

```

1  #include <iostream>
2  #include <string>
3
4  struct SCpp {};
5  struct SMarcAntonBoehmVonThenen {};
6
7  template <typename TPerson, typename TLanguage>
8  struct SHistory { };
9
10 template <>
11 struct SHistory<SMarcAntonBoehmVonThenen, SCpp>
12 {
13     std::string const operator()() const
14     {
15         std::string const history =
16             "I started programming C++ 2005 as I wanted to jump into game development."
17             "\n" "Having used it barely (thanks to XNA and C#) in the beginning, I got in contact with it over and over again."
18             "\n" "Working for the aerospace industry from 2011 I started using C++11 and newer regularly for iOS integrations"
19             "of graphics libraries and frameworks."
20             "\n" "This was also my first contact with Linux and the Qt Framework."
21             "\n" ""
22             "\n" "I stayed on that path and started developing various graphics and game engine applications and tools, amongst"
23             "which there was a math library and DirectX and OpenGL viewers."
24             "\n"
25             "\n" "Starting as a freelancer in IT-Engineering in 2015, I worked on several fulltime C++ projects and became a "
26             "teacher for C++ based technology in games at SAE Institute and since 2018 also Games Academy."
27             "\n" "Firstly, for 1.5 years in the aerospace industry, writing CAN-Bus data processors, Realtime simulation systems"
28             "and UIs using Qt and C++11/14."
29             "\n" "In parallel, I developed several Unreal Engine 4 plugins in C++ for websocket communication and NVIDIA Hairworks"
30             "applications integrated w/ a face tracking library"
31             "\n" "Subsequently, I started a 1.5 year project in the optometry industry, writing pure C++ middleware and data"
32             "processor engines for realtime, full-HD laser scan applications."
33             "\n" "In addition, during this project I ported and refactored the customers old code base to C++17 using current "
34             "compilers and ported est. 25 external libraries to windows and linux."
35             "\n" "Finally, I setup their future C++ coding conventions and styleguides based on C++17 and various known "
36             "styleguides (Google, MISRA, ...)."
37             "\n"
38             "\n" "In parallel, I shaped my C++-Fu and started my game engine project 'ShirabeEngine' entirely based on "
39             "(at least) C++17 on Linux and Windows using the Vulkan SDK."
40             "\n" "Twitter (@DottiDeveloper) became my development diary and interface to other C++ developers and events, "
41             "which I have a great time interacting with on a daily basis."
42             "\n"
43             "\n" "Feeling the urge to give something back to the community, I started attending local C++ groups (MUC++) and"
44             "graphics meetups (Khronos Chapter Munich) and held talks on several topics in conjunction with C++."
45             "\n" "My future with C++ will be attending the standards committee meeting in July in Cologne to join shaping the "
46             "language I love so much."
47             "\n"
48             "\n" "And hopefully, I will see you - and my C++ twitter friends - at this year's CPPCON to round this year up!";
49
50         return history;
51     }
52 };
53
54 int main()
55 {
56     SHistory<SMarcAntonBoehmVonThenen, SCpp> myHistory {};
57     std::cout << myHistory() << "\n";
58 }

```

Executable:

<https://onlinegdb.com/HJaie9WaN>