

## List of 20 real-world C++ applications

1. **Unreal Engine** Game Engine - <https://github.com/EpicGames/UnrealEngine>
2. **MySQL Server** SQL Database Server - <https://github.com/mysql/mysql-server>
3. **LibreOffice** Office Suite - <https://github.com/LibreOffice/core>
4. **Chromium** Web Browser - <https://github.com/chromium/chromium>
5. **Nvidia PhysX** Simulation Framework - <https://github.com/NVIDIAGameWorks/PhysX>
6. **OBS Studio** Streaming and Screen Recording Software - <https://github.com/obsproject/obs-studio>
7. **Mesa3D** Graphics Library Implementation - <https://gitlab.freedesktop.org/mesa/mesa>
8. **OpenCV** Computer Vision Library <https://github.com/opencv/opencv>
9. **H.264** Video Codec <https://github.com/cisco/openh264>
10. **TensorFlow** Machine Learning Framework <https://github.com/tensorflow/tensorflow>
11. **Blender** 3D Graphics Software Toolset [https://en.wikipedia.org/wiki/Blender\\_\(software\)](https://en.wikipedia.org/wiki/Blender_(software))
12. **Google V8** JavaScript Engine <https://github.com/v8/v8>
13. **Qt** Cross Platform Application and UI Framework <https://www.qt.io/>
14. **CryEngine** Game Engine <https://en.wikipedia.org/wiki/CryEngine>
15. **PlayStation SDK** Software Development Kit [https://en.wikipedia.org/wiki/PlayStation\\_4\\_system\\_software](https://en.wikipedia.org/wiki/PlayStation_4_system_software)
16. **Doom 3** Videogame <https://github.com/id-Software/DOOM-3>
17. **libtorrent** BitTorrent Protocol Implementation <https://github.com/arvidn/libtorrent>
18. **Steam Client** Software [https://en.wikipedia.org/wiki/Steam\\_\(software\)](https://en.wikipedia.org/wiki/Steam_(software))
19. **aprinter** 3D Printer Firmware <https://github.com/ambrop72/aprinter>
20. **unilib** Embeddable Unicode Library <https://github.com/ufal/unilib>