An Idiot's Guide to C++ Templates - Part 1

Alex Morozov
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Learning the ropes, getting into C++ templates

Prologue

Back in my programming days long ago, I wrote a template library for Microsoft Windows. The process was agonizingly tedious:

- manually parse and understand the documentation
- manually derive an algebra, and very long
- manually write the code
- manually test the code

Then, when I was ready to release, I had to manually unselectized, and adapt hundreds, if not thousands, of the algorithms and data structures I had written for my template library. There is a lot more that goes into a release. Back then, we had people around to do that.

Today, I'm a lone wolf. I don't have the luxury of a team of people to do all the tedious work. Fortunately, I have a lot more time on my hands than I did back then, and I'm a little wiser and much more advanced with interesting and focused templates, and a little less time, but not much less.

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