Introducing brigand

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What is brigand?

A **brigand** is a person who usually lives in a gang and lives by pillage and robbery.

A lightweight C++ 11 meta-programming library

Inspiration

Boost.MPL by *Aleksey Gurtovoy and David Abrahams*Simple C++ 11 Metaprogramming Article by *Peter Dimov*Tiny Metaprogramming Library by *Eric Niebler*

Goals

Instantcompile time Sustainable code base

Wide support

Use cases

Compile-time checks

Constant computations

Protocol generator

Memory data layout (NT²)

And many more!

Features

Algorithms

- Count
- Find
- Fold
- For_each
- Remove
- Reverse
- Select
- Transform
- Wrap

Functions

- Apply
- Arithmetic
- Comparisons
- Logical
- Repeat

Sequences

- List
- Integral_list
- Map
- Set
- Pair
- Range

99% of Boost.MPL is there!
Works on Visual Studio 2013 (Update 4)!
Macro-free!

Type manipulation

```
// this is my list, there are many like it but this one is mine
using my_list = brigand::list<char, int, bool, void>; // yes void is supported
using my_ptr_list = brigand::transform<my_list, std::add_pointer<brigand::_1>>;
using my_ptr_tuple = brigand::as_tuple<my_ptr_list>;
// everything is a type list
using my list = std::variant<char, int, bool>;
using my_ptr_list = brigand::transform<my_list, std::add_pointer<brigand::_1>>;
using my ptr tuple = brigand::as tuple<my ptr list>;
```

Range based interface

```
// find returns a range, not an iterator
using my_list = brigand::list<char, float, void *, int, bool>;

using found = brigand::find<my_list, std::is_same<int, brigand::_1>>;
using found_alt = brigand::find_element<my_list, int>;

// the result is brigand::list<int, bool>, you can search again
using found2 = brigand::find<my_list, std::is_same<int, brigand::_1>>;
```

Go for it!

HTTPS://GITHUB.COM/EDOUARDA/BRIGAND

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