

# Highlighting C++ with C++ is... hard

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```
switch (c) {  
    case '[' : return set_next(offset, SQBRAKET_0);  
    case ']' : return set_next(offset, SQBRAKET_C);  
    case '{' : return set_next(offset, CBRAKET_0);  
    case '}' : return set_next(offset, CBRAKET_C);  
    case '(' : return set_next(offset, BRAKET_0);  
    case ')' : return set_next(offset, BRAKET_C);  
    case '=' : return set_next(offset, EQ_SIGN);  
    case ';' : return set_next(offset, SEMI);  
    case ',' : return set_next(offset, COMMA);  
    case '"' : {  
        bool escaping = false;
```

```
switch (c) {  
    case '[' : return set_next(offset, SQBRAKET_0);  
    case ']' : return set_next(offset, SQBRAKET_C);  
    case '{' : return set_next(offset, CBRAKET_0);  
    case '}' : return set_next(offset, CBRAKET_C);  
    case '(' : return set_next(offset, BRAKET_0);  
    case ')' : return set_next(offset, BRAKET_C);  
    case '=' : return set_next(offset, EQ_SIGN);  
    case ';' : return set_next(offset, SEMI);  
    case ',' : return set_next(offset, COMMA);  
    case '"' : {  
        bool escaping = false;
```

# Random rule

header-name:  
  < h-char-sequence >  
    " q-char-sequence "

# Boost.Spirit X3

```
header-name: auto header_name =
    < h-char-sequence > ('<'>> h_char_sequence >> '>')
    | ("'">> q_char_sequence >> "'")
    ;
;
```



Not  
invented  
here

# constexpr all the things!



# Spirit-inspired homegrown template programming

```
constexpr auto header_name =  
    ('<' >> h_char_sequence >> '>') [on_system_header]  
    | ('"' >> q_char_sequence >> "") [on_local_header]
```

;

# Spirit-inspired homegrown template programming

```
constexpr auto header_name =  
    ('<' >> h_char_sequence >> '>') [on_system_header]  
    | ('''' >> q_char_sequence >> ''') [on_local_header]  
;
```

- ❖ 456 characters (MS ABI)
- ❖ 218 characters (Itanium ABI)

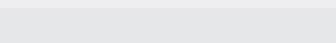
# My little control-line fiasco

cxx.cc hilite-cxx hl::cxx::parser

```
691 | pp_ifndef
692 | pp_if
693 | ("elif"_pp_ident >> mSP >> constant_expression)
694 | "else"_pp_ident >> SP
695 | "endif"_pp_ident >> SP
696 | ("line"_pp_ident >> mSP >> +(preprocessing_token >> SP))
697 | ("error"_pp_ident >> opt_pp_tokens)
698 | ("pragma"_pp_ident >> opt_pp_tokens)
699 | opt_pp_tokens
700 ;
701
702 constexpr auto control_line =
703     ('#' >> SP >> pp_control)[on_control_line]
704 ;
705
706
```

Output

Show output from: Build



```
2>cxx.cc
2>E:\code\cov\extras\hilite-cxx\cxx.cc(703): error C2131: expression did not evaluate to a constant
```

# My little control-line fiasco

cxx.cc hilite-cxx hl::cxx::parser

```
691 |     | pp_ifndef
692 |     | pp_if
693 |     ("elif"_pp_ident >> mSP >> constant_expression)
694 |     "else"_pp_ident >> SP
695 |     "endif"_pp_ident >> SP
696 |     ("line"_pp_ident >> mSP >> +(preprocessing_token >> SP))
697 |     ("error"_pp_ident >> opt_pp_tokens)
698 |     ("pragma"_pp_ident >> opt_pp_tokens)
699 |     opt_pp_tokens
700 | ;
701
702     constexpr auto control_line =
703     ('#' >> SP >> pp_control)[on_control_line]
704     ;
705
706
```

ME?!?

WHAT?!?

Show output from: Build

2>cxx.cc  
2>E:\code\cov\extras\hilite-cxx\cxx.cc(703): error: expression did not evaluate to a constant



DEAD END

# Workarounds: A class with shorter name

```
class shorter_name: public parser<shorter_name> {
    static constexpr auto grammar =
        pp_include
        | pp_define
        // ...
};

constexpr auto pp_control = shorter_name{};
```

# Workarounds: wrapped<Lambda> wrap(...)

