

CPPCON 2019

POSTMODERN META

C++

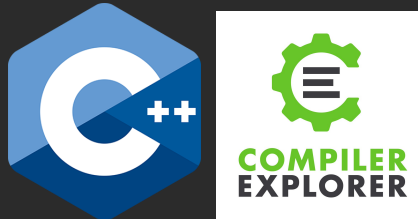
Kris Jusiak, Quantlab Financial

KRIS@JUSIAK.NET | [@KRISJUSIAK](https://twitter.com/KRISJUSIAK) | [LINKEDIN.COM/IN/KRIS-JUSIAK](https://www.linkedin.com/in/kris-jusiak)

DISCLAIMER - ALL PRESENTED EXAMPLES ARE COMPILING/WORKING



POWERED BY



C++17 - REFLECTION (STRUCTURE BINDINGS)

C++17 - REFLECTION (STRUCTURE BINDINGS)

```
struct foo {  
    int i{};  
    double d{};  
};
```

C++17 - REFLECTION (STRUCTURE BINDINGS)

```
struct foo {  
    int i{};  
    double d{};  
};
```

```
auto tuple = to_tuple(foo{.i = 4, .d = 2.});
```

C++17 - REFLECTION (STRUCTURE BINDINGS)

```
struct foo {  
    int i{};  
    double d{};  
};
```

```
auto tuple = to_tuple(foo{.i = 4, .d = 2.});
```

```
static_assert(std::is_same_v<  
    std::tuple<int, double>,  
    decltype(tuple)  
>);
```

```
static_assert(4 == std::get<0>(tuple));  
static_assert(2. == std::get<1>(tuple));
```

C++17 - REFLECTION (STRUCTURE BINDINGS)

```
struct foo {  
    int i{};  
    double d{};  
};
```

```
auto tuple = to_tuple(foo{.i = 4, .d = 2.});
```

```
static_assert(std::is_same_v<  
    std::tuple<int, double>,  
    decltype(tuple)  
>);
```

```
static_assert(4 == std::get<0>(tuple));  
static_assert(2. == std::get<1>(tuple));
```

<https://godbolt.org/z/BJH2SR>

C++17 - COMPILE TIME INTERFACE

`STD::TUPLE`

C++17 - COMPILE TIME INTERFACE

STD::TUPLE

```
static_assert(4 == tuple[0_c] and 4 == tuple[int{}]);  
static_assert(2. == tuple[1_c] and 2. == tuple[double{}]);  
  
// static_assert(4 == tuple["int"_t] and  
//                2. == tuple["double"_t]);
```

C++17 - COMPILE TIME INTERFACE

STD::TUPLE

```
static_assert(4 == tuple[0_c] and 4 == tuple[int{}]);  
static_assert(2. == tuple[1_c] and 2. == tuple[double{}]);  
  
// static_assert(4 == tuple["int"_t] and  
//                2. == tuple["double"_t]);
```

<https://godbolt.org/z/Mcdj1h>

C++17 - COMPILE TIME INTERFACE

BOOST::MP11

C++17 - COMPILE TIME INTERFACE

BOOST::MP11

```
template<class... Ts>
constexpr auto unique_foo_ptrs = list<Ts...>
    | filter<is_same<foo>>
    | transform<add_pointer>;
    | unique;
```

C++17 - COMPILE TIME INTERFACE

BOOST::MP11

```
template<class... Ts>  
constexpr auto unique_foo_ptrs = list<Ts...>  
    | filter<is_same<foo>>  
    | transform<add_pointer>;  
    | unique;
```

```
class foo {};  
class bar {};
```

C++17 - COMPILE TIME INTERFACE

BOOST::MP11

```
template<class... Ts>
constexpr auto unique_foo_ptrs = list<Ts...>
    | filter<is_same<foo>>
    | transform<add_pointer>;
    | unique;
```

```
class foo {};  
class bar {};
```

```
static_assert(unique_foo_ptrs<foo, bar, foo> == list<foo*>);
```

C++17 - COMPILE TIME INTERFACE

BOOST::MP11

```
template<class... Ts>
constexpr auto unique_foo_ptrs = list<Ts...>
    | filter<is_same<foo>>
    | transform<add_pointer>;
    | unique;
```

```
class foo {};  
class bar {};
```

```
static_assert(unique_foo_ptrs<foo, bar, foo> == list<foo*>);
```

<https://godbolt.org/z/e8pMyp>

C++20 CONCEPTS - DESIGN BY INTROSPECTION

C++20 CONCEPTS - DESIGN BY INTROSPECTION

```
constexpr auto f_i = [](auto t) -> int {  
    if constexpr (requires{ t.i; }) {  
        return t.i;  
    } else {  
        return {};  
    }  
};
```

C++20 CONCEPTS - DESIGN BY INTROSPECTION

```
constexpr auto f_i = [](auto t) -> int {  
    if constexpr (requires{ t.i; }) {  
        return t.i;  
    } else {  
        return {};  
    }  
};
```

```
struct foo {  
    int i{};  
};  
static_assert(42 == f_i(foo{.i = 42}));
```

