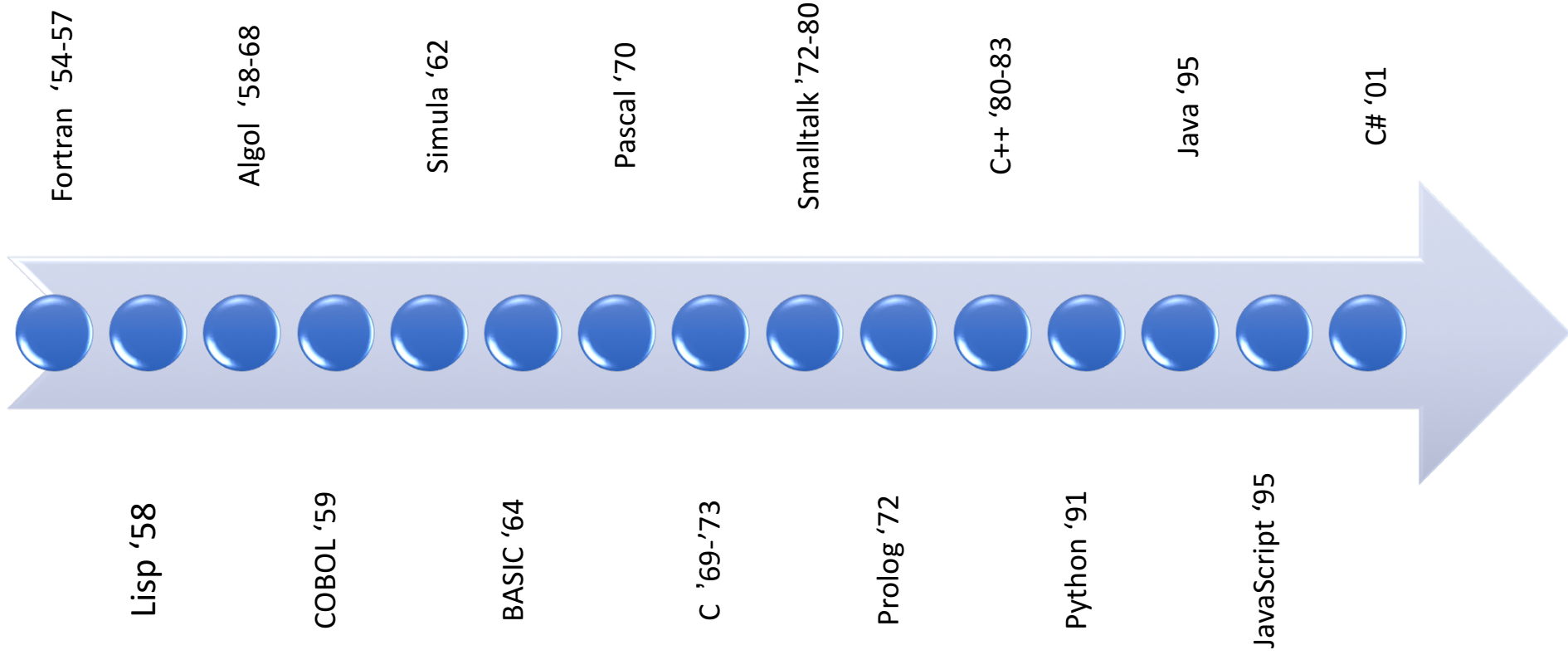


<http://www.cprogrammingtutorial.org>

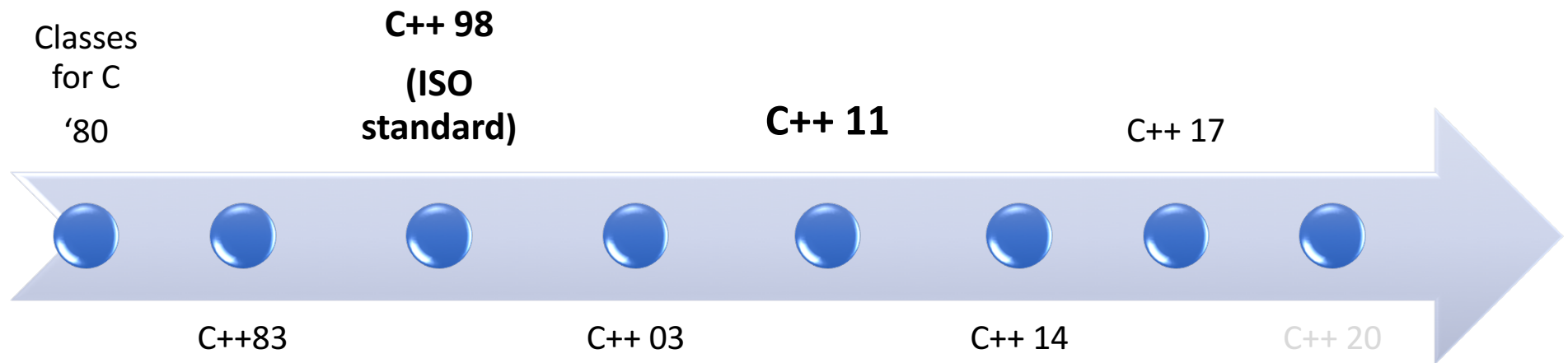
C++ History and Design Philosophy

Yngvi Björnsson

Higher-Level Programming Languages



C++



Popularity (take with a grain of salt)

TIOBE

Apr 2017	Apr 2016	Change	Programming Language
1	1		Java
2	2		C
3	3		C++
4	4		C#
5	5		Python
6	6		PHP
7	10	▲	Visual Basic .NET
8	7	▼	JavaScript
9	11	▲	Delphi/Object Pascal
10	8	▼	Perl

PYPL

Worldwide, Apr 2017 compared to a year ago:		
Rank	Change	Language
1		Java
2		Python
3		PHP
4		C#
5	▲	Javascript
6	▼	C++
7		C
8		Objective-C
9		R
10		Swift

Author

- Original author:
 - **Bjarne Stroustrup**
 - Danish computer scientist
- ISO C++ Committee
 - Since 1990
 - “Design by committee”
- ISO Standard
 - C++ and STL



C++ Design Philosophy

- A language for developing and using **elegant** and **efficient abstractions**.
- Programmers should be free to pick their own programming style
 - **multi-paradigm language** (imperative, OO, generic, ...)
- **User-created types** need to have the same support and performance as built-in ones.
- Allowing a useful feature is more important than preventing every possible misuse of it. Unused features should not negatively impact performance.
- There should be no language beneath C++ (except assembly language).

Summary

- No one programming language best for all uses

Questions?

**Which
Programming Language
Is Right For You**

