and performance Explore the widely-used testing frameworks for C++ and implement various useful patterns and idioms Work with various types of strings and look at the various aspects of compilation Explore functions and callable objects with a focus on modern features Leverage the standard library and work with containers, algorithms, and iterators Use regular expressions for find and replace string operations Take advantage of the new filesystem library to work with files and directories Use the new utility additions to the standard library to solve common problems developers encounter including string\_view, any, optional and variant types In Detail C++ is one of the most widely used programming languages. Fast, efficient, and flexible, it is used to solve many problems. The latest versions of C++ have seen programmers change the way they code, giving up on the old-fashioned C-style programming and adopting modern C++ instead. Beginning with the modern language features, each recipe addresses a specific problem, with a discussion that explains the solution and offers insight into how it works. You will learn major concepts about the core programming language as well as common tasks faced while building a wide variety of software. You will learn about concepts such as concurrency, performance, meta-programming, lambda expressions, regular expressions, testing, and many more in the form of recipes. These recipes will ensure you can make your applications robust and fast. By the end of the book, you will understand the newer aspects of C++11/14/17 and will be able to overcome tasks that are time-consuming or would break your stride while developing. Style and approach This book follows a recipe-based approach, with examples that will empower you to implement the core programming language features and explore the newer aspects of C++.

**Design Patterns** Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides, 1995 Software -- Software Engineering.

**Template Metaprogramming with C++** Marius Bancila, 2022-08-19 Understand how to use modern C++ templates for writing maintainable, robust, and fast software Key Features • Grasp the fundamentals of and learn to write effective C++ templates • Get up to speed with the latest C++20 template features such as constraints and concepts • Explore different patterns and idioms to integrate templates in your program design Book Description Learn how the metaprogramming technique enables you to create data structures and functions that allow computation to happen at compile time. With this book, you'll realize how templates help you avoid writing duplicate code and are key to creating generic libraries, such as the

standard library or Boost, that can be used in a multitude of programs. The introductory chapters of this book will give you insights into the fundamentals of templates and metaprogramming. You'll then move on to practice writing complex templates and exploring advanced concepts such as template recursion, template argument deduction, forwarding references, type traits, and conditional compilation. Along the way, you'll learn how to write variadic templates and how to provide requirements to the template arguments with C++20 constraints and concepts. Finally, you'll apply your knowledge of C++ metaprogramming templates to implement various metaprogramming patterns and techniques. By the end of this book, you'll have learned how to write effective templates and implement metaprogramming in your everyday programming journey. What you will learn

- Understand the syntax for all types of templates
- Discover how specialization and instantiation works
- Get to grips with template argument deduction and forwarding references
- Write variadic templates with ease
- Become familiar with type traits and conditional compilation
- Restrict template arguments in C++20 with constraints and concepts
- Implement patterns such as CRTP, mixins, and tag dispatching

Who this book is for This book is for beginner-to-intermediate C++ developers who want to learn about template metaprogramming as well as advanced C++ developers looking to get up to speed with the new C++20 features related to templates and the the various idioms and patterns. Basic C++ coding experience is necessary to get started with this book.

*Design Patterns in Modern C++* Dmitri Nesteruk, 2018-04-18 Apply modern C++17 to the implementations of classic design patterns. As well as covering traditional design patterns, this book fleshes out new patterns and approaches that will be useful to C++ developers. The author presents concepts as a fun investigation of how problems can be solved in different ways, along the way using varying degrees of technical sophistication and explaining different sorts of trade-offs. *Design Patterns in Modern C++* also provides a technology demo for modern C++, showcasing how some of its latest features (e.g., coroutines) make difficult problems a lot easier to solve. The examples in this book are all suitable for putting into production, with only a few simplifications made in order to aid readability. What You Will Learn Apply design patterns to modern C++ programming Use creational patterns of builder, factories, prototype and singleton Implement structural patterns such as adapter, bridge, decorator, facade and more Work with the behavioral patterns such as chain of responsibility, command, iterator, mediator and more Apply functional design patterns such as Monad and more Who This Book Is For Those with at least some prior programming experience, especially in C++.

