



# A linguagem de programação C++ e por que você deveria aprendê-la

ISO/IEC 14882:2020  
(C++ 20)

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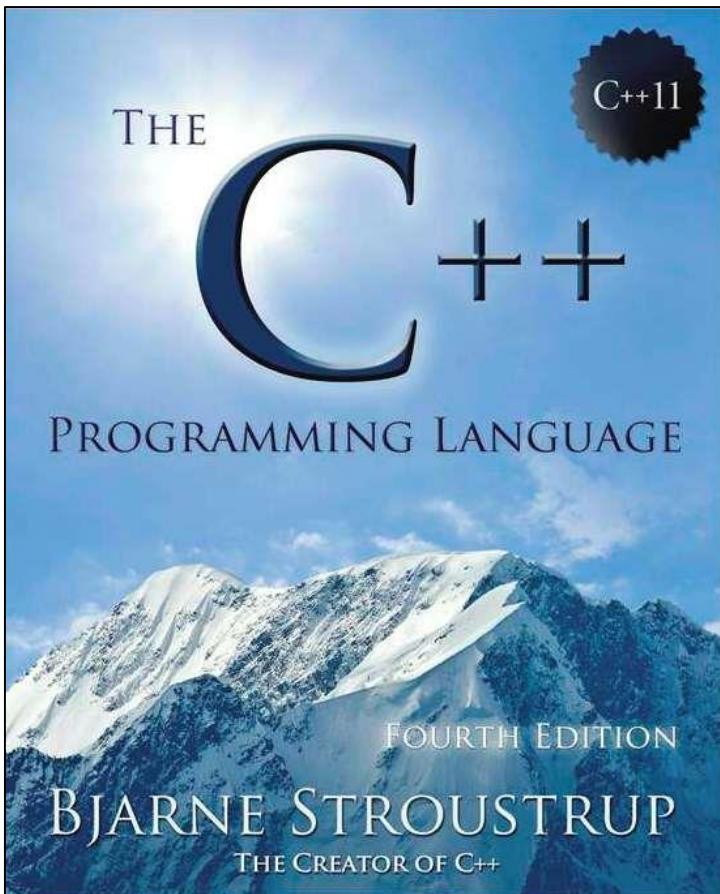
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<https://bit.ly/AprenderCpp2024>

# **INTRODUÇÃO**

# C++

- É uma linguagem de programação
  - +40 anos (C com Classes em 1979)



# NÚMEROS

# TIOBE Index for March 2024

The TIOBE Programming Community index is an indicator of the popularity of programming languages. The index is updated once a month. The ratings are based on the number of skilled engineers world-wide, courses and third party vendors. Popular web sites Google, Amazon, Wikipedia, Bing and more than 20 others are used to calculate the ratings. It is important to note that the TIOBE index is not about the *best* programming language or the language in which *most lines of code* have been written.

The index can be used to check whether your programming skills are still up to date or to make a strategic decision about what programming language should be adopted when starting to build a new software system. The definition of the TIOBE index can be found [here](#).

Mar 2024	Mar 2023	Change	Programming Language	Ratings	Change
1	1		 Python	15.63%	+0.80%
2	2		 C	11.17%	-3.56%
3	4		 C++	10.70%	-2.59%
4	3		 Java	8.95%	-4.61%
5	5		 C#	7.54%	+0.37%
6	7		 JavaScript	3.38%	+1.21%
7	8		 SQL	1.92%	-0.04%
8	10		 Go	1.56%	+0.32%
9	14		 Scratch	1.46%	+0.45%
10	6		 Visual Basic	1.42%	-3.33%

<https://www.tiobe.com/tiobe-index/>

# TIOBE Index for August 2017

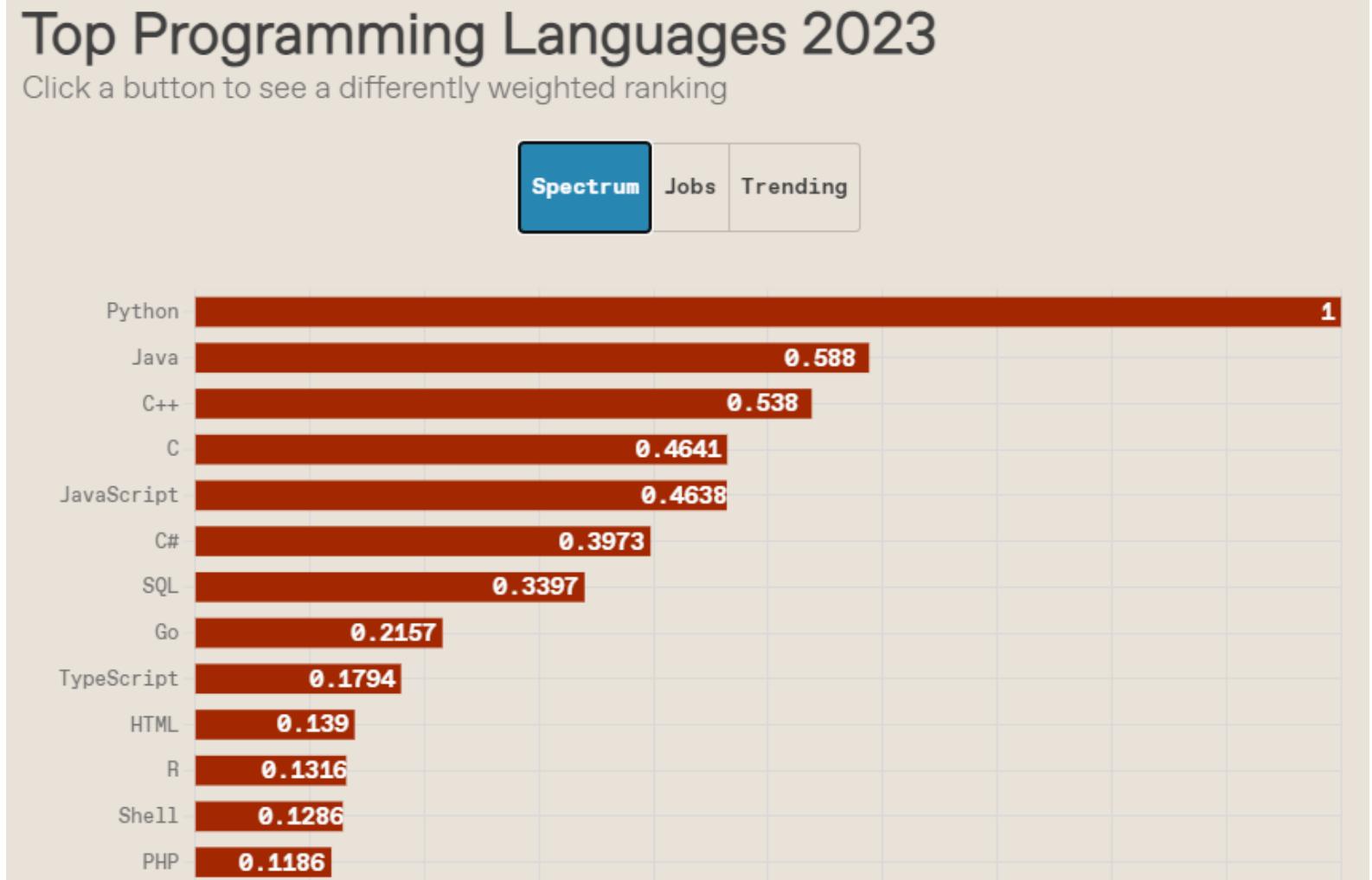
The top programming languages are in a long term decline: both Java and C have all time low scores in the TIOBE index. And almost all of the other top 10 languages are going down as well year to year. So what languages are taking advantage of this? It is all happening down in the charts around position 40. A new set of languages is gaining ground, notably Crystal (#32), Kotlin (#41), Clojure (#42), Hack (#43) and Julia (#46). Especially Crystal with its jump from position 60 to 32 in one month is doing very well. The Crystal programming language is a statically typed Ruby variant. Since it is compiled it is superfast and has a small memory footprint without losing the feeling of being easy to use. It seems worthwhile to give it a try.

Aug 2017	Aug 2016	Change	Programming Language	Ratings	Change
1	1		Java	12.961%	-6.05%
2	2		C	6.477%	-4.83%
3	3		C++	5.550%	-0.25%
4	4		C#	4.195%	-0.71%
5	5		Python	3.692%	-0.71%
6	8	▲	Visual Basic .NET	2.569%	+0.05%
7	6	▼	PHP	2.293%	-0.88%
8	7	▼	JavaScript	2.098%	-0.61%
9	9		Perl	1.995%	-0.52%
10	12	▲	Ruby	1.965%	-0.31%
11	14	▲	Swift	1.825%	-0.16%
12	11	▼	Delphi/Object Pascal	1.825%	-0.45%
13	13		Visual Basic	1.809%	-0.24%
14	10	▼	Assembly language	1.805%	-0.56%
15	17	▲	R	1.766%	+0.16%
16	20	▲	Go	1.645%	+0.37%

<https://www.tiobe.com/tiobe-index/>

# IEEE Spectrum The 2023 Top Programming Languages

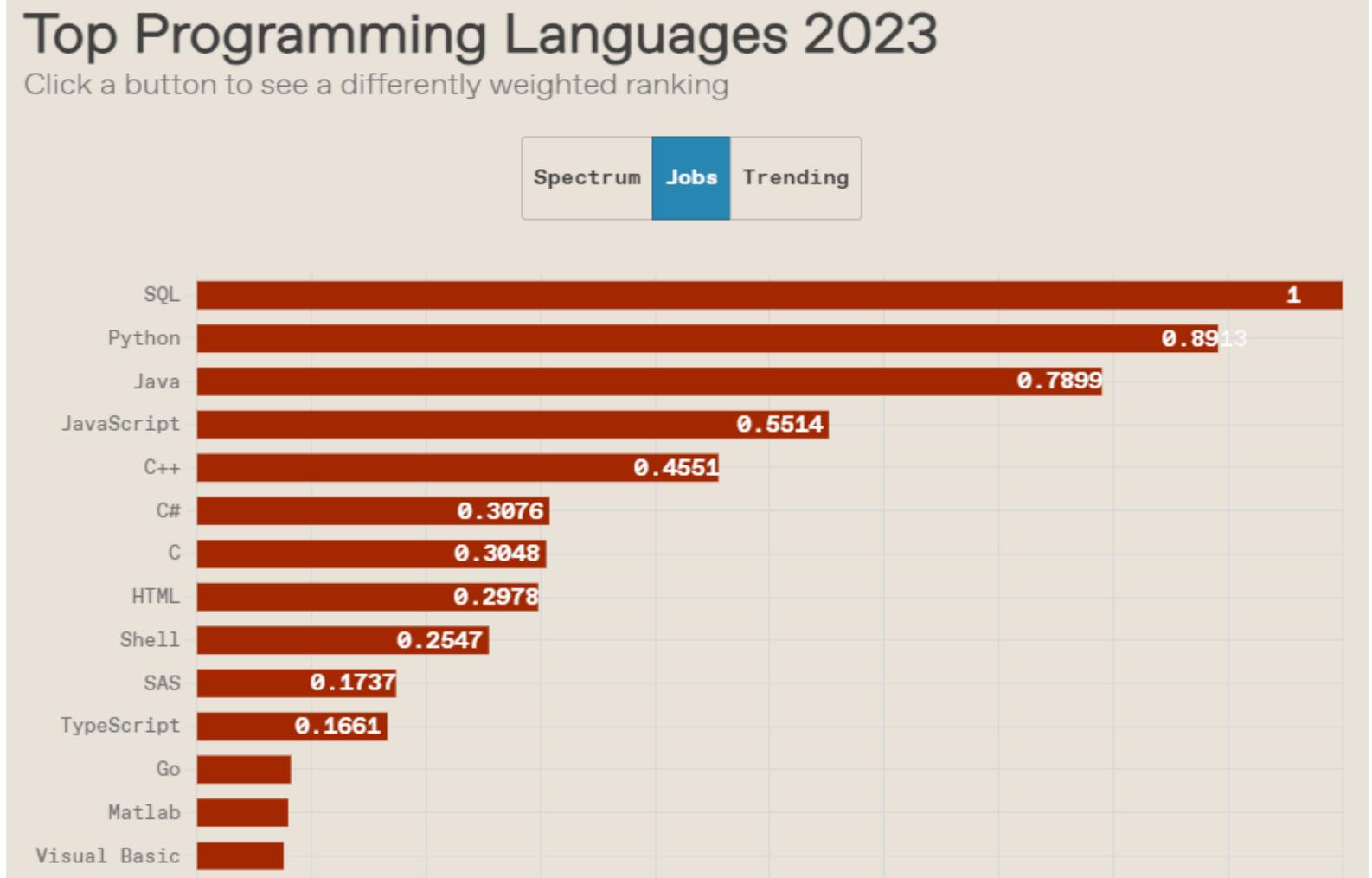
## Python and SQL are on top, but old languages shouldn't be forgotten



<https://spectrum.ieee.org/the-top-programming-languages-2023>

# IEEE Spectrum The 2023 Top Programming Languages

## Python and SQL are on top, but old languages shouldn't be forgotten

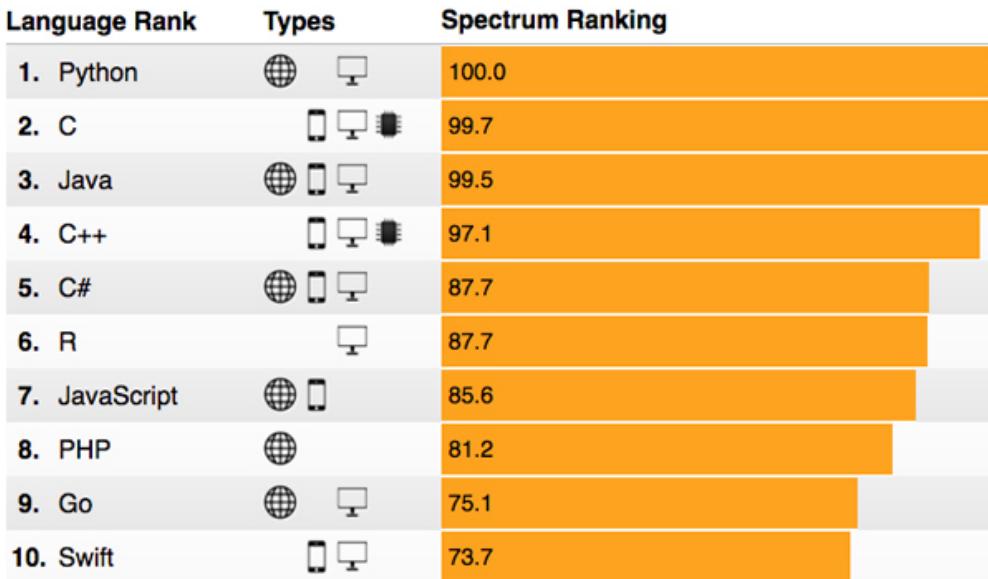


<https://spectrum.ieee.org/the-top-programming-languages-2023>

# IEEE Spectrum The 2017 Top Programming Languages

## Python jumps to No. 1, and Swift enters the Top Ten

So what are the Top Ten Languages for the typical *Spectrum* reader?