C++20 CONCEPTS - DESIGN BY INTROSPECTION

```
constexpr auto f_i = [](auto t) -> int {  
    if constexpr (requires{ t.i; }) {  
        return t.i;  
    } else {  
        return {};  
    }  
};
```

```
struct foo {  
    int i{};  
};  
static_assert(42 == f_i(foo{.i = 42}));
```

```
struct bar {  
    // int i{}; // no i  
};  
static_assert(0 == f_i(bar{}));
```

C++20 CONCEPTS - DESIGN BY INTROSPECTION

```
constexpr auto f_i = [](auto t) -> int {  
    if constexpr (requires{ t.i; }) {  
        return t.i;  
    } else {  
        return {};  
    }  
};
```

```
struct foo {  
    int i{};  
};  
static_assert(42 == f_i(foo{.i = 42}));
```

```
struct bar {  
    // int i{}; // no i  
};  
static_assert(0 == f_i(bar{}));
```

<https://godbolt.org/z/6HUiIu>

C++20 - TESTING FRAMEWORK (NO MACROS)

OUTPUT

C++20 - TESTING FRAMEWORK (NO MACROS)

```
int main() {  
    "should not be equal"_test = [] {  
        expect("diff") << 42 == 99;  
    };  
}
```

OUTPUT

C++20 - TESTING FRAMEWORK (NO MACROS)

```
int main() {  
    "should not be equal"_test = [] {  
        expect("diff") << 42 == 99;  
    };  
}
```

OUTPUT

```
example.cpp:85[should not be equal] diff [42 == 99]
```

C++20 - TESTING FRAMEWORK (NO MACROS)

```
int main() {  
    "should not be equal"_test = [] {  
        expect("diff") << 42 == 99;  
    };  
}
```

OUTPUT

```
example.cpp:85[should not be equal] diff [42 == 99]
```

<https://godbolt.org/z/Eqv4-N>

C++20 - IMMEDIATELY-INVOKED FUNCTION EXPRESSION (IIFE)

C++20 - IMMEDIATELY-INVOKED FUNCTION EXPRESSION (IIFE)

```
constexpr auto sum = [] (auto... args) {
```

```
};
```

C++20 - IMMEDIATELY-INVOKED FUNCTION EXPRESSION (IIFE)

```
constexpr auto sum = [] (auto... args) {
```

```
    return (0 + ... +
```

```
    );
```

```
};
```

C++20 - IMMEDIATELY-INVOKED FUNCTION EXPRESSION (IIFE)

```
constexpr auto sum = [] (auto... args) {
```

```
    return (0 + ... +
```

```
        (to_tuple(args)
         | filter([] (auto t) { return requires { t.i; }; })
         | unique
        )
```

```
    );
```

```
};
```

C++20 - IMMEDIATELY-INVOKED FUNCTION EXPRESSION (IIFE)

```
constexpr auto sum = [] (auto... args) {
```

```
    return (0 + ... +
```

```
        // hand-written std::apply  
        [] <template<class...> class T, class... Ts> (T<Ts...> t) {  
            return (0 + ... + t[Ts{}].i);  
        }  
    }
```

```
    (to_tuple(args)  
     | filter([] (auto t) { return requires { t.i; }; })  
     | unique  
    )
```

```
);
```

```
};
```

C++20 - IMMEDIATELY-INVOKED FUNCTION EXPRESSION (IIFE)

C++20 - IMMEDIATELY-INVOKED FUNCTION EXPRESSION (IIFE)

```
struct foo {  
    struct { int i{}; } bar1;  
    struct { } bar2;  
    struct { int i{}; } bar3;  
};
```

C++20 - IMMEDIATELY-INVOKED FUNCTION EXPRESSION (IIFE)

```
struct foo {  
    struct { int i{}; } bar1;  
    struct { } bar2;  
    struct { int i{}; } bar3;  
};
```

```
"should sum over unique structs with i"_test = [] {  
    static_expect("sum") <<  
        4 + 2 == sum(foo{.bar1 = {.i = 4}, .bar3 = {.i = 2}});  
};
```


C++20 - IMMEDIATELY-INVOKED FUNCTION EXPRESSION (IIFE)

```
struct foo {  
    struct { int i{}; } bar1;  
    struct { } bar2;  
    struct { int i{}; } bar3;  
};
```

```
"should sum over unique structs with i"_test = [] {  
    static_expect("sum") <<  
        4 + 2 == sum(foo{.bar1 = {.i = 4}, .bar3 = {.i = 2}});  
};
```

<https://godbolt.org/z/5zEnBB>

LET'S EMBRACE POSTMODERN META C++!



KRIS@JUSIAK.NET | [@KRISJUSIAK](https://twitter.com/KRISJUSIAK) | [LINKEDIN.COM/IN/KRIS-JUSIAK](https://www.linkedin.com/in/kris-jusiak)