

# C++NOW! 2012 – LIBRARY IN A WEEK

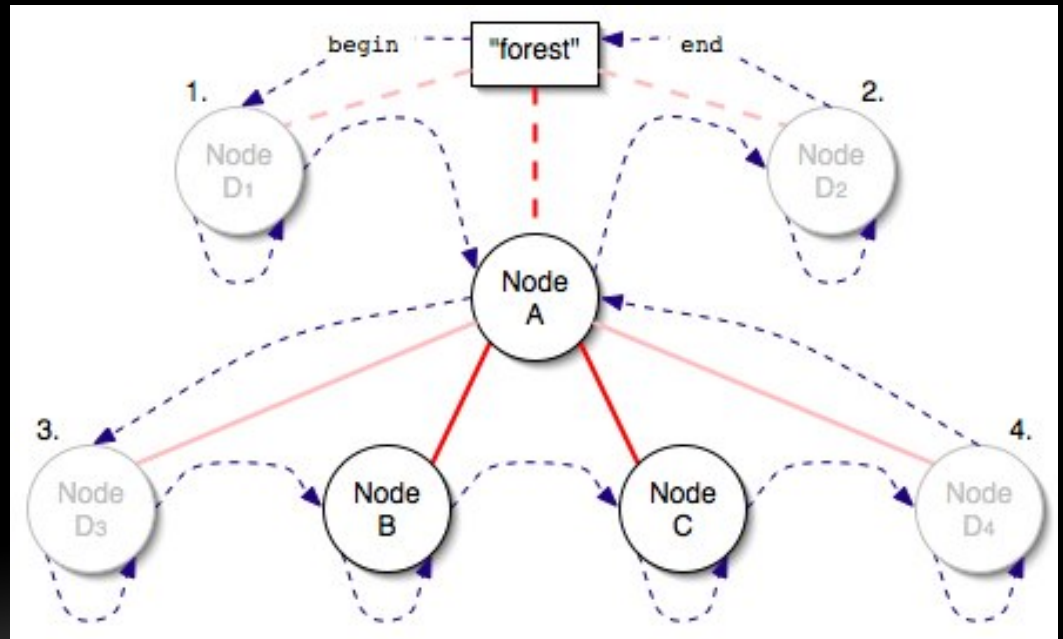
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Moving `adobe::forest` to `boost`

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# WHAT IS IT

- A container data structure that can hold a set of trees
- Useful to represent hierarchies
- Several powerful Iterators
- Easy to serialize



# TODO, THE EASY PART

- Code is relatively self contained depends only on boost and a few details
  - `boost::range`
  - `boost::utility` (next/prior)
  - `adobe/iterator/detail/set_next.hpp`
  - `adobe/algorithm/detail/reverse.hpp` (reverse\_node)
- Documentation is good, needs to be adopted to boost tool-chain.
- No Tests available
  - But Tutorial examples should get us going

# TODO, ROOM FOR DISCUSSION

- Where should it go?
  - `boost::containers` looks natural, would need additional work
    - implement move (In a way useable with both C++03 and C++11)
    - add stateful allocator support
    - support for incomplete types
    - Maintained by Ion Gaztanaga, is he willing to include it?
  - Own library – seems a bit smallish for that
- Interaction / Overlap with other boost libraries
  - graph?
  - `property_tree`?