*Effective C++* Scott Meyers, 2005-05-12 "Every C++ professional needs a copy of *Effective C++*. It is an absolute must-read for anyone thinking of doing serious C++ development. If you've never read *Effective C++* and you think you know everything about C++, think again." — Steve Schirripa, Software Engineer, Google "C++ and the C++ community have grown up in the last fifteen years, and the third edition of *Effective C++* reflects this. The clear and precise style of the book is evidence of Scott's deep insight and distinctive ability to impart knowledge." — Gerhard Kreuzer, Research and

Development Engineer, Siemens AG The first two editions of Effective C++ were embraced by hundreds of thousands of programmers worldwide. The reason is clear: Scott Meyers' practical approach to C++ describes the rules of thumb used by the experts — the things they almost always do or almost always avoid doing — to produce clear, correct, efficient code. The book is organized around 55 specific guidelines, each of which describes a way to write better C++. Each is backed by concrete examples. For this third edition, more than half the content is new, including added chapters on managing resources and using templates. Topics from the second edition have been extensively revised to reflect modern design considerations, including exceptions, design patterns, and multithreading. Important features of Effective C++ include: Expert guidance on the design of effective classes, functions, templates, and inheritance hierarchies. Applications of new “TR1” standard library functionality, along with comparisons to existing standard library components. Insights into differences between C++ and other languages (e.g., Java, C#, C) that help developers from those languages assimilate “the C++ way” of doing things.

**Building Low Latency Applications with C++** Sourav Ghosh, 2023-07-21 Explore techniques to design and implement low latency applications and study the impact of latency reduction Purchase of the print or Kindle book includes a free PDF eBook Key Features Understand the impact application performance latencies have on different business use cases Develop a deep understanding of C++ features for low latency applications through real-world examples and performance data Learn how to build all the components of a C++ electronic trading system from scratch Book Description C++ is meticulously designed with efficiency, performance, and flexibility as its core objectives. However, real-time low latency applications demand a distinct set of requirements, particularly in terms of performance latencies. With this book, you'll gain insights into the performance requirements for low latency applications and the C++ features critical to achieving the required performance latencies. You'll also solidify your understanding of the C++ principles and techniques as you build a low latency system in C++ from scratch. You'll understand the similarities between such applications, recognize the impact of performance latencies on business, and grasp the reasons behind the extensive efforts invested in minimizing latencies. Using a step-by-step approach, you'll embark on a low latency app development journey by building an entire electronic trading system, encompassing a matching engine, market data handlers, order gateways, and trading algorithms, all in C++. Additionally, you'll get to grips with measuring and optimizing the performance of your trading system. By the end of this book, you'll have a comprehensive understanding of how to design and build low latency applications in C++ from the ground up, while effectively minimizing performance latencies. What you will learn Gain insights into the nature of low latency applications across various industries Understand how to design and implement low latency applications Explore C++ design paradigms and features for low latency development Discover which C++ features are best avoided in low latency development Implement best practices and C++ features for low latency Measure performance and improve

latencies in the trading system Who this book is for This book is for C++ developers who want to gain expertise in low latency applications and effective design and development strategies. C++ software engineers looking to apply their knowledge to low latency trading systems such as HFT will find this book useful to understand which C++ features matter and which ones to avoid. Quantitative researchers in the trading industry eager to delve into the intricacies of low latency implementation will also benefit from this book. Familiarity with Linux and the C++ programming language is a prerequisite for this book.

**Advanced Metaprogramming in Classic C++** Davide Di Gennaro, 2015-05-08 Advanced Metaprogramming in Classic C++ aims to be both an introduction and a reference to C++ template metaprogramming (TMP); TMP is presented in the book as a set of techniques that will bring a new style in C++ and make code exceptionally clear and efficient. The book deals with language aspects, design patterns, examples and applications (seen as case studies). Special emphasis is put on small reusable techniques that will improve the quality of daily work. What makes the book exceptional is the level of understanding of the concepts involved imparted by the author. This is not just a rote overview of metaprogramming. You will truly understand difficult topics like static assertions, how to write metafunctions, overload resolution, lambda expressions, and many others. More than that, you will work through them with practical examples guided by the author's frank explanations. This book requires you to think and to learn and to understand the language so that you can program at a higher level.