Python has continued its upward trajectory from last year and jumped two places to the No. 1 slot, though the top four—Python, C, Java, and C++—all remain very close in popularity. Indeed, in Diakopoulos's analysis of what the underlying metrics have to say about the languages currently in demand by recruiting companies, C comes out ahead of Python by a good margin.

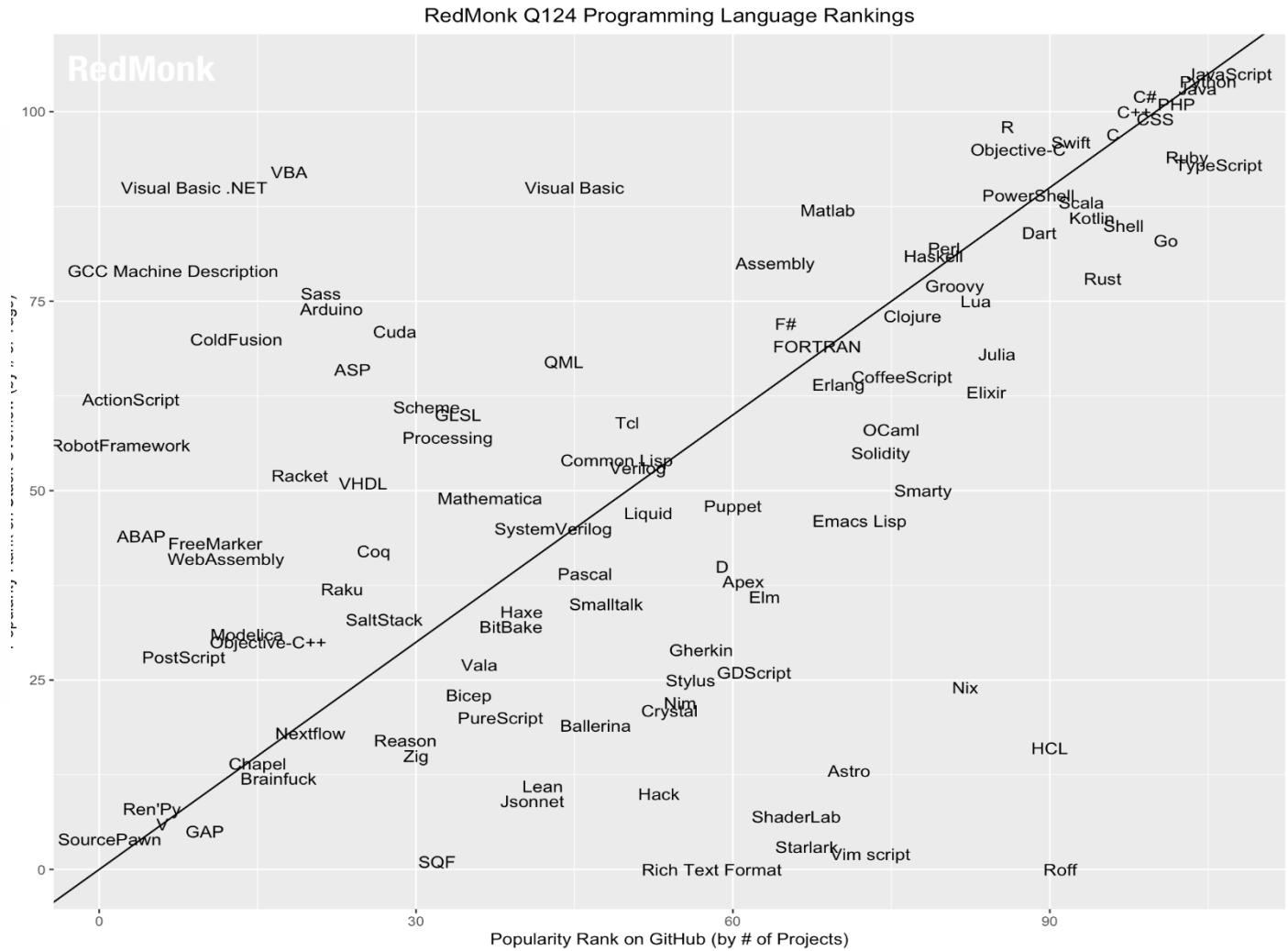
C# has reentered the top five, taking back the place it lost to R last year. Ruby has fallen all the way down to 12th position, but in doing so it has given Apple's Swift the chance to join Google's Go in the Top Ten. This is impressive, as Swift debuted on the rankings just two years ago. (Outside the

<http://spectrum.ieee.org/computing/software/the-2017-top-programming-languages>

# The RedMonk Programming Language Rankings

## January 2024

- 1 JavaScript
- 2 Python
- 3 Java
- 4 PHP
- 5 C#
- 6 TypeScript
- 6 CSS
- 8 C++
- 9 Ruby
- 10 C

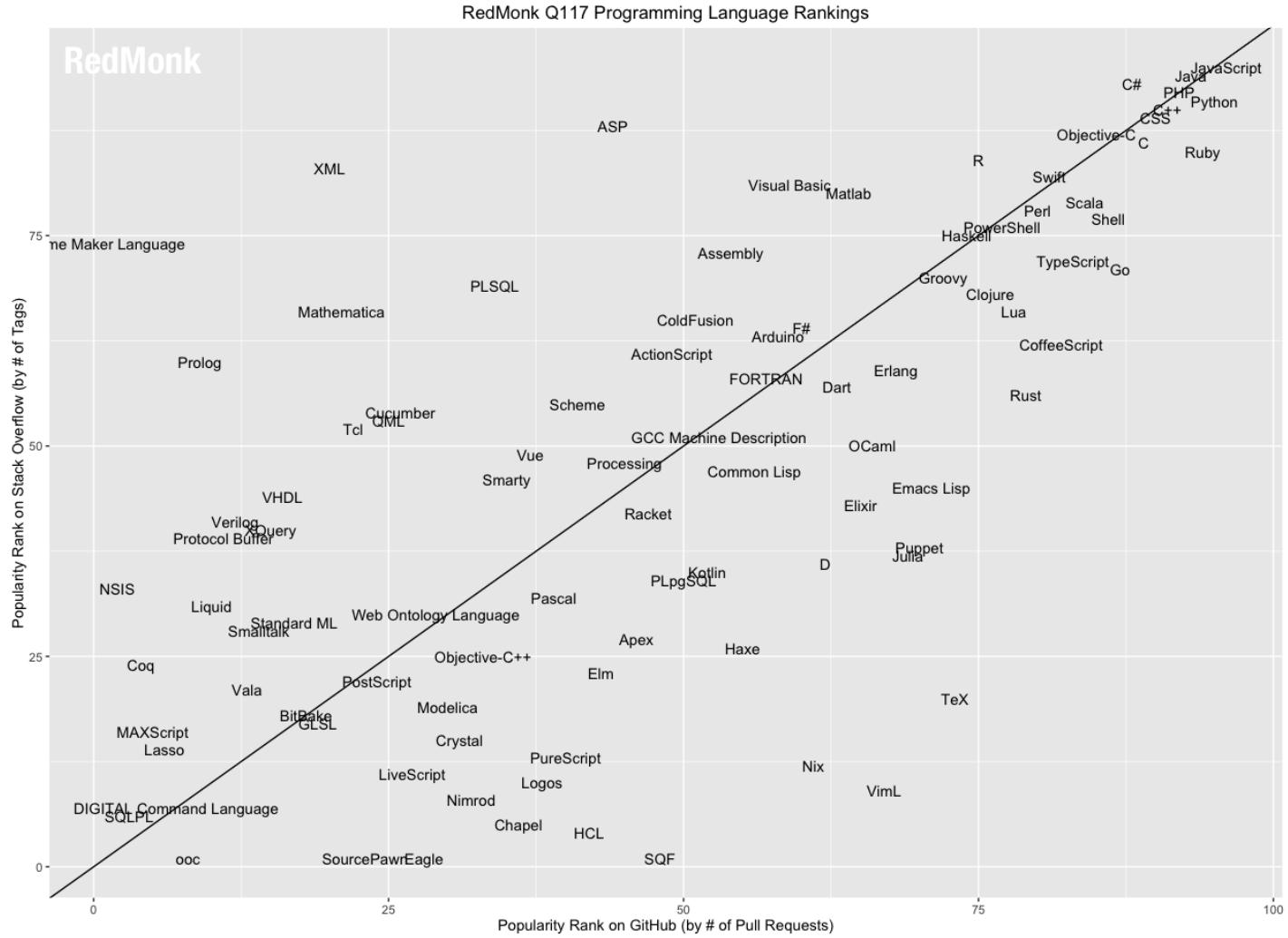


<https://redmonk.com/sogrady/2024/03/08/language-rankings-1-24/>

# The RedMonk Programming Language Rankings

## January 2017

1 JavaScript  
2 Java  
3 Python  
4 PHP  
5 C#  
5 C++  
7 CSS  
7 Ruby  
9 C  
10 Objective-C



<http://redmonk.com/sogrady/2017/03/17/language-rankings-1-17/>

# The Computer Language Benchmarks Game

## C++ g++ programs versus C gcc

### n-body

source	secs	mem	gz	cpu	secs
<u>C gcc #9</u>	2.08	11,392	1633		2.08
<u>C++ g++ #0</u>	2.14	10,960	1927		2.14

### fasta

source	secs	mem	gz	cpu	secs
<u>C gcc #9</u>	0.78	11,284	1463		0.78
<u>C gcc #5</u>	1.30	11,392	1281		1.30
<u>C++ g++ #8</u>	0.77	10,944	2751		1.52

### mandelbrot

source	secs	mem	gz	cpu	secs
<u>C++ g++</u>	0.89	34,012	1791		3.46
<u>C++ g++ #4</u>	0.88	34,664	3542		3.48
<u>C++ g++ #6</u>	0.98	34,768	1002		3.88
<u>C gcc #6</u>	1.30	32,992	1135		5.17

### reverse-complement

source	secs	mem	gz	cpu	secs
<u>C gcc #7</u>	0.43	499,200	1895		0.62
<u>C++ g++ #2</u>	0.68	499,568	2093		0.68

### binary-trees

source	secs	mem	gz	cpu	secs
<u>C++ g++ #7</u>	0.94	201,600	890		3.31
<u>C++ g++ #5</u>	1.13	200,428	885		4.05
<u>C++ g++ #9</u>	1.45	135,832	809		4.10
<u>C gcc #2</u>	1.57	168,448	809		4.11

# The Computer Language Benchmarks Game

## C++ g++ programs versus Java and Rust

n-body	secs	mem	gz	cpu secs
C++	2.14	10,960	1927	2.14
Rust	2.81	11,068	1874	2.81
Java	6.77	40,632	1429	6.82
<b>mandelbrot</b>				
C++	0.89	34,012	1791	3.46
Rust	1.01	32,380	1295	3.99
Java	4.39	101,236	660	16.12
<b>pidigits</b>				
Rust	0.71	11,068	799	0.71
C++	0.87	10,956	798	0.87
Java	0.92	38,380	764	0.95
<b>fasta</b>				
C++	0.77	10,944	2751	1.52
Rust	0.76	11,068	2529	1.52
Java	3.17	40,400	1524	3.27
<b>reverse-complement</b>				
C++	0.68	499,568	2093	0.68
Rust	0.47	498,844	3040	0.77
Java	3.02	2,027,152	752	3.69
<b>binary-trees</b>				
C++	0.94	201,600	890	3.31
Rust	1.08	198,984	765	3.82
Java	4.47	2,116,292	840	5.15

<https://benchmarksgame-team.pages.debian.net/benchmarksgame/fastest/gpp-java.html>

<https://benchmarksgame-team.pages.debian.net/benchmarksgame/fastest/gpp-rust.html>

# Database of Databases

Implementation	
C++	173
Java	146
C	114
Go	86
Rust	53
Python	41
C#	33
JavaScript	28
Erlang	13
Scala	12



**O QUE É C++?**

# O que é C++?

Smarter computing  
Texas A&M University

## What is C++?

Template  
meta-programming!

Buffer  
overflows

Classes

Too big!

An object-oriented  
programming language



A hybrid language

Class hierarchies

A multi-paradigm  
programming language

It's C!

Embedded systems  
programming language

Low level!

