# C++ Workshop Fall 2020

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# Classifying C++

#### **Formally**

- Compiled
- Statically (not strictly) Typed
- Object Oriented
- Systems Language

#### Informally

- Large, fast moving standard
- Often a strict subset is used
- 'Idiomatic' C++, tutorials fall out of date

## C++ versus C

С	C++
well, C	old: "C with classes"
portable standard library (*libc)	new: distinct language, roots in C comprehensive standard library
control, specificity	faster development

"There are only two kinds of languages: those that people [complain] about and those that nobody uses." — Bjarne Stroustrup, comp.lang.c++

"Within C++, there is a much smaller and cleaner language struggling to get out" – Bjarne Stroustrup, The Design and Evolutions of C++ [1994]

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## Modern Macros: const and constexpr

- pitfalls of macros, use of algorithm (example: max.cc)
- const, constexpr (example: fib.cc)

## **Templates**

What if types were...parameters? (example: maxt.cc)

### STL Containers

collection of data, with template type T:

- std::pair<T>: a...pair!
- std::vector<T>: lookup O(1), change O(n)
- std::array<T>: lookup O(1), change O(n) (size immutable)
- std::list<T>: lookup O(n), change O(1)
- std::set<T>: general collection; with union, intersection, . . .

### Fun with vectors

- Task 1: printing a list with auto and for-range
- Task 2: sorting a list (Algo professors beware!)
- Task 3: sorting a list with lambdas
- Task 4: any\_of, find\_if, predicates with lambdas
- Task 5: emulating folds

# Linting: cpplint

- What is a linter?
- 1978 lint, C programs
- 2011 cpplint, C++ programs, Google's style guide

## Building and Build Systems: CMake

- Build systems and their use cases
- Structure of a CMakeLists.txt

#### Compiler choices:

- Which compiler, g++, clang++, etc.
- Warnings: -Wall, -Wextra, -Werror, -pedantic, -Wno-\*, etc.
- Optimization: -pipe, -DNDEBUG, -02, -0s, etc.
- Standards: -std=c++20
- Debugging: -ggdb
- strip for size contraints
- See man g++ or other compiler documentation