

week5 후에 공부할것들.

EUnS

February 3, 2020

과목

class

value

networking

① 과목

② class

③ value

④ networking

과목

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class

value

networking

- computer architecture
- os
- etc
 - system programming
 - socket programming
 - parrell programming
 - graphicx

- computer architecture : csapp, computer architecture a quantitative approach
- os : 공룡책
- etc
 - system programming : csapp
 - socket programming
 - parrell programming : Cpp Concurrency In Action [참고](#)
 - graphicx

- c++ programming language(Bjarne Stroustrup)
- a tour of c++(Bjarne Stroustrup)
- (modern)effective c++ (scott-meyer)

etc..

- cpp가이드라인, 번역
- 게임개발로드맵
- cppref

class

- reference 반환을 할때?
- friend : 특정 함수에대해서 해당 클래스의 private영역을 사용할 수 있게 허락해줌

```

1  class sample
2  {
3  public:
4      sample(const sample& a) = default;
5      sample& operator=(const sample& a) = default;
6
7      sample& operator+(const sample& c)
8      {
9          a += c.a; b += c.b;
10         return c;
11     }
12 private:
13     int a;
14     int b;
15 }
16 sample a(1,20),b(29,30);
17 a = b; //compile ok default fucntion
18 a = b = c; // a.operator=(b.operator=(c))
19 a = b + c;
20

```

I/O setting

```
1 #include <istream>
2 #include <ostream>
3 class sample
4 {
5     public:
6         friend std::ostream& operator<<(std::ostream& os,
7             const sample& a);
8         friend std::istream& operator>>(std::istream& os,
9             sample& a);
10        private:
11            int a;
12            int b;
13        }
14        std::ostream& operator<<(std::ostream& os, const
15            sample& c) {
16            os << a << ' ' << b;
17            return os;
18        }
19        std::istream& operator>>(std::istream& os, sample& c)
20        {
21            os >> a >> b;
22            return os;
23        }
24    }
```


value

- lvalue
- rvalue

value(C++11)

참고

- lvalue
- pvalue
- prvalue
- xvalue

나도 잘 모르니 생략.

forward

- *std :: move*
- move semantics
- perfect forwarding
- universe reference : scott meyers가 처음으로 명명함. 정식 명칭은 아니나 워낙 유명해서 표준처럼 불림. [원글](#), [번역](#)

networking

c++ 표준에는 아직 없음.

- boost asio : 크로스 플랫폼
- winsock
- BSD

참고