```
constexpr auto pp_control = wrap([]() -> decltype(auto) {
    static constexpr auto grammar =
        pp_include
    | pp_define
    // ...
    ;
    return (grammar);
});
```

# Workarounds: compilers update

constexpr auto pp\_control =  
pp\_include  
| pp\_define  
// ...  
;

# Original code

- ❖ GCC 8: 5 sec.
- ❖ VS 2019: 15 sec.
- ❖ VS 2017: **61 sec.** 

# shorter\_typename

- ❖ GCC 8: 5 sec.
- ❖ VS 2019: 12 sec.
- ❖ VS 2017: 31 sec. 

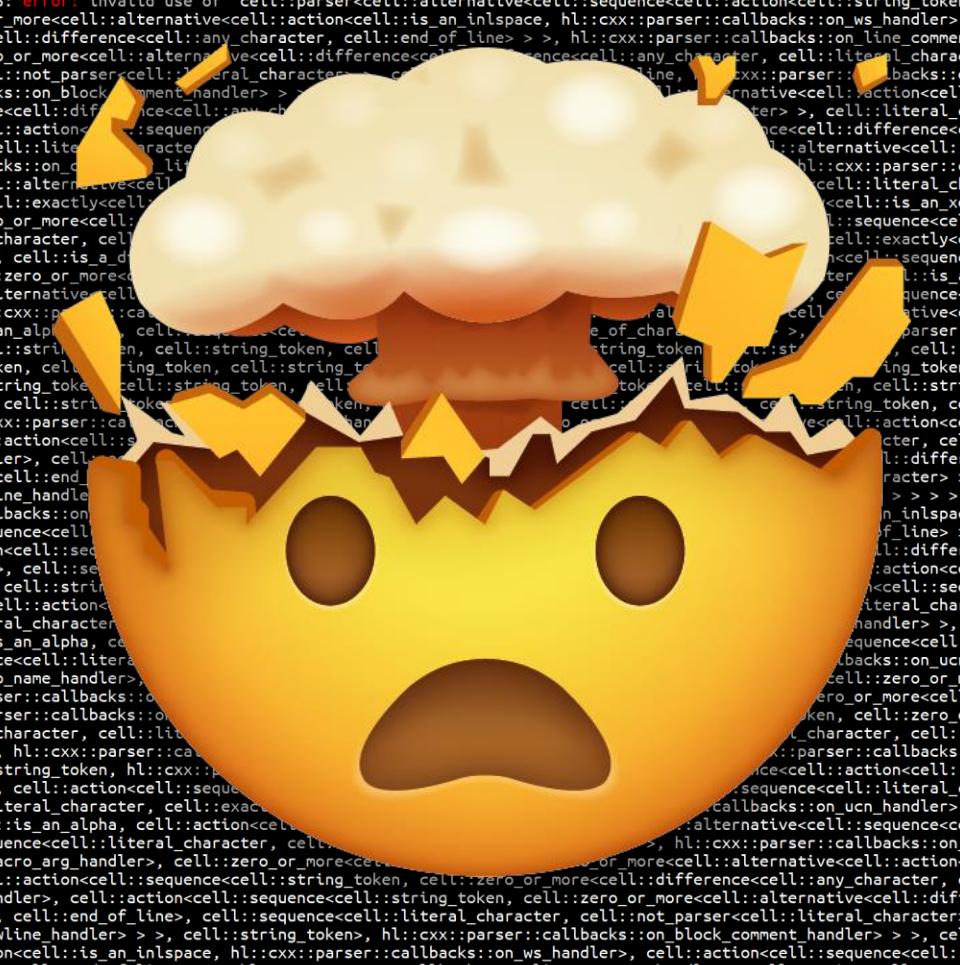
# wrapped<Lambda>

- ❖ GCC 8: 5 sec.