**C++ Templates** David Vandevor, Nicolai M. Josuttis, Douglas Gregor, 2017-09-14 Templates are among the most powerful features of C++, but they remain misunderstood and underutilized, even as the C++ language and development community have advanced. In C++ Templates, Second Edition, three pioneering C++ experts show why, when, and how to use modern templates to build software that's cleaner, faster, more efficient, and easier to maintain. Now extensively updated for the C++11, C++14, and C++17 standards, this new edition presents state-of-the-art techniques for a wider spectrum of applications. The authors provide authoritative explanations of all new language features that either improve templates or interact with them, including variadic templates, generic lambdas, class template argument deduction, compile-time if, forwarding references, and user-defined literals. They also deeply delve into fundamental language concepts (like value categories) and fully cover all standard type traits. The book starts with an insightful tutorial on basic concepts and relevant language features. The remainder of the book serves as a comprehensive reference, focusing first on language details and then on coding techniques, advanced applications, and sophisticated idioms. Throughout, examples clearly illustrate abstract concepts and demonstrate best practices for exploiting all that C++ templates can do. Understand exactly how templates behave, and avoid common pitfalls Use templates to write more efficient, flexible, and maintainable software Master today's most effective idioms and techniques Reuse source code without compromising performance or safety Benefit

from utilities for generic programming in the C++ Standard Library Preview the upcoming concepts feature The companion website, [tmplbook.com](http://tmplbook.com), contains sample code and additional updates.

*Lecture Slides for the C++ Programming Language (Version: 2016-01-18)* Michael D. Adams, 2016-01-18 This document constitutes a detailed set of lecture slides on the C++ programming language and is current with the C++14 standard. Many aspects of the language are covered from introductory to more advanced. This material includes: language basics (objects, types, values, operators, expressions, control-flow constructs, functions, and namespaces), classes, templates (function, class, alias, and variable templates; template specialization; and variadic templates), lambda expressions, inheritance and run-time polymorphism, exceptions (exception safety, RAII, and smart pointers), rvalue references (move semantics and perfect forwarding), concurrency (sequential consistency, atomic memory operations, data races; threads, mutexes, condition variables, promises and futures, atomics, and fences; happens-before and synchronizes-with relationships; and sequentially-consistent and other memory models). A number of best practices, tips, and idioms regarding the use of the language are also presented. Some aspects of the C++ standard library are covered, including: containers, iterators, and algorithms; the `std::vector` and `std::basic_string` classes; I/O streams; and time measurement. Various general programming-related topics are also presented, such as material on: good programming practices, finite-precision arithmetic, and software documentation.

*Professional C++* Marc Gregoire, 2023-01-08 Expand your C++ toolkit quickly and efficiently with this advanced resource In the newly revised sixth edition of *Professional C++*, veteran software engineer and developer Marc Gregoire delivers yet another volume that raises the bar for advanced programming manuals. Covering the major new revisions contained in the new C++ standard codenamed C++23, the book offers case studies with working code that's been tested in Windows and Linux. The leading resource for dedicated and knowledgeable professionals seeking to advance their C++ skills, this book provides resources that help readers: Maximize C++ capabilities with effective design solutions Master little-known elements and learn what practices to avoid Adopt new workarounds and testing/debugging best practices Use real-world program segments in your own applications C++ is a complex and unforgiving language. *Professional C++*, 6th Edition, allows dedicated practitioners to remain current and abreast of the latest developments and advances.