Generic programming

A random collection  
of features

Stroustrup - ACCU'13

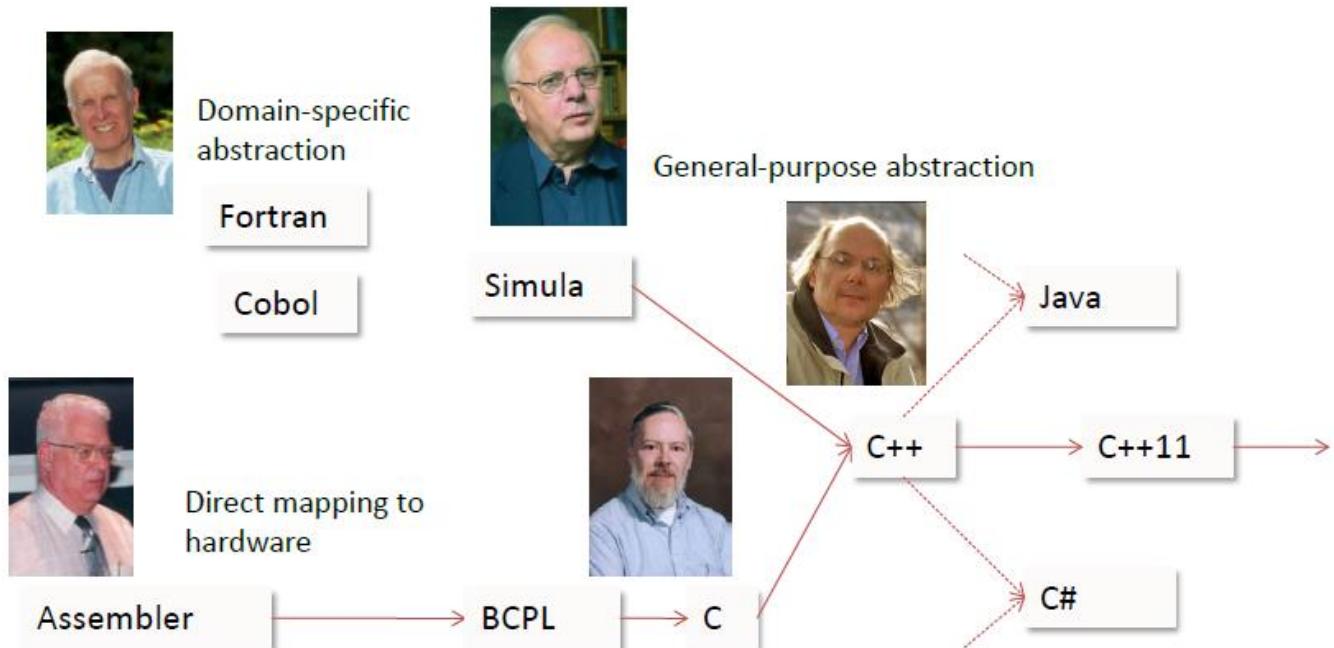
# The C++ Programming Language

C++ is a general purpose programming language with a bias towards systems programming that

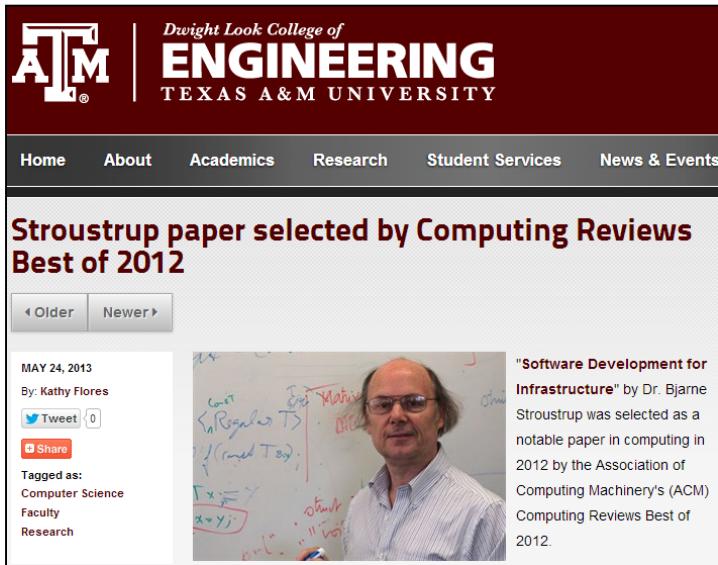
- is [a better C](#)
- supports [data abstraction](#)
- supports [object-oriented programming](#)
- supports [generic programming](#).

“C++ is a general purpose programming language designed to make programming more enjoyable for the serious programmer.”

<https://www.stroustrup.com/quotes.html>



# C++ System Programming



The screenshot shows the Texas A&M University website for the Dwight Look College of Engineering. The header features the college's logo and name. Below the header, a news article is displayed about a paper selected by Computing Reviews Best of 2012. The article includes a photo of Bjarne Stroustrup, the author of the paper, standing next to a whiteboard with handwritten notes related to C++.

**Stroustrup paper selected by Computing Reviews Best of 2012**

By Kathy Flores

May 24, 2013

Tweet 0 Share

Tagged as: Computer Science Faculty Research

"Software Development for Infrastructure" by Dr. Bjarne Stroustrup was selected as a notable paper in computing in 2012 by the Association of Computing Machinery's (ACM) Computing Reviews Best of 2012.



The image shows the cover of IEEE Computer Magazine, Volume 45, Issue 1. The cover features a large pipe with a sunset scene visible through its opening, symbolizing infrastructure. The title of the cover feature is "Software Development for Infrastructure" by Bjarne Stroustrup, Texas A&M University. The text on the cover discusses the need for more stringent requirements in infrastructure software development compared to non-essential applications, emphasizing up-front design, static structure, and improved tool support.

**COVER FEATURE**

**Software Development for Infrastructure**

Bjarne Stroustrup, Texas A&M University

Infrastructure software needs more stringent correctness, reliability, efficiency, and maintainability requirements than non-essential applications. This implies greater emphasis on up-front design, static structure enforced by a type system, compact data structures, simplified code structure, and improved tool support. Education for infrastructure and application developers should differ to reflect that emphasis.

This view contrasts with the common opinion that human effort is the factor to optimize in system development.

IEEE Computer Magazine Volume:45, Issue: 1  
<http://dx.doi.org/10.1109/MC.2011.353>

“A light-weight abstraction programming language

Key strengths:

- **software infrastructure**
- resource-constrained applications”

C++ 11  
The Future is here  
-- <http://www.infoq.com/presentations/Cplusplus-11-Bjarne-Stroustrup>

# O início do C++

- 1979 (C com Classes)
- 1985 (Primeira versão comercial)

## 1979 April

Work on C with Classes began

## 1979 October

First C with Classes (Cpre) running

## 1983 August

First C++ in use at Bell Labs

## 1984

C++ named

## 1985 February

Cfront Release E (first external C++ release)

## 1985 October

Cfront Release 1.0 (first commercial release)

*The C++ Programming Language*

The screenshot shows a web browser window with two tabs open. The active tab is titled 'C++ Historical Sources Archive — So...' and the URL is [www.softwarepreservation.org/projects/c\\_plus\\_plus](http://www.softwarepreservation.org/projects/c_plus_plus). The second tab is titled 'Cfront - Wikipedia, the free encyclopedia'.

The main content area displays the 'C++ Historical Sources Archive' page. It includes a sidebar navigation menu with links to Home, Projects, ALGOL, C++, Applications, Cfront releases, Libraries, Papers and articles, and FORTRAN and. The 'C++' link in the sidebar is highlighted. The main content area features an 'Abstract' section describing the archive as a collection of design documents, source code, and other materials concerning the birth, development, standardization, and use of the C++ programming language. It also lists the editor as Paul McJones and provides a link to his website: <http://www.mcjones.org/dustydecks/>. Below the abstract is a 'Contents' section with links to Chronology and Cfront releases.

# O caminho para padronização do C++

- 1990 (ANSI C++ Standard – baseado no “ARM”)
- 1998 (1<sup>a</sup> versão do padrão ISO C++)  
<https://www.iso.org/standard/25845.html>
- 2003 (2<sup>a</sup> versão do padrão ISO C++)  
<https://www.iso.org/standard/38110.html>
- 2011 (3<sup>a</sup> versão do padrão ISO C++)  
<https://www.iso.org/standard/50372.html>
- 2014 (4<sup>a</sup> versão do padrão ISO C++)  
<https://www.iso.org/standard/64029.html>
- 2017 (5<sup>a</sup> versão do padrão ISO C++)  
<https://www.iso.org/standard/68564.html>
- 2020 (6<sup>a</sup> versão do padrão ISO C++)  
<https://www.iso.org/standard/79358.html>
- **2023 (7<sup>a</sup> versão do padrão ISO C++)**  
<https://www.iso.org/standard/83626.html> (em andamento)  
<https://open-std.org/jtc1/sc22/wg21/docs/papers/2023/n4944.pdf> (*draft* atual)



**ISO C++ (WG 21)**



**Recent milestones: C++23 done, out for final ballot; C++26 work has begun**

# C++ Padrão = Linguagem + Bibliotecas

C++ 23: <https://github.com/cplusplus/draft>

Document Number: N4944  
Date: 2023-03-19  
Revises: N4928  
Reply to: Thomas Köppe  
Google DeepMind  
cxxeditor@gmail.com

## Working Draft, Standard for Programming Language C++

acesso em: 29 de Março de 2024

Table 5: Keywords [tab:lex.key]

alignas	constinit	false	public	true
alignof	const_cast	float	register	try
asm	continue	for	reinterpret_cast	typedef
auto	co_await	friend	requires	typeid
bool	co_return	goto	return	typename
break	co_yield	if	short	union
case	decltype	inline	signed	unsigned
catch	default	int	sizeof	using
char	delete	long	static	virtual
char8_t	do	mutable	static_assert	void
char16_t	double	namespace	static_cast	volatile
char32_t	dynamic_cast	new	struct	wchar_t
class	else	noexcept	switch	while
concept	enum	nullptr	template	
const	explicit	operator	this	
constexpr	export	private	thread_local	
constexpr	extern	protected	throw	

C++ 20: ISO/IEC 14882:2020

This document specifies requirements for implementations of the C++ programming language. The first such requirement is that they implement the language, so this document also defines C++. Other requirements

and relaxations of the first requirement appear at various places within this document.

C++ is a general purpose programming language based on the C programming language as described in ISO/IEC 9899:2018 *Programming languages — C* (hereinafter referred to as the *C standard*). C++ provides many facilities beyond those provided by C, including additional data types, classes, templates, exceptions, namespaces, operator overloading, function name overloading, references, free store management operators,

and additional library facilities.

Table 23: Library categories [tab:library.categories]

Clause	Category
Clause 17	Language support library
Clause 18	Concepts library
Clause 19	Diagnostics library
Clause 20	Memory management library
Clause 21	Metaprogramming library
Clause 22	General utilities library
Clause 23	Strings library
Clause 24	Containers library
Clause 25	Iterators library
Clause 26	Ranges library
Clause 27	Algorithms library
Clause 28	Numerics library
Clause 29	Time library
Clause 30	Localization library
Clause 31	Input/output library
Clause 32	Regular expressions library
Clause 33	Concurrency support library

# **FERRAMENTAS**

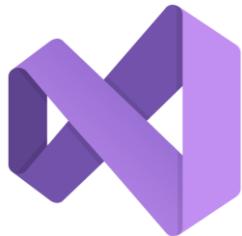
# Compiladores



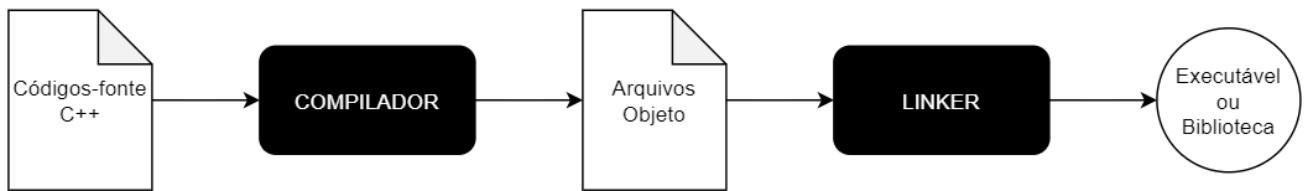
**Clang**



**GCC**



**Microsoft  
Visual C++**



- GCC
- Clang
- MSVC
- Apple Clang
- EDG eccp
- Intel C++
- IBM XL C++
- IBM Open XL C++ for AIX
- IBM Open XL C++ for z/OS
- Sun/Oracle C++
- Embarcadero C++ Builder
- Cray
- Nvidia HPC C++ (ex PGI)\*
- Nvidia nvcc

# Compiladores



**Clang**



**GCC**



**Microsoft  
Visual C++**



Microsoft STL

Standard library implementation

**cl.exe**

Creates object files (.obj)

**lib.exe**

Creates static libraries (.lib)

**link.exe**

Creates executables (.exe) and dynamic libraries (.dll)

**Visual Studio Debugger**

Attaches to processes and lets developer "step" through code

# Compiladores



**Clang**



**GCC**



**Microsoft  
Visual C++**



**gcc / g++**

Creates object files (.o)

**ar**

Creates static libraries (.a)

**ld**

Creates executables and shared libraries (.so)

**gdb**

Attaches to processes and lets developer "step" through code

# Compiladores



**Clang**



**GCC**



**Microsoft  
Visual C++**



**libc++**

Standard library implementation

**clang /  
clang++**

Creates object  
files (.o)

**ar**

Creates static  
libraries (.a)

**lld**

Creates executables  
and shared libraries  
(.so)

**lldb**

Attaches to processes  
and lets developer  
"step" through code

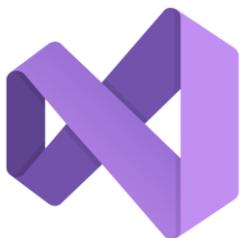
# Compiladores



Clang



GCC



Microsoft  
Visual C++

Clang/LLVM
Ubuntu (via apt-get):
<b>sudo apt-get install clang</b>
macOS (via MacPorts - XCode e XCode Command Line Tools devem estar instalados):
<b>sudo port install clang-17</b>
Window (via MSYS2):
<b>pacman -S mingw-w64-x86_64-clang</b>

GCC (GNU Compiler Collection)
Ubuntu (via apt-get):
<b>sudo apt-get install build-essential</b>
macOS (via MacPorts - XCode e XCode Command Line Tools devem estar instalados):
<b>sudo port install gcc</b>
Window (via MSYS2):
<b>pacman -S --needed base-devel mingw-w64- ucrt-x86_64-toolchain</b>

Windows (3) —

<input checked="" type="checkbox"/> Universal Windows Platform development Create applications for the Universal Windows Platform with C#, VB, JavaScript, or optionally C++.
<input type="checkbox"/> .NET desktop development Build WPF, Windows Forms and console applications using the .NET Framework.
<input type="checkbox"/> Desktop development with C++ Build classic Windows-based applications using the power of the Visual C++ toolset, ATL, and optional features like MFC and...