- ❖ VS 2019: 15 sec.
- ❖ VS 2017: **22 sec.** 

# Symbol name

- ❖ Top-level grammar
- ❖ Itanium ABI: 2'345
- ❖ C++filt: 297'589

mzdun@Marcin-10: /mnt/e/code/cov/



:seqv mzdun@Marcin-10: /mnt/e/code/cov

A large, yellow, distressed emoji face with a wide-open mouth and sweat drops, overlaid on a background of terminal command-line text.

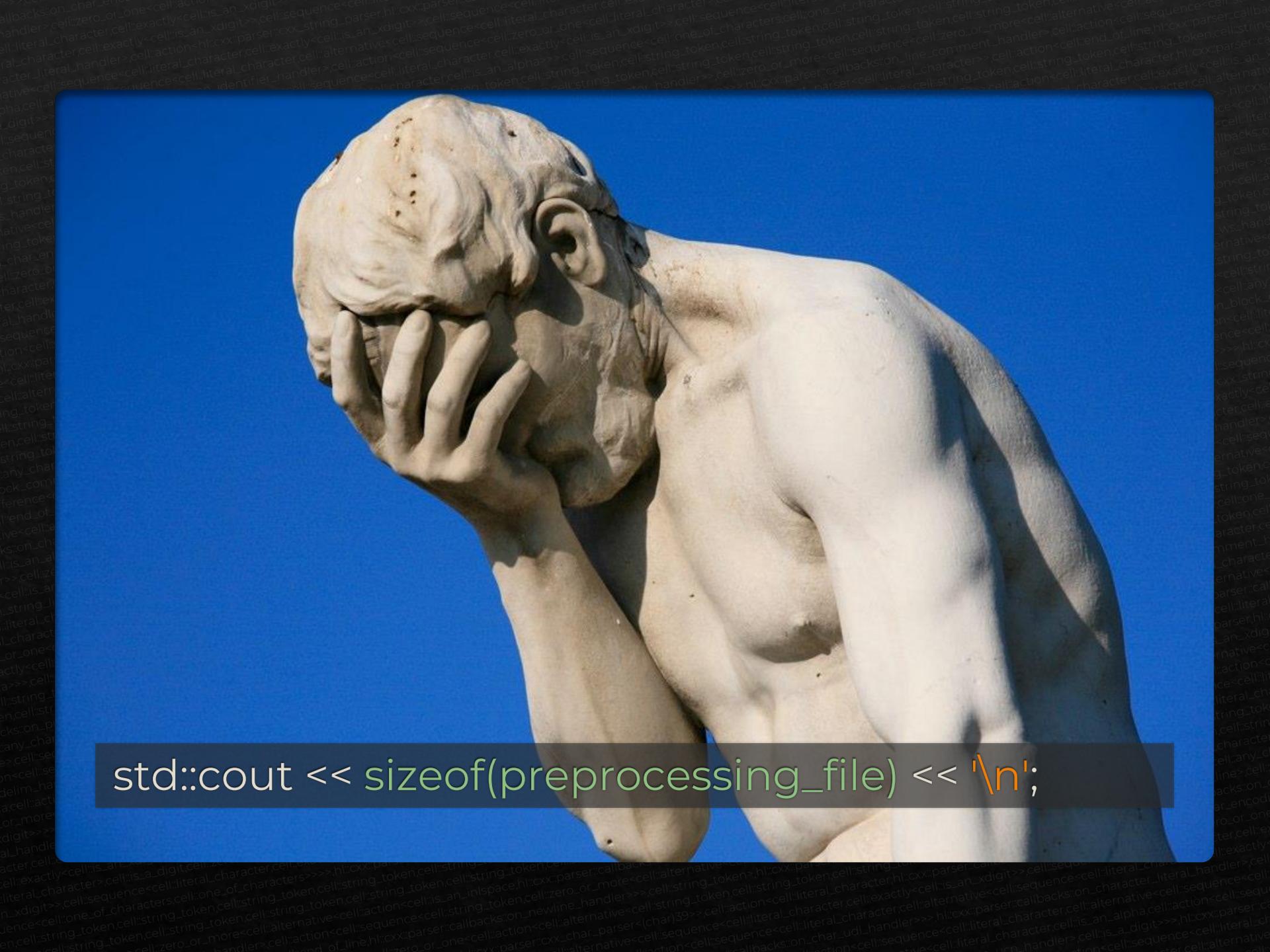


# ICE-bergs are everywhere!



**DETOUR**

# Do not fixate!



```
std::cout << sizeof(preprocessing_file) << '\n';
```

# Thank You