**Financial Instrument Pricing Using C++** Daniel J. Duffy, 2018-09-05 An integrated guide to C++ and computational finance This complete guide to C++ and computational finance is a follow-up and major extension to Daniel J. Duffy's 2004 edition of *Financial Instrument Pricing Using C++*. Both C++ and computational finance have evolved and changed dramatically in the last ten years and this book documents these improvements. Duffy focuses on these developments and the advantages for the quant developer by: Delving into a detailed account of the new C++11 standard and its applicability to computational finance. Using de-facto standard libraries, such as Boost and Eigen to improve developer productivity.

Developing multiparadigm software using the object-oriented, generic, and functional programming styles. Designing flexible numerical algorithms: modern numerical methods and multiparadigm design patterns. Providing a detailed explanation of the Finite Difference Methods through six chapters, including new developments such as ADE, Method of Lines (MOL), and Uncertain Volatility Models. Developing applications, from financial model to algorithmic design and code, through a coherent approach. Generating interoperability with Excel add-ins, C#, and C++/CLI. Using random number generation in C++11 and Monte Carlo simulation. Duffy adopted a spiral model approach while writing each chapter of Financial Instrument Pricing Using C++ 2e: analyse a little, design a little, and code a little. Each cycle ends with a working prototype in C++ and shows how a given algorithm or numerical method works. Additionally, each chapter contains non-trivial exercises and projects that discuss improvements and extensions to the material. This book is for designers and application developers in computational finance, and assumes the reader has some fundamental experience of C++ and derivatives pricing. HOW TO RECEIVE THE SOURCE CODE Once you have purchased a copy of the book please send an email to the author dduffyATdatasim.nl requesting your personal and non-transferable copy of the source code. Proof of purchase is needed. The subject of the mail should be "C++ Book Source Code Request". You will receive a reply with a zip file attachment.

API Design for C++ Martin Reddy, 2024-06-03 API Design for C++, Second Edition provides a comprehensive discussion of Application Programming Interface (API) development, from initial design through implementation, testing, documentation, release, versioning, maintenance, and deprecation. It is the only book that teaches the strategies of C++ API development, including interface design, versioning, scripting, and plug-in extensibility. Drawing from the author's experience on large scale, collaborative software projects, the text offers practical techniques of API design that produce robust code for the long-term. It presents patterns and practices that provide real value to individual developers as well as organizations. The Second Edition includes all new material fully updated for the latest versions of C++, including a new chapter on concurrency and multithreading, as well as a new chapter discussing how Objective C++ and C++ code can co-exist and how a C++ API can be accessed from Swift programs. In addition, it explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that produce high quality, robust, and long-lived APIs. It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries. A discussion on testing strategies concentrates on automated API testing techniques rather than attempting to include end-user application testing techniques such as GUI testing, system testing, or manual testing. Teaches the strategies of C++ API development, including design, versioning, documentation, testing, scripting, and extensibility Includes extensive code examples that illustrate each concept, with fully functional examples and working source code for experimentation available online Covers various API styles and patterns, with a focus on practical and efficient designs for large-scale, long-term

projects Includes updated URLs and ensures all code examples continue to work with modern compilers and supporting tools

*Introduction to Programming with C++ for Engineers* Boguslaw Cyganek,2020-12-01 A complete textbook and reference for engineers to learn the fundamentals of computer programming with modern C++ Introduction to Programming with C++ for Engineers is an original presentation teaching the fundamentals of computer programming and modern C++ to engineers and engineering students. Professor Cyganek, a highly regarded expert in his field, walks users through basics of data structures and algorithms with the help of a core subset of C++ and the Standard Library, progressing to the object-oriented domain and advanced C++ features, computer arithmetic, memory management and essentials of parallel programming, showing with real world examples how to complete tasks. He also guides users through the software development process, good programming practices, not shunning from explaining low-level features and the programming tools. Being a textbook, with the summarizing tables and diagrams the book becomes a highly useful reference for C++ programmers at all levels. Introduction to Programming with C++ for Engineers teaches how to program by: Guiding users from simple techniques with modern C++ and the Standard Library, to more advanced object-oriented design methods and language features Providing meaningful examples that facilitate understanding of the programming techniques and the C++ language constructions Fostering good programming practices which create better professional programmers Minimizing text descriptions, opting instead for comprehensive figures, tables, diagrams, and other explanatory material Granting access to a complementary website that contains example code and useful links to resources that further improve the reader's coding ability Including test and exam question for the reader's review at the end of each chapter Engineering students, students of other sciences who rely on computer programming, and professionals in various fields will find this book invaluable when learning to program with C++.

**Lecture Slides for Programming in C++ (Version 2018-02-15)** Michael D. Adams,2018-02-15 This document, which consists of over 2000 lecture slides, offers a wealth of information on many topics relevant to programming in C++, including coverage of the C++ language itself, the C++ standard library and a variety of other libraries, numerous software tools, and an assortment of other programming-related topics. The coverage of the C++ language and standard library is current with the C++17 standard. C++ PROGRAMMING LANGUAGE. Many aspects of the C++ language are covered from introductory to more advanced. This material includes: the preprocessor, language basics (objects, types, values, operators, expressions, control-flow constructs, functions, and namespaces), classes, templates (function, class, variable, and alias templates, variadic templates, template specialization, and SFINAE), lambda expressions, inheritance (run-time polymorphism and CRTP), exceptions (exception safety and RAI), smart pointers, memory management (new and delete operators and expressions, placement new, and allocators), rvalue references (move semantics and perfect forwarding), concurrency (memory models, and happens-before and synchronizes-with relationships). C++ STANDARD LIBRARY AND VARIOUS



OTHER LIBRARIES. Various aspects of the C++ standard library are covered including: containers, iterators, algorithms, I/O streams, time measurement, and concurrency support (threads, mutexes, condition variables, promises and futures, atomics, and fences). A number of Boost libraries are discussed, including the Intrusive, Iterator, and Container libraries. The OpenGL library and GLSL are discussed at length, along with several related libraries, including: GLFW, GLUT, and GLM. The CGAL library is also discussed in some detail. SOFTWARE TOOLS. A variety of software tools are discussed, including: static analysis tools (e.g., Clang Tidy), code sanitizers (e.g., ASan, UBSan, and TSan), debugging and testing tools (e.g., Catch2), performance analysis tools (e.g., Perf, PAPI, Gprof, and Valgrind/Callgrind), build tools (e.g., CMake and Make), and version control systems (e.g., Git). OTHER TOPICS. An assortment of other programming-related topics are also covered, including: data structures, algorithms, computer arithmetic (e.g., floating-point arithmetic and interval arithmetic), cache-efficient algorithms, vectorization, good programming practices, and software documentation.

**Discovering Modern C++** Peter Gottschling, 2015-12-23 As scientific and engineering projects grow larger and more complex, it is increasingly likely that those projects will be written in C++. With embedded hardware growing more powerful, much of its software is moving to C++, too. Mastering C++ gives you strong skills for programming at nearly every level, from “close to the hardware” to the highest-level abstractions. In short, C++ is a language that scientific and technical practitioners need to know. Peter Gottschling’s *Discovering Modern C++* is an intensive introduction that guides you smoothly to sophisticated approaches based on advanced features. Gottschling introduces key concepts using examples from many technical problem domains, drawing on his extensive experience training professionals and teaching C++ to students of physics, math, and engineering. This book is designed to help you get started rapidly and then master increasingly robust features, from lambdas to expression templates. You’ll also learn how to take advantage of the powerful libraries available to C++ programmers: both the Standard Template Library (STL) and scientific libraries for arithmetic, linear algebra, differential equations, and graphs. Throughout, Gottschling demonstrates how to write clear and expressive software using object orientation, generics, metaprogramming, and procedural techniques. By the time you’re finished, you’ll have mastered all the abstractions you need to write C++ programs with exceptional quality and performance.

*Embracing Modern C++ Safely* John Lakos, Vittorio Romeo, Rostislav Khlebnikov, Alisdair Meredith, 2021-12-16 Maximize Reward and Minimize Risk with Modern C++ *Embracing Modern C++ Safely* shows you how to make effective use of the new and enhanced language features of modern C++ without falling victim to their potential pitfalls. Based on their years of experience with large, mission-critical projects, four leading C++ authorities divide C++11/14 language features into three categories: Safe, Conditionally Safe, and Unsafe. Safe features offer compelling value, are easy to use productively, and are relatively difficult to misuse. Conditionally safe features offer significant value but come with risks that require significant expertise and familiarity before use. Unsafe features have an especially poor risk/reward ratio, are easy to misuse, and are

beneficial in only the most specialized circumstances. This book distills the C++ community's years of experience applying C++11 and C++14 features and will help you make effective and safe design decisions that reflect real-world, economic engineering tradeoffs in large-scale, diverse software development environments. The authors use examples derived from real code bases to illustrate every finding objectively and to illuminate key issues. Each feature identifies the sound use cases, hidden pitfalls, and shortcomings of that language feature. After reading this book, you will Understand what each C++11/14 feature does and where it works best Recognize how to work around show-stopping pitfalls and annoying corner cases Know which features demand additional training, experience, and peer review Gain insights for preparing coding standards and style guides that suit your organization's needs Be equipped to introduce modern C++ incrementally and judiciously into established code bases Seasoned C++ developers, team leads, and technical managers who want to improve productivity, code quality, and maintainability will find the insights in this modular, meticulously organized reference indispensable. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

**Effective Modern C++** Scott Meyers, 2014-11-11 Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect forwarding, and smart pointer make functions The relationships among std::move, std::forward, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How std::atomic differs from volatile, how each should be used, and how they relate to C++'s concurrency API How best practices in old C++ programming (i.e., C++98) require revision for software development in modern C++ Effective Modern C++ follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of Effective C++ books. Effective Modern C++ is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now. -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

**Expert C++** Vardan Grigoryan, Shunguang Wu, 2020-04-10 Design and architect real-world scalable C++ applications by exploring advanced techniques in low-level programming, object-oriented programming (OOP), the Standard Template Library (STL), metaprogramming, and concurrency Key Features Design professional-grade, maintainable apps by learning advanced concepts such as functional programming, templates, and networking Apply design patterns and best practices to

solve real-world problemsImprove the performance of your projects by designing concurrent data structures and algorithmsBook Description C++ has evolved over the years and the latest release - C++20 - is now available. Since C++11, C++ has been constantly enhancing the language feature set. With the new version, you'll explore an array of features such as concepts, modules, ranges, and coroutines. This book will be your guide to learning the intricacies of the language, techniques, C++ tools, and the new features introduced in C++20, while also helping you apply these when building modern and resilient software. You'll start by exploring the latest features of C++, and then move on to advanced techniques such as multithreading, concurrency, debugging, monitoring, and high-performance programming. The book will delve into object-oriented programming principles and the C++ Standard Template Library, and even show you how to create custom templates. After this, you'll learn about different approaches such as test-driven development (TDD), behavior-driven development (BDD), and domain-driven design (DDD), before taking a look at the coding best practices and design patterns essential for building professional-grade applications. Toward the end of the book, you will gain useful insights into the recent C++ advancements in AI and machine learning. By the end of this C++ programming book, you'll have gained expertise in real-world application development, including the process of designing complex software. What you will learnUnderstand memory management and low-level programming in C++ to write secure and stable applicationsDiscover the latest C++20 features such as modules, concepts, ranges, and coroutinesUnderstand debugging and testing techniques and reduce issues in your programsDesign and implement GUI applications using Qt5Use multithreading and concurrency to make your programs run fasterDevelop high-end games by using the object-oriented capabilities of C++Explore AI and machine learning concepts with C++Who this book is for This C++ book is for experienced C++ developers who are looking to take their knowledge to the next level and perfect their skills in building professional-grade applications.

**C/C++ Users Journal** ,2006

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