(Via <https://visualstudio.microsoft.com/vs/community/>)

# Compiler Explorer

The screenshot shows the Compiler Explorer interface. On the left, a C++ source code editor displays the following code:

```
#include <cstdint>

std::uint64_t pow(std::uint32_t base, std::uint16_t exponent) {
    std::uint64_t result = 1;
    while(exponent-- > 0) {
        result *= base;
    }
    return result;
}
```

On the right, an assembly output window shows the generated assembly code for the x86-64 clang 18.1.0 compiler with optimization level -O0. The assembly code is as follows:

```
pow(unsigned int, unsigned short):                         # @pow(unsigned int, unsigned short)
    push    rbp
    mov     rbp, rsp
    mov     ax, si
    mov     dword ptr [rbp - 4], edi
    mov     word ptr [rbp - 6], ax
    mov     qword ptr [rbp - 16], 1
.LBB0_1:                                                 # =>This Inner Loop Header: Depth=1
    mov     ax, word ptr [rbp - 6]
    mov     cx, ax
    add     cx, -1
    mov     word ptr [rbp - 6], cx
    movzx  eax, ax
    cmp     eax, 0
    jle    .LBB0_3
    mov     eax, dword ptr [rbp - 4]
    imul   rax, qword ptr [rbp - 16]
    mov     qword ptr [rbp - 16], rax
    jmp    .LBB0_1
.LBB0_3:
    mov     rax, qword ptr [rbp - 16]
    pop    rbp
    ret
```

```
#include <cstdint>

std::uint64_t pow(std::uint32_t base, std::uint16_t exponent) {
    std::uint64_t result = 1;
    while(exponent-- > 0) {
        result *= base;
    }
    return result;
}
```

<https://godbolt.org/>

# Quick C++ Benchmark

Quick C++ Benchmark

Run Quick Bench locally    Support Quick Bench Suite ▾    More ▾

```
1 static void StringCreation(benchmark::State& state) {
2     // Code inside this loop is measured repeatedly
3     for (auto _ : state) {
4         std::string created_string("hello");
5         // Make sure the variable is not optimized away by compiler
6         benchmark::DoNotOptimize(created_string);
7     }
8 }
9 // Register the function as a benchmark
10 BENCHMARK(StringCreation);

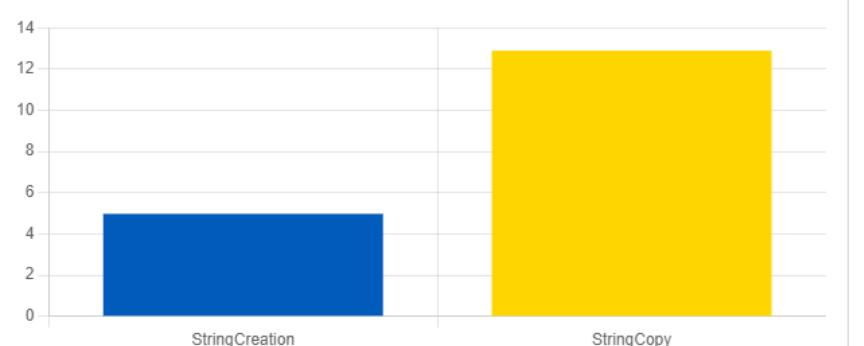
11 static void StringCopy(benchmark::State& state) {
12     // Code before the loop is not measured
13     std::string x = "hello";
14     for (auto _ : state) {
15         std::string copy(x);
16     }
17 }
18 BENCHMARK(StringCopy);
19
20
```

compiler = Clang 17.0 ▾    std = c++20 ▾    optim = O3 ▾  
STL = libstdc++(GNU) ▾    Other flags ▾

Run Benchmark    Disassembly = AT&T ▾     Clear cached results

Charts    Assembly



Operation	ratio (CPU time / Noop time)
StringCreation	~5
StringCopy	~13

ratio (CPU time / Noop time)  
Lower is faster

Show Noop bar

# Quick C++ Benchmark

The screenshot shows a web-based C++ benchmarking tool. At the top, there's a toolbar with icons for search, run, save, and more. The standard is set to C++ 20. Below the toolbar, the word "Source:" is followed by a block of C++ code. The "Insight:" section shows the generated assembly-like code corresponding to the source code.

**Source:**

```
1 #include <ranges>
2 #include <algorithm>
3 #include <array>
4 #include <cstdio>
5
6 int main() {
7     std::array<int, 5> ints = { 81, 72, 63, 54, 45 };
8     std::ranges::sort(ints);
9     for (auto i : ints)
10        std::printf("%d\n", i);
11    return 0;
12 }
```

**Insight:**

```
1 #include <ranges>
2 #include <algorithm>
3 #include <array>
4 #include <cstdio>
5
6 int main()
7 {
8     std::array<int, 5> ints = {{81, 72, 63, 54, 45}};
9     std::ranges::sort.operator()(ints, {}, {});
10 {
11     std::array<int, 5> & __range1 = ints;
12     int * __begin1 = __range1.begin();
13     int * __end1 = __range1.end();
14     for(; __begin1 != __end1; ++__begin1) {
15         int i = *__begin1;
16         printf("%d\n", i);
17     }
18 }
19 }
20 return 0;
21 }
22 }
```

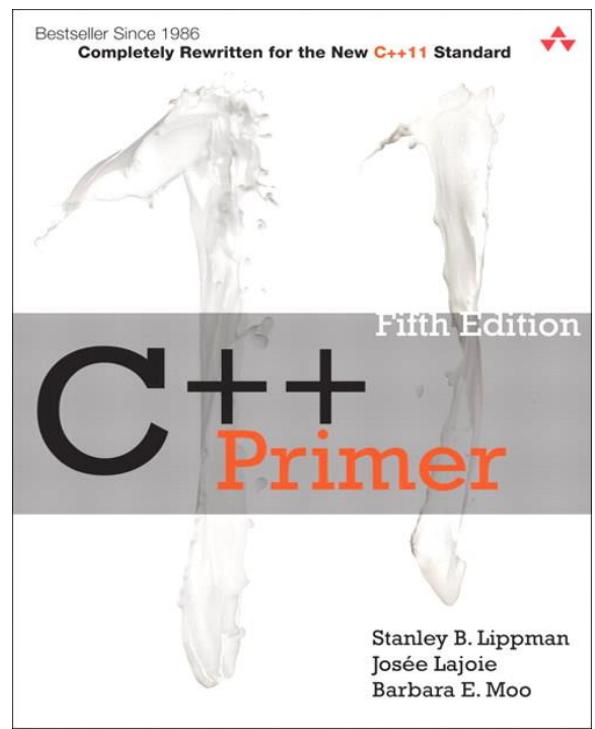
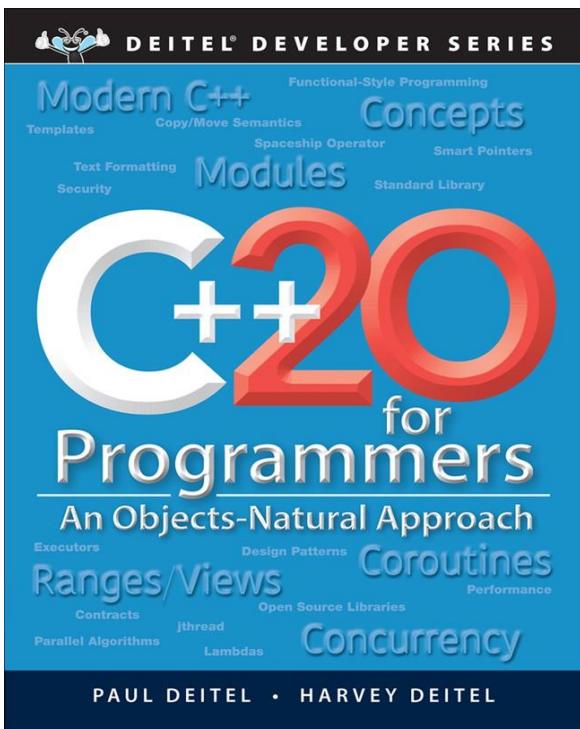
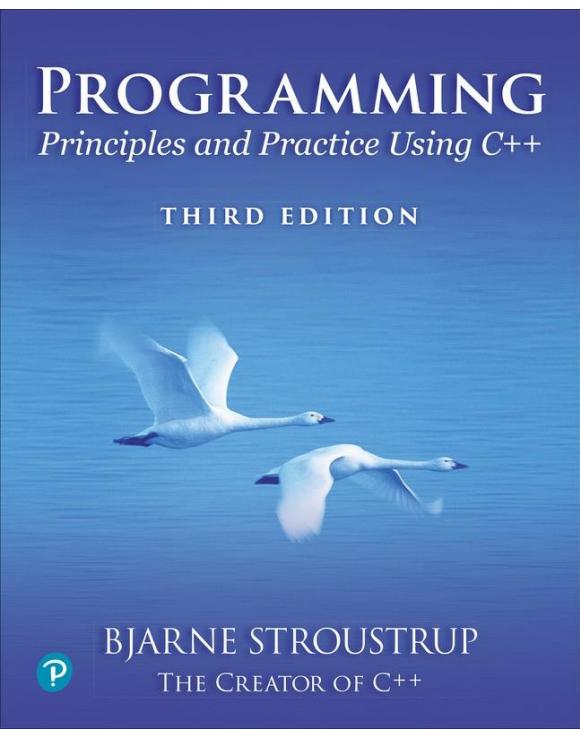
# Outras ferramentas

- IDEs
  - Visual Studio, Visual Studio Code, Qt Creator, CLion, ...
- Build
  - CMake
    - make, msbuild, ninja
- Gerenciador de Pacotes
  - Vcpkg, Conan
- Análise Estática
  - Microsoft C/C++ Code Analysis, Clang Static Analyzer, clang-tidy, CppCheck, PVS-Studio
- Análise Dinâmica
  - Sanitizers
    - Address (ASan), Leak (LSan), Thread (TSan), UndefinedBehavior (UBSan)
    - <https://github.com/google/sanitizers/>

**EU QUERO APRENDER C++!  
POR ONDE COMEÇAR?  
O QUE PRECISO SABER?**

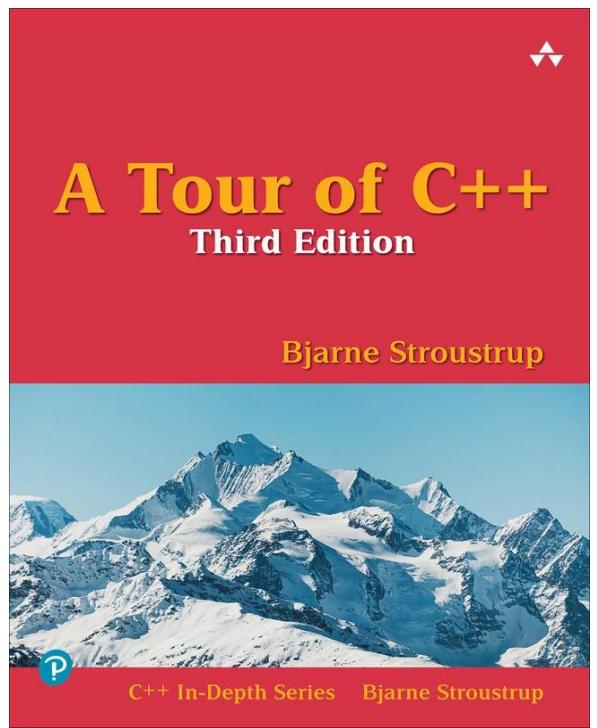
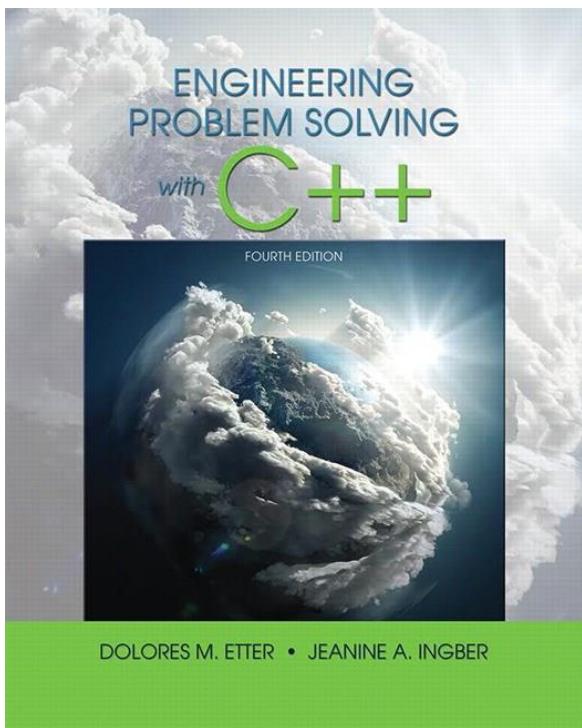
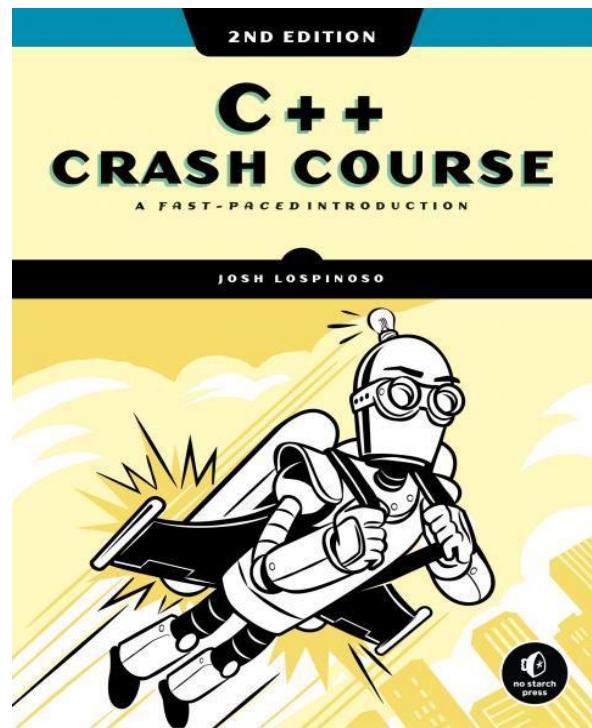
# Eu quero aprender C++!

## Por onde começar?



# Eu quero aprender C++!

## Por onde começar?



# Eu quero aprender C++!

## Por onde começar?

Updated for C++ 20

### Discovering Modern C++

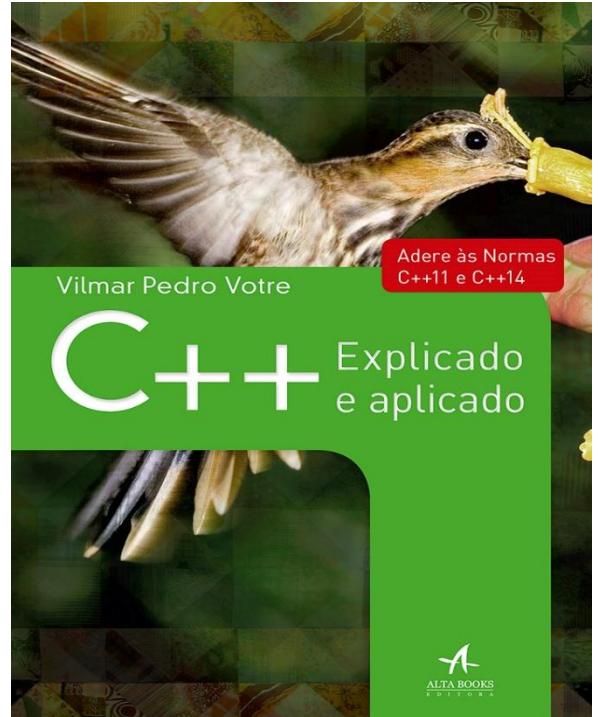
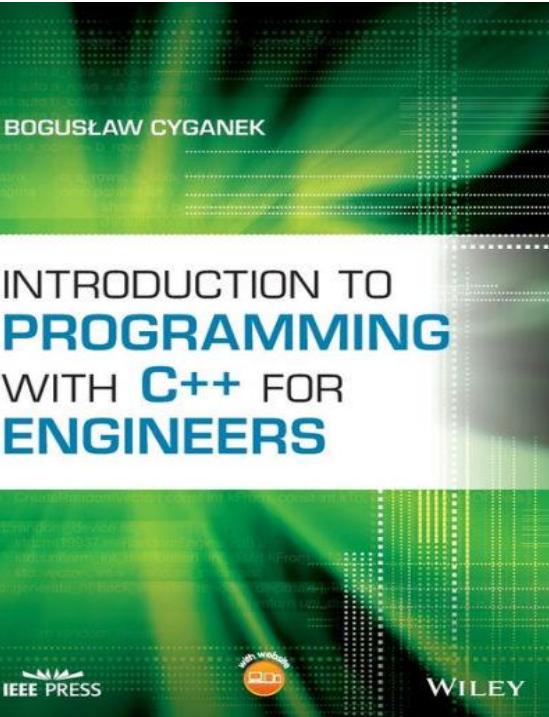
An Intensive Course for Scientists, Engineers, and Programmers

Peter Gottschling

SECOND EDITION

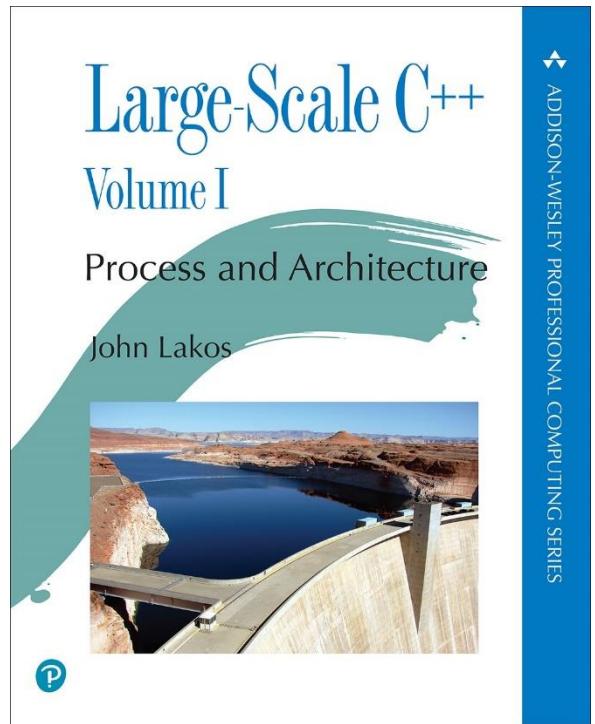
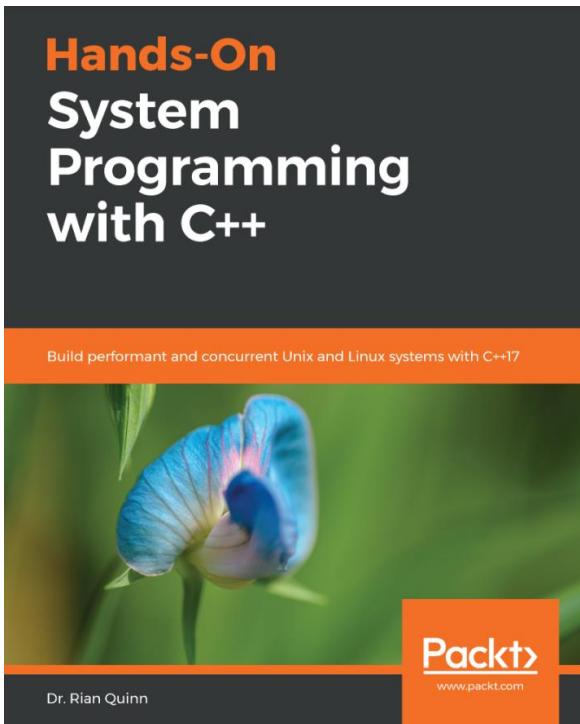
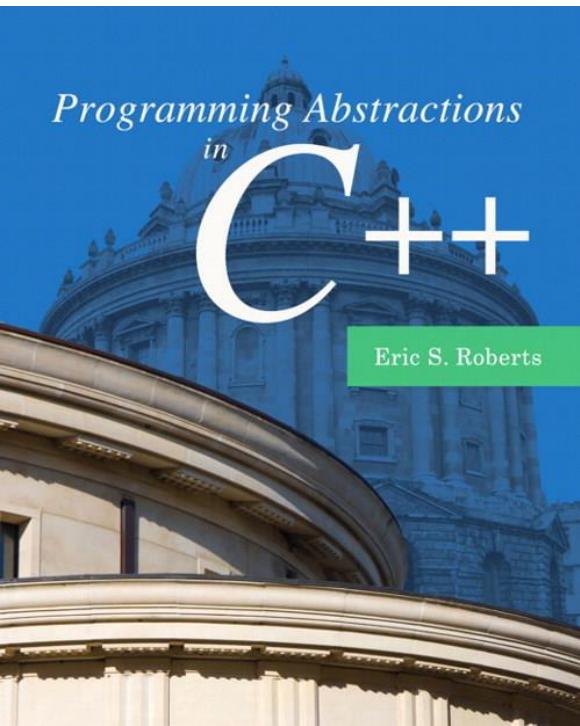


C++ In-Depth Series Bjarne Stroustrup



# Eu quero aprender C++!

## Por onde começar?

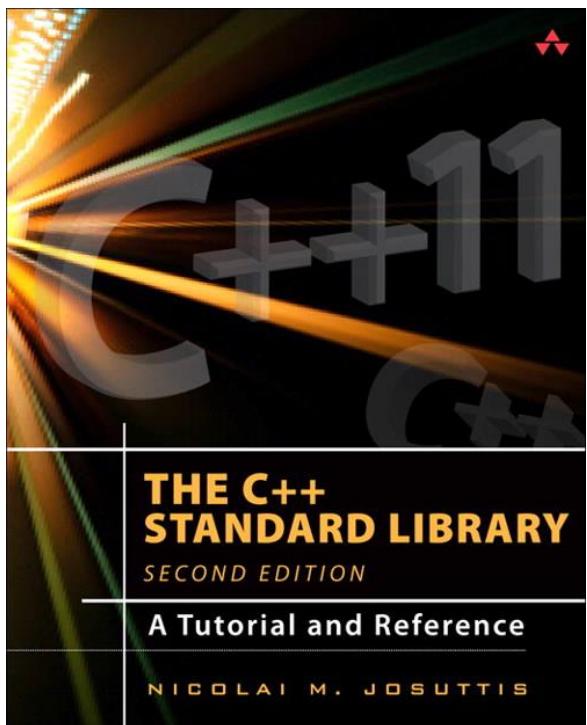


ADDISON-WESLEY PROFESSIONAL COMPUTING SERIES

# Eu quero aprender C++!

## O que preciso saber?

- Standard C++ Library



http://www.cplusplus.com/reference/ Reference - C++ Reference

**Reference**

Standard C++ Library reference

**C Library**

The elements of the C language library aspects, from general utility functions to standard headers.

Selected Standard Library Headers	ISO Standard	
<algorithm>	copy(), find(), sort()	§iso.25
<array>	array	§iso.23.3.2
<chrono>	duration, time_point	§iso.20.11.2
<cmath>	sqrt(), pow()	§iso.26.8
<complex>	complex, sqrt(), pow()	§iso.26.8
<forward_list>	forward_list	§iso.23.3.4
<iostream>	fstream, ifstream, ofstream	§iso.27.9.1
<future>	future, promise	§iso.30.6
<ios>	hex, dec, scientific, fixed, defaultfloat	§iso.27.5
<iostream>	istream, ostream, cin, cout	§iso.27.4
<map>	map, multimap	§iso.23.4.4
<memory>	unique_ptr, shared_ptr, allocator	§iso.20.6
<random>	default_random_engine, normal_distribution	§iso.26.5
<regex>	regex, smatch	§iso.28.8
<string>	string, basic_string	§iso.21.3
<set>	set, multiset	§iso.23.4.6
<sstream>	istrstream, ostrstream	§iso.27.8
<stdexcept>	length_error, out_of_range, runtime_error	§iso.19.2
<thread>	thread	§iso.30.3
<unordered_map>	unordered_map, unordered_multimap	§iso.23.5.4
<utility>	move(), swap(), pair	§iso.20.1
<vector>	vector	§iso.23.3.6
<cassert> (cassert.h)	C Diagnostic assertions	
<climits> (limits.h)	Sizes of integer types	
<clocale> (locale.h)	C localization	
<cmath> (math.h)	C numeric and math functions	
<ciso646> (iso646.h)	ISO 646 character set	
<climits> (limits.h)	Sizes of integer types	
<cmath> (math.h)	C numeric and math functions	
<csetjmp> (setjmp.h)	Non-local exits	
<csignal> (signal.h)	C library signals	
<cstdarg> (stdarg.h)	Variable argument lists	
<cstdbool> (stdbool.h)	Boolean values	
<cstddef> (stddef.h)	C Standard definitions	
<cstdint> (cstdint.h)	Integer types	
<cstdio> (stdio.h)	C library input-output	
<cstdlib> (stdlib.h)	C Standard library	
<cstring> (string.h)	C Strings (header)	
<ctgmath> (tgmath.h)	Type-generic math (header)	
<ctime> (time.h)	C Time Library (header)	
<cwchar> (cwchar.h)	Unicode characters (header)	

http://www.cplusplus.com

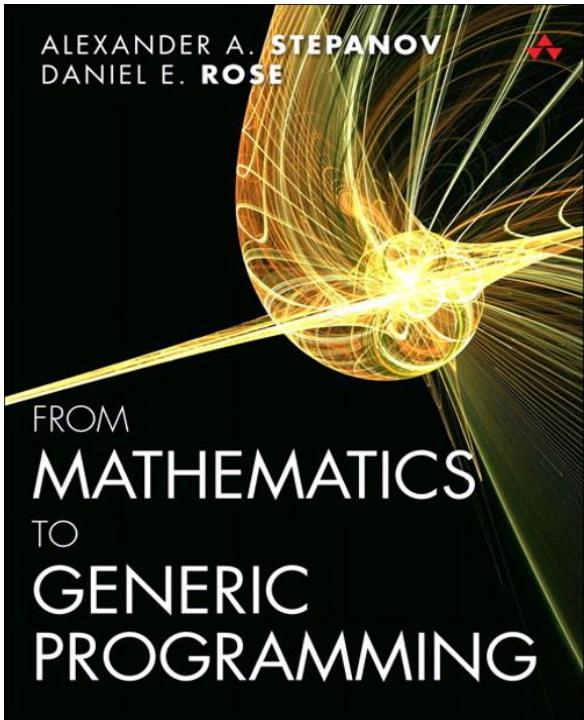
# Eu quero aprender C++!

## O que preciso saber?

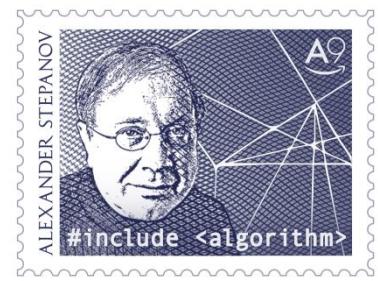
- **Standard Template Library (STL)**

The Standard Template Library, or *STL*, is a C++ library of **container classes**, **algorithms**, and **iterators**; it provides many of the basic algorithms and data structures of computer science.

The STL is a *generic* library, meaning that its components are heavily parameterized: almost every component in the STL is a template. [https://www.boost.org/sgi/stl/stl\\_introduction.html](https://www.boost.org/sgi/stl/stl_introduction.html)



- Generic Programming* is an
- approach to programming...
  - focused on designing algorithms and data structures so that they work in the most general setting...
  - without loss of efficiency



# Eu quero aprender C++!

## O que preciso saber?

- `#include <algorithm>`

---

### Standard Template Library: Algorithms

The header `<algorithm>` defines a collection of functions especially designed to be used on ranges of elements.

A range is any sequence of objects that can be accessed through iterators or pointers, such as an array or an instance of some of the STL containers. Notice though, that algorithms operate through iterators directly on the values, not affecting in any way the structure of any possible container (it never affects the size or storage allocation of the container).

```
template<ForwardIterator I, typename T, Compare C>
I lower_bound(I first, I last, const T& val, C compare)
{
    using std::distance;
    using std::advance;
    using D = DifferenceType<I>;
    D count = distance<>(first, last);
    while (count > D(0))
    {
        I it = first;
        D step = half<>(count);
        advance<>(it, step);
        if (compare(it, val))
        {
            first = it;
            ++first;
            count = count - step - D(1);
        }
        else
        {
            count = step;
        }
    }
    return first;
}
```

---

### std::binary\_search

```
template <class ForwardIterator, class T>
default (1)   bool binary_search (ForwardIterator first, ForwardIterator last,
                                const T& val);
```

```
1 template <class ForwardIterator, class T>
2     bool binary_search (ForwardIterator first, ForwardIterator last, const T& val)
3 {
4     first = std::lower_bound(first, last, val);
5     return (first!=last && !(val<*first));
6 }
```

# Eu quero aprender C++!

## O que preciso saber?

- Programação Concorrente



THE MICROSOFT JOURNAL FOR DEVELOPERS MARCH 2012 VOL 27 NO 3

Building the Internet of Things Torsten Grabs and Colin Miller .....	30
Develop Hybrid Native and Mobile Web Apps Shane Church .....	40
Create a Continuous Client Using Portable Class Libraries David Kean .....	48
New Concurrency Features in Visual C++ 11 Diego Dagum .....	56
Windows Phone Data Binding Jesse Liberty .....	62

**COLUMNS**

**THE CUTTING EDGE**  
Build a Progress Bar with SignalR  
Dino Esposito, page 6

**DATA POINTS**  
Entity Framework Code First and DbContext FAQs  
Julie Lerman, page 14

**FORECAST: CLOUDY**  
Exploring Cloud Architecture  
Joseph Fultz, page 18

**THE WORKING  
PROGRAMMER**  
Talk to Me, Part 2: ELIZA  
Ted Neward, page 74

Headers	
<atomic>	Atomic (header)
<thread>	Thread (header)
<mutex>	Mutex (header)
<condition_variable>	Condition variable (header)
<future>	Future (header)

This article discusses Visual C++ 11, a prerelease technology.  
All related information is subject to change.

This article discusses:

- Parallel execution
- Asynchronous tasks
- Threads
- Variables and exceptions
- Synchronization
- Atomic types
- Mutexes and locks
- Condition variables

Technologies discussed:

Visual C++ 11

Code download available at:

[code.msdn.microsoft.com/mag201203CPP](http://code.msdn.microsoft.com/mag201203CPP)

**DIEGO DAGUM** is a software developer with more than 20 years of experience. He's currently a Visual C++ community program manager with Microsoft.

**THANKS** to the following technical experts for reviewing this article:  
David Cravey, Alon Fleiss, Fabio Galuppo and Marc Gregoire

# Eu quero aprender C++!

## O que preciso saber?

The screenshot shows the cplusplus.com website's Reference section. The left sidebar has a 'C++' tab selected, with 'Reference' highlighted. Below it is a 'Reference' section containing links to C library, Containers, Input/Output, Multi-threading, and Other topics. The main content area is titled 'Reference' and 'Standard C++ Library reference'. It includes a table listing various C headers and their descriptions.

Header	Description
<a href="#">&lt;cassert&gt; (assert.h)</a>	C Diagnostics Library ( <a href="#">header</a> )
<a href="#">&lt;cctype&gt; (ctype.h)</a>	Character handling functions ( <a href="#">header</a> )
<a href="#">&lt;cerrno&gt; (errno.h)</a>	C Errors ( <a href="#">header</a> )
<a href="#">&lt;cfenv&gt; (fenv.h)</a>	Floating-point environment ( <a href="#">header</a> )
<a href="#">&lt;cfloat&gt; (float.h)</a>	Characteristics of floating-point types ( <a href="#">header</a> )
<a href="#">&lt;cinttypes&gt; (inttypes.h)</a>	C integer types ( <a href="#">header</a> )
<a href="#">&lt;ciso646&gt; (iso646.h)</a>	ISO 646 Alternative operator spellings ( <a href="#">header</a> )
<a href="#">&lt;climits&gt; (limits.h)</a>	Sizes of integral types ( <a href="#">header</a> )
<a href="#">&lt;clocale&gt; (locale.h)</a>	C localization library ( <a href="#">header</a> )
<a href="#">&lt;cmath&gt; (math.h)</a>	C numerics library ( <a href="#">header</a> )
<a href="#">&lt;csetjmp&gt; (setjmp.h)</a>	Non local jumps ( <a href="#">header</a> )
<a href="#">&lt;csignal&gt; (signal.h)</a>	C library to handle signals ( <a href="#">header</a> )
<a href="#">&lt;cstdarg&gt; (stdarg.h)</a>	Variable arguments handling ( <a href="#">header</a> )
<a href="#">&lt;cstdbool&gt; (stdbool.h)</a>	Boolean type ( <a href="#">header</a> )
<a href="#">&lt;cstddef&gt; (stddef.h)</a>	C Standard definitions ( <a href="#">header</a> )

<https://cplusplus.com/reference>

# Eu quero aprender C++!

## O que preciso saber?

cppreference.com

 Log in

Search

[Page](#) [Discussion](#)

Standard revision: [Diff](#)

[View](#) [View source](#) [History](#)

### C++ reference

[C++11](#), [C++14](#), [C++17](#), [C++20](#), [C++23](#), [C++26](#) | Compiler support [C++11](#), [C++14](#), [C++17](#), [C++20](#), [C++23](#), [C++26](#)

#### Language

Keywords – Preprocessor  
ASCII chart  
Basic concepts  
Comments  
Names (lookup)  
Types (fundamental types)  
The main function  
Expressions  
Value categories  
Evaluation order  
Operators (precedence)  
Conversions – Literals  
Statements  
if – switch  
for – range-for ([C++11](#))  
while – do-while  
Declarations – Initialization  
Functions – Overloading  
Classes (unions)  
Templates – Exceptions  
Freestanding implementations  
**Standard library (headers)**  
**Named requirements**  
**Feature test macros** ([C++20](#))  
**Language support library**  
Program utilities  
`source_location` ([C++20](#))  
Coroutine support ([C++20](#))  
Three-way comparison ([C++20](#))  
Type support  
`numeric_limits` – `type_info`  
`initializer_list` ([C++11](#))  
**Concepts library** ([C++20](#))  
**Diagnostics library**  
exception – System error  
`basic_stacktrace` ([C++23](#))

#### Memory management library

`unique_ptr` ([C++11](#))  
`shared_ptr` ([C++11](#))  
`weak_ptr` ([C++11](#))  
Memory resources ([C++17](#))  
Allocators – Low level management  
**Metaprogramming library** ([C++11](#))  
Type traits – `ratio`  
`integer_sequence` ([C++14](#))  
**General utilities library**  
Function objects – `hash` ([C++11](#))  
Swap – Type operations ([C++11](#))  
Integer comparison ([C++20](#))  
`pair` – tuple ([C++11](#))  
`optional` ([C++17](#))  
`expected` ([C++23](#))  
`variant` ([C++17](#)) – any ([C++17](#))  
String conversions ([C++17](#))  
Formatting ([C++20](#))  
`bitset` – Bit manipulation ([C++20](#))  
Debugging support ([C++26](#))  
**Strings library**  
`basic_string` – `char_traits`  
`basic_string_view` ([C++17](#))  
Null-terminated strings:  
byte – multibyte – wide  
**Containers library**  
`vector` – deque – array ([C++11](#))  
`list` – `forward_list` ([C++11](#))  
`map` – `multimap` – set – `multiset`  
`unordered_map` ([C++11](#))  
`unordered_multimap` ([C++11](#))  
`unordered_set` ([C++11](#))  
`unordered_multiset` ([C++11](#))  
Container adaptors  
`span` ([C++20](#)) – `mdspan` ([C++23](#))

#### Iterators library

**Ranges library** ([C++20](#))  
**Algorithms library**

Execution policies ([C++17](#))  
Constrained algorithms ([C++20](#))

#### Numerics library

Common math functions  
Mathematical special functions ([C++17](#))  
Mathematical constants ([C++20](#))  
Basic linear algebra algorithms ([C++26](#))  
Numeric algorithms  
Pseudo-random number generation  
Floating-point environment ([C++11](#))  
`complex` – `valarray`

#### Date and time library

Calendar ([C++20](#)) – Time zone ([C++20](#))

#### Localization library

`locale` – Character classification  
`text_encoding` ([C++26](#))

#### Input/output library

Print functions ([C++23](#))  
Stream-based I/O – I/O manipulators  
`basic_istream` – `basic_ostream`  
Synchronized output ([C++20](#))  
File systems ([C++17](#))

#### Regular expressions library

`basic_regex` – Algorithms  
Default regular expression grammar

#### Concurrency support library

thread – `jthread` ([C++20](#))  
`atomic` – `atomic_flag`  
`atomic_ref` ([C++20](#)) – `memory_order`  
Mutual exclusion – Semaphores ([C++20](#))  
Condition variables – Futures  
`latch` ([C++20](#)) – `barrier` ([C++20](#))  
Safe Reclamation ([C++26](#))

#### Technical specifications

##### Standard library extensions

(library fundamentals TS)

`resource_adaptor` – `invocation_type`

##### Standard library extensions v2

(library fundamentals TS v2)

`propagate_const` – `ostream_joiner` – `randint`

`observer_ptr` – Detection idiom

##### Standard library extensions v3

(library fundamentals TS v3)

`scope_exit` – `scope_fail` – `scope_success` – `unique_resource`

##### Parallelism library extensions v2

(parallelism TS v2)

`simd`

##### Concurrency library extensions

(concurrency TS)

##### Transactional Memory

(TMTS)

##### Reflection

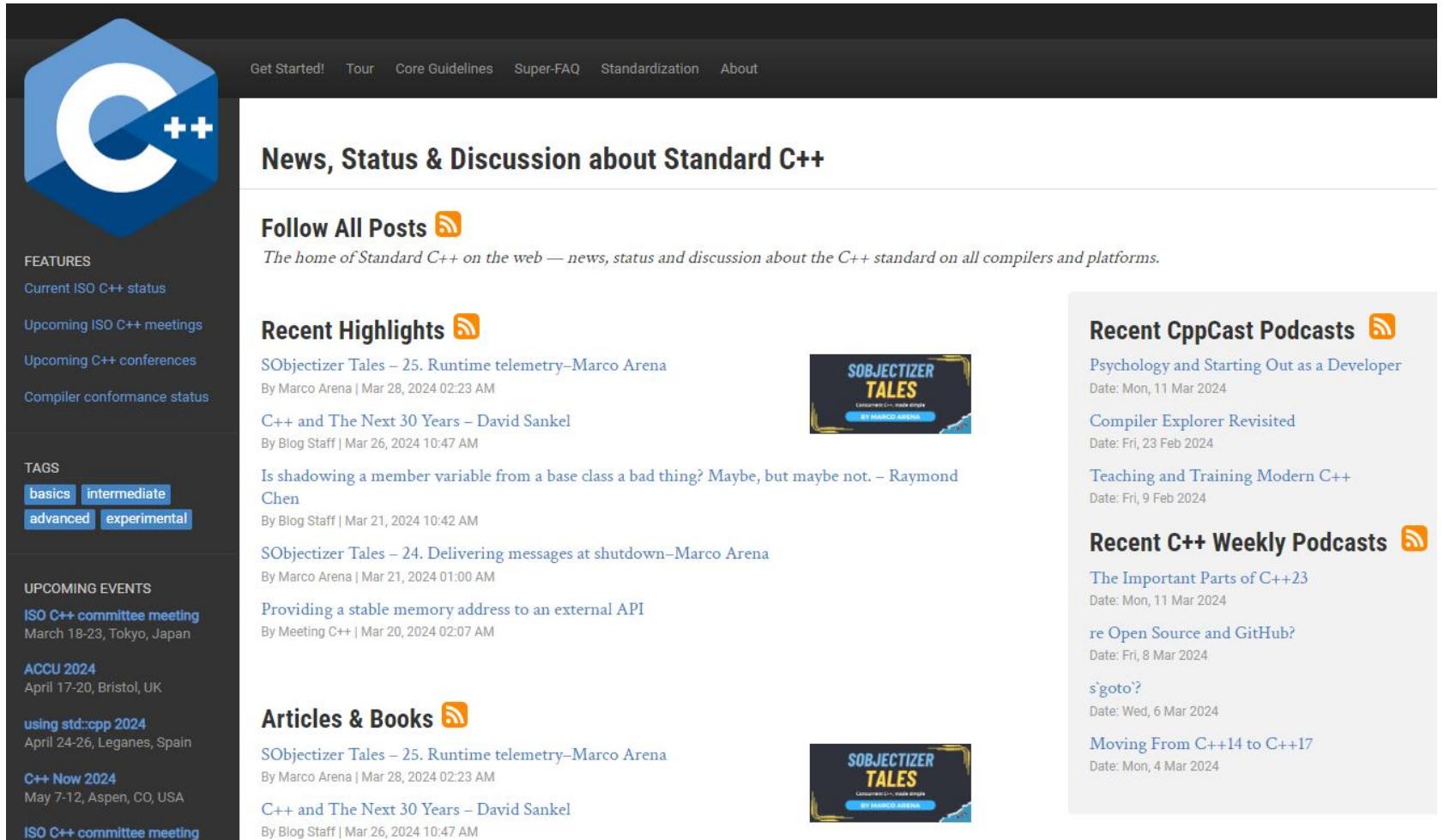
(reflection TS)

External Links – Non-ANSI/ISO Libraries – Index – std Symbol Index

<https://en.cppreference.com>

# Eu quero aprender C++!

# O que preciso saber?



The screenshot shows the ISO C++ website homepage. At the top, there's a large blue hexagonal logo with a white 'C++' symbol. Below it, a navigation bar includes links for 'Get Started!', 'Tour', 'Core Guidelines', 'Super-FAQ', 'Standardization', and 'About'. On the left sidebar, there are sections for 'FEATURES' (Current ISO C++ status, Upcoming ISO C++ meetings, Upcoming C++ conferences, Compiler conformance status), 'TAGS' (basics, intermediate, advanced, experimental), and 'UPCOMING EVENTS' (ISO C++ committee meeting, ACCU 2024, using std::cpp 2024, C++ Now 2024, ISO C++ committee meeting). The main content area features a section titled 'News, Status & Discussion about Standard C++' with a heading 'Follow All Posts' and an RSS icon. It includes a brief description: 'The home of Standard C++ on the web — news, status and discussion about the C++ standard on all compilers and platforms.' Below this, there are three columns of recent posts: 'Recent Highlights' (SObjectizer Tales - 25. Runtime telemetry by Marco Arena, C++ and The Next 30 Years by David Sankel, Is shadowing a member variable from a base class a bad thing? by Raymond Chen), 'Recent CppCast Podcasts' (Psychology and Starting Out as a Developer by Marco Arena, Compiler Explorer Revisited by Marco Arena, Teaching and Training Modern C++ by Marco Arena), and 'Recent C++ Weekly Podcasts' (The Important Parts of C++23 by Marco Arena, re Open Source and GitHub? by Marco Arena, s'goto? by Marco Arena, Moving From C++14 to C++17 by Marco Arena).

<https://isocpp.org/>

# Eu quero aprender C++!

## O que preciso saber?

- Core Guidelines

The image shows a screenshot of the C++ Core Guidelines website on the left and two book covers on the right.

**C++ Core Guidelines Website:**

- Logo:** A blue hexagon containing a white 'C' with a green arrow pointing to it, followed by '++'.
- Header:** 'C++ Core Guidelines' and 'February 15, 2024'.
- Editors:** Bjarne Stroustrup and Herb Sutter.
- Description:** This is a living document (code) project, this work of derivative works from this project requires LICENSE file for details, modify, and derive from.
- Comments:** Comments and suggestions extend this document.
- Available libraries:** Available libraries implemented outlines our aims and
- Problems:** The sets of rules or enforceability.

**Books:**

- Best Practices for Modern C++** by Rainer Grimm (Author), Bjarne Stroustrup (Foreword). The cover features a large 'C++' logo and the title 'CORE GUIDELINES EXPLAINED'.
- BEAUTIFUL C++** by J. Guy Davidson / Kate Gregory. The cover features a colorful, abstract graphic of overlapping shapes and the title 'BEAUTIFUL C++'.

# Eu quero aprender C++!

## O que preciso saber?



### CppCon

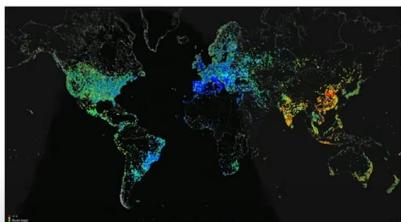
@CppCon • 145K subscribers • 1.5K videos

Visit [cppcon.org](http://cppcon.org) for details on next year's conference. CppCon sponsors have made it pos...more



### C++20: C++ at 40

stability and evolution



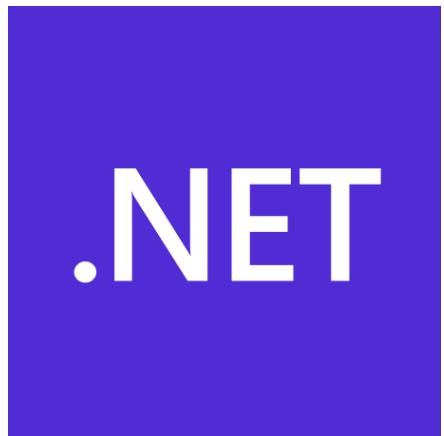
Bjarne Stroustrup  
Morgan Stanley, Columbia University  
[www.stroustrup.com](http://www.stroustrup.com)

<https://www.youtube.com/@CppCon>

# **TECNOLOGIAS QUE UTILIZAM C++**

# Quem depende de C++?

- Máquina Virtual



runtime / src / coreclr / vm /	
amd64	Remove support for non-indirect code headers (#100351)
arm	Remove support for non-indirect code headers (#100351)
arm64	Remove support for non-indirect code headers (#100351)
eventing	Remove strtok, strtok_s, wcstok_s PAL APIs (#98008)
i386	Remove support for non-indirect code headers (#100351)
loongarch64	Remove support for non-indirect code headers (#100351)
ppc64le	Upstream coreclr and pal changes to support powerpc (ppc64le) a...
riscv64	Remove support for non-indirect code headers (#100351)
s390x	Build support for s390x: clr.iltools and cir.paltests (#53289)
wks	Replaced the '_obj' CMake objects and their INTERFACE's, with just...
CMakeLists.txt	Move last P/Invoke error from native Thread and delete C/C++ Sa...
ClrEtwAll.man	Add EventSource event for WaitHandle waits (#94737)
ClrEtwAllMeta.lst	Add EventSource event for WaitHandle waits (#94737)
amsi.cpp	December infra rollout - remove duplicated 'src' from coreclr subr...
amsi.h	December infra rollout - remove duplicated 'src' from coreclr subr...
appdomain.cpp	Move last P/Invoke error from native Thread and delete C/C++ Sa...
appdomain.hpp	Move various thread-local objects that were used in self-containe...
appdomain.inl	December infra rollout - remove duplicated 'src' from coreclr subr...
appdomainnative.cpp	Convert HELPER_METHOD_FRAME to QCalls (5/N) (#96526)
appdomainnative.hpp	Convert HELPER_METHOD_FRAME to QCalls (5/N) (#96526)

<https://github.com/dotnet/runtime/tree/main/src/coreclr/vm>

# Quem depende de C++?

- Máquina Virtual



Files

master Go to file

src

- demo/share
- hotspot
- cpu
  - aarch64
  - arm
  - ppc
  - riscv
  - s390
  - x86
    - gc
      - abstractInterpreter\_x86.cpp
      - assembler\_x86.cpp
      - assembler\_x86.hpp
      - assembler\_x86.inline.hpp
      - bytes\_x86.hpp
      - c1\_CodeStubs\_x86.cpp
      - c1\_Defs\_x86.hpp
      - c1\_FpuStackSim\_x86.cpp
      - c1\_FpuStackSim\_x86.hpp
      - c1\_FrameMap\_x86.cpp
      - c1\_FrameMap\_x86.hpp
      - c1\_LIRAssembler\_x86.cpp

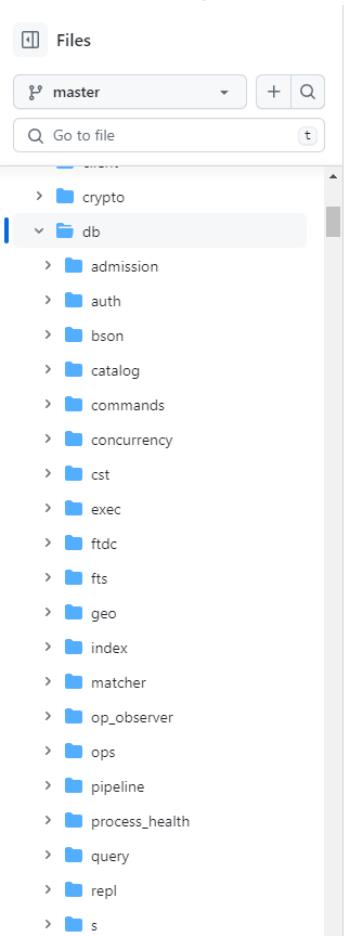
jdk / src / hotspot / cpu / x86 /	
<a href="#">stubGenerator_x86_64_pow.cpp</a>	8304828: Lots of constant static data not declared static const in c...
<a href="#">stubGenerator_x86_64_sin.cpp</a>	8304828: Lots of constant static data not declared static const in c...
<a href="#">stubGenerator_x86_64_tan.cpp</a>	8304828: Lots of constant static data not declared static const in c...
<a href="#">stubRoutines_x86.cpp</a>	8252136: Several methods in hotspot are missing "static"
<a href="#">stubRoutines_x86.hpp</a>	8322768: Optimize non-subword vector compress and expand API...
<a href="#">stubRoutines_x86_32.cpp</a>	8320272: Make method_entry_barrier address shared
<a href="#">stubRoutines_x86_64.cpp</a>	8322768: Optimize non-subword vector compress and expand API...
<a href="#">templateInterpreterGenerator_x86.cpp</a>	8301997: Move method resolution information out of the cpCache
<a href="#">templateInterpreterGenerator_x86_32.cpp</a>	8301498: Replace NULL with nullptr in cpu/x86
<a href="#">templateInterpreterGenerator_x86_64.cpp</a>	8301498: Replace NULL with nullptr in cpu/x86
<a href="#">templateTable_x86.cpp</a>	8320276: Improve class initialization barrier in TemplateTable::new
<a href="#">templateTable_x86.hpp</a>	8301997: Move method resolution information out of the cpCache
<a href="#">upcallLinker_x86_32.cpp</a>	8254693: Add Panama feature to pass heap segments to native co...
<a href="#">upcallLinker_x86_64.cpp</a>	8322962: Upcall stub might go undetected when freezing frames
<a href="#">vmStructs_x86.hpp</a>	8265403: consolidate definition of CPU features
<a href="#">vm_version_x86.cpp</a>	8327999: Remove copy of unused registers for cpu features check ...
<a href="#">vm_version_x86.hpp</a>	8325991: Accelerate Poly1305 on x86_64 using AVX2 instructions
<a href="#">vmreg_x86.cpp</a>	8292153: x86: Represent Registers as values
<a href="#">vmreg_x86.hpp</a>	8292153: x86: Represent Registers as values
<a href="#">vmreg_x86.inline.hpp</a>	8292153: x86: Represent Registers as values

<https://github.com/openjdk/jdk/tree/master/src/hotspot>



# Quem depende de C++?

- Banco de Dados (orientado a documentos)



A screenshot of a GitHub repository interface. On the left, there is a file browser with a sidebar showing a tree view of files and folders. The main area shows a list of files under the path `mongo / src / mongo / db /`. The list includes various C++ source files and header files, each with a corresponding GitHub pull request link next to it. The files listed are: client.cpp, client.h, client\_context\_test.cpp, client\_out\_of\_line\_executor.cpp, client\_out\_of\_line\_executor.h, client\_out\_of\_line\_executor\_test.cpp, client\_strand.cpp, client\_strand.h, client\_strand\_test.cpp, clientcursor.cpp, clientcursor.h, cloner.cpp, cloner.h, cloner.idl, cluster\_auth\_mode\_option.idl, cluster\_command\_translations.h, cluster\_role.cpp, cluster\_role.h, cluster\_transaction\_api.cpp, and cluster\_transaction\_api.h. Each file entry also includes a small thumbnail icon representing the file type.

File	Pull Request
client.cpp	<a href="#">SERVER-87015</a> Optimize registration of operations in `MozJS...`
client.h	<a href="#">SERVER-84765</a> Return the correct port at host field when embed...
client_context_test.cpp	<a href="#">SERVER-81830</a> Create Clients with Service, not ServiceContext
client_out_of_line_executor.cpp	<a href="#">SERVER-87974</a> Enable modernize-use-override and apply fixes (#2...
client_out_of_line_executor.h	<a href="#">SERVER-87974</a> Enable modernize-use-override and apply fixes (#2...
client_out_of_line_executor_test.cpp	<a href="#">SERVER-82100</a> Remove Client::unspecifiedService and force all call...
client_strand.cpp	<a href="#">SERVER-81059</a> bulk-revert of include of boost iif.hpp
client_strand.h	<a href="#">SERVER-77047 SERVER-77048</a> IWYU automated changes up to en...
client_strand_test.cpp	<a href="#">SERVER-81830</a> Create Clients with Service, not ServiceContext
clientcursor.cpp	<a href="#">SERVER-88271</a> Make QueryKnobConfigurations accessible via Expr...
clientcursor.h	<a href="#">SERVER-88271</a> Make QueryKnobConfigurations accessible via Expr...
cloner.cpp	<a href="#">SERVER-87805</a> movePrimary should not preserve UUID's of unshar...
cloner.h	<a href="#">SERVER-87805</a> movePrimary should not preserve UUID's of unshar...
cloner.idl	<a href="#">SERVER-86977</a> : Make redact a required field for set parameters an...
cluster_auth_mode_option.idl	<a href="#">SERVER-41412</a> Introduce a search_beta_auth suite.
cluster_command_translations.h	<a href="#">SERVER-81266</a> : MultiUpdateCoordinator sends cluster update to s...
cluster_role.cpp	<a href="#">SERVER-82303</a> separate MetricsTree per Service (#17183)
cluster_role.h	<a href="#">SERVER-85770</a> Enable internal routing capabilities by default
cluster_transaction_api.cpp	<a href="#">SERVER-84183</a> Support FLE2 in embedded router mode (#18323)
cluster_transaction_api.h	<a href="#">SERVER-87974</a> Enable modernize-use-override and apply fixes (#2...

<https://github.com/mongodb/mongo/tree/master/src/mongo/db>

# Quem depende de C++?

- Ambiente de tempo de execução JavaScript



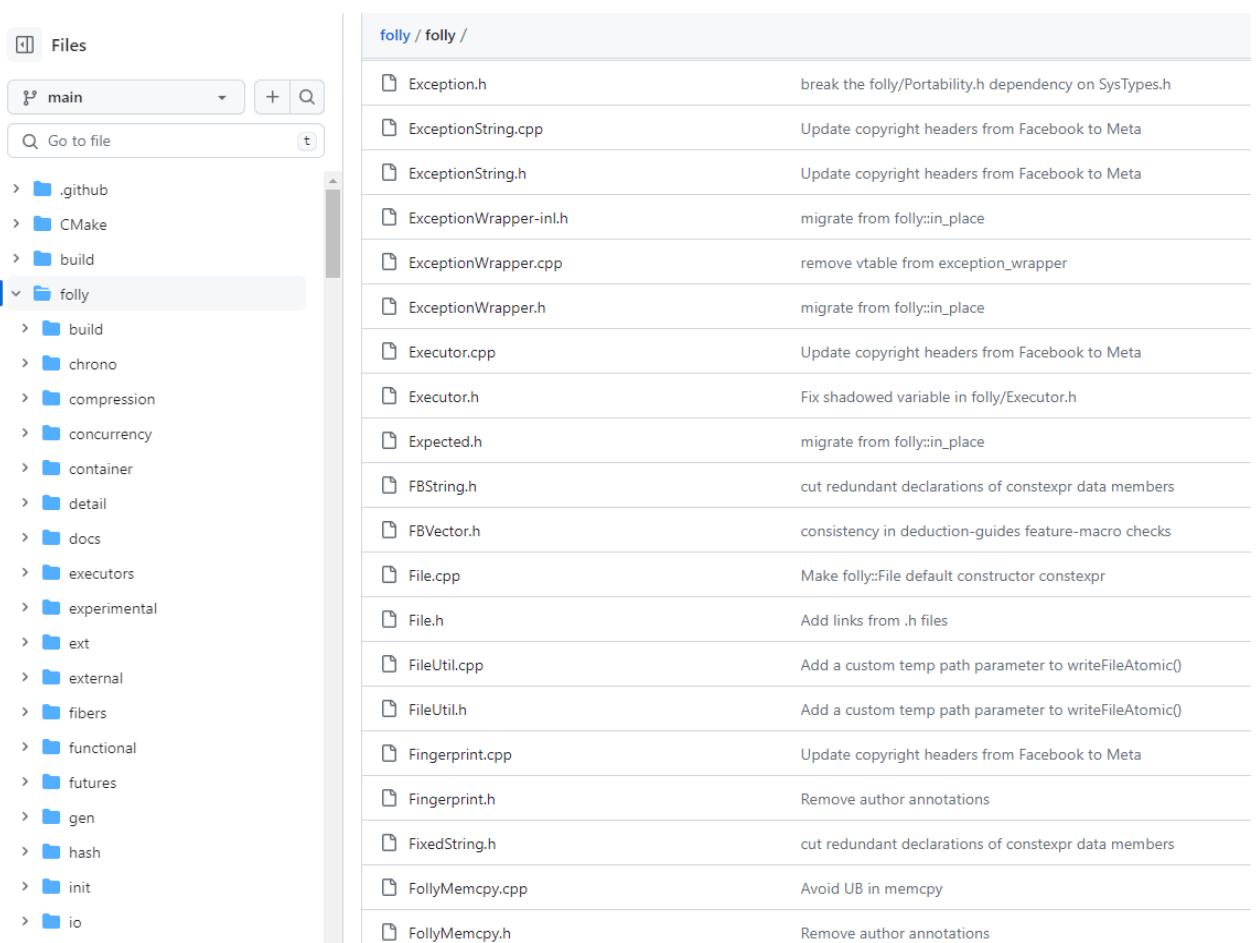
node / src /	
dataqueue	quic: further implementation details
inspector	inspector: add NodeRuntime.waitingForDebugger event
large_pages	src: large page attributing an id on Linux
permission	src: avoid shadowed string in fs_permission
quic	quic: various additional cleanups, fixes in Endpoint
res	build: remove dtrace & etw support
tracing	src: trace threadpool event
.clang-tidy	tools: add clang-tidy rule in src
README.md	src: remove ContextEmbedderIndex:kBindingDataStoreIndex
acorn_version.h	deps: update acorn to 8.11.3
aliased_buffer-inl.h	src: remove aliased buffer weak callback
aliased_buffer.h	src: remove aliased buffer weak callback
aliased_struct-inl.h	src: add AliasedStruct utility
aliased_struct.h	src: add AliasedStruct utility
async_wrap-inl.h	src: add worker per-isolate binding initialization
async_wrap.cc	module: bootstrap module loaders in shadow realm
async_wrap.h	async_hooks,inspector: implement inspector api without async_wrap
base64-inl.h	src: remove base64_select_table and base64_table
base64.h	src: remove base64_select_table and base64_table
base64_version.h	deps: update base64 to 0.5.2

<https://github.com/mongodb/mongo/tree/master/src/mongo/db>

# Quem depende de C++?

- Rede Social

 Meta  
facebook



The screenshot shows a GitHub repository interface. On the left, there's a file browser with a sidebar containing links like 'main', '.github', 'CMake', 'build', and 'folly'. The 'folly' folder is expanded, showing sub-directories: build, chrono, compression, concurrency, container, detail, docs, executors, experimental, ext, external, fibers, functional, futures, gen, hash, init, and io. To the right, a list of commits in the 'folly/folly' directory is displayed, each with a file icon, the file name, and a brief description of the changes.

File	Description
Exception.h	break the folly/Portability.h dependency on SysTypes.h
ExceptionString.cpp	Update copyright headers from Facebook to Meta
ExceptionString.h	Update copyright headers from Facebook to Meta
ExceptionWrapper-inl.h	migrate from folly::in_place
ExceptionWrapper.cpp	remove vtable from exception_wrapper
ExceptionWrapper.h	migrate from folly::in_place
Executor.cpp	Update copyright headers from Facebook to Meta
Executor.h	Fix shadowed variable in folly/Executor.h
Expected.h	migrate from folly::in_place
FBString.h	cut redundant declarations of constexpr data members
FBVector.h	consistency in deduction-guides feature-macro checks
File.cpp	Make folly::File default constructor constexpr
File.h	Add links from .h files
FileUtil.cpp	Add a custom temp path parameter to writeFileAtomic()
FileUtil.h	Add a custom temp path parameter to writeFileAtomic()
Fingerprint.cpp	Update copyright headers from Facebook to Meta
Fingerprint.h	Remove author annotations
FixedString.h	cut redundant declarations of constexpr data members
FollyMemcpy.cpp	Avoid UB in memcpy
FollyMemcpy.h	Remove author annotations

<https://github.com/facebook/folly/tree/main/folly>

# Quem depende de C++?

- Navegador Web



chromium / chrome / browser / background /

background_application_list_model.h	Update copyright headers in chrome
background_application_list_model_unittest.cc	[Extensions] Create c/b/extensions/permissions directory
background_contents.cc	Remove WebContents::CreateParams::is_never_visible
background_contents.h	[mparch] Clean up WCD::DidNavigateMainFramePostCom...
background_contents_service.cc	[Extensions cleanup] Update GetExtensionById() in background/
background_contents_service.h	Use FlakyDanglingUntriaged for previously marked raw_ptrs.
background_contents_service_factory.cc	Implement the non-deprecated builder.
background_contents_service_factory.h	Implement the non-deprecated builder.
background_contents_service_observer.h	Update copyright headers in chrome
background_contents_service_unittest.cc	Delete unused notification includes
background_mode_manager.cc	Removed DCHECK from BackgroundModeManager::OnProfileWill...
background_mode_manager.h	Release keep-alive for force installed extensions in background m...
background_mode_manager_aura.cc	Update copyright headers in chrome
background_mode_manager_chromeos.cc	Update copyright headers in chrome
background_mode_manager_mac.cc	Don't add Chromium as a login item
background_mode_manager_unittest.cc	Release keep-alive for force installed extensions in background m...
background_mode_manager_win.cc	Rename chrome/app/ branding strings
background_mode_optimizer.cc	Clean up some BackgroundModeOptimizer code
background_mode_optimizer.h	Clean up some BackgroundModeOptimizer code
background_mode_optimizer_unittest.cc	Clean up some BackgroundModeOptimizer code

<https://github.com/chromium/chromium/tree/main/chrome>

# Quem depende de C++?

- Motor de jogos



**UNREAL  
ENGINE**

Files

release + 🔎

Go to file ⚙

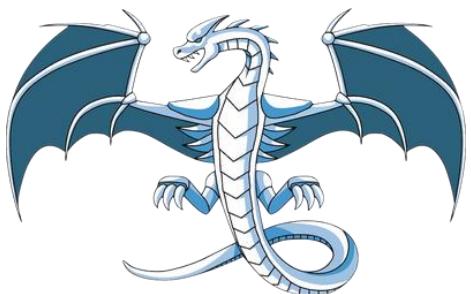
- Engine
- Binaries
- Build
- Config
- Documentation
- Extras
- Plugins
- Programs
- Shaders
- Source
  - Developer
  - Editor
  - Programs
  - Runtime
    - AIModule
    - AVEncoder
    - AVIWriter
    - AdvancedWidgets
    - Advertising
    - Analytics
    - Android
    - AnimGraphRuntime

UnrealEngine / Engine / Source / Runtime / RenderCore / Private /	
RayTracingValidationShaders.cpp	Deprecated non-command list RHI methods.
RenderCaptureInterface.cpp	Ran IWYU on RHI and RenderCore, private only.
RenderCore.cpp	Add GNearClippingPlane_RenderThread to be accessed on only o...
RenderGraphAllocator.cpp	Unshelved from pending changelist '24339224':
RenderGraphBlackboard.cpp	Ran IWYU on RHI and RenderCore, private only.
RenderGraphBuilder.cpp	Deprecated non-command list RHI methods.
RenderGraphEvent.cpp	Deprecated InitRHI() in favor of InitRHI(FRHICommandListBase&).
RenderGraphPass.cpp	Ran IWYU on RHI and RenderCore, private only.
RenderGraphPrivate.cpp	Disable AsyncCompute and ParallelExecute when FlushGPU is ena...
RenderGraphPrivate.h	Fixes AsyncCompute passes not showing up in ProfileGPU
RenderGraphResourcePool.cpp	Fixed validation error in transient allocator due to transient allo...
RenderGraphResourcePool.h	Fixed validation error in transient allocator due to transient allo...
RenderGraphResources.cpp	Deprecated non-command list RHI methods.
RenderGraphTrace.cpp	Added parallel setup for RDG passes
RenderGraphUtils.cpp	Bindless: consider BindlessResourceParameters array when clearin...
RenderGraphValidation.cpp	Added CVar to RDG to control whether to enable expensive RDG v...
RenderResource.cpp	Deprecated non-command list RHI methods.
RenderTargetPool.cpp	Removing uses of ForceIntoNonStreamingMemoryTracking while ...
RenderTransform.cpp	Initialize FRenderTransform::Identity with explicit values, since FMa...
RenderUtils.cpp	Deprecated InitRHI() in favor of InitRHI(FRHICommandListBase&).

<https://github.com/EpicGames/UnrealEngine/tree/release/Engine>

# Quem depende de C++?

- Infraestrutura de compiladores



Files

main Go to file

llvm benchmarks bindings cmake docs examples include llvm-c llvm ADT

ADL.h APFixedPoint.h APFloat.h APInt.h APSInt.h AddressRanges.h AllocatorList.h Any.h ArrayRef.h BitVector.h Bitfields.h BitmaskEnum.h Bitset.h

SCCIterator.h STLExtras.h STLForwardCompat.h STLFunctionalExtras.h ScopeExit.h ScopedHashTable.h Sequence.h SetOperations.h SetVector.h SmallBitVector.h SmallPtrSet.h SmallSet.h SmallString.h SmallVector.h SmallVectorExtras.h SparseBitVector.h SparseMultiSet.h SparseSet.h StableHashing.h Statistic.h

[SCCIterator] Union MST node by rank correctly (#86389)  
[AIX][TOC] Add -mtodata/-mno-todata options on AIX (#67999)  
[ADT] Backport std::to\_underlying from C++23 (#70681)  
Revert "[ADT] Apply fixes from modernize-type-trait (NFC)"  
Use std::decay\_t (NFC)  
[ADT] Use Empty Base Optimization for Allocators  
[ADT] Support iterating size-based integer ranges.  
New SetOperations and unit testing for all SetOperations  
[ADT] Use llvm::is\_contained (NFC)  
Use llvm::count(lr)\_{zero,one} (NFC)  
[ADT] Use a constexpr version of llvm::bit\_ceil (NFC) (#79709)  
[llvm][CycleInfo] Quick look-up for block in cycle.  
Revert "[ADT] Add std::string\_view conversion to SmallString (#833...  
[LLVM][ADT] Explicitly convert size\_t values to SmallVector's size ty...  
[ADT] Allow specifying the size of resulting SmallVector in 'map\_to...'  
[ADT] Include bit.h instead of MathExtras.h (NFC)  
[llvm] Use std::is\_unsigned instead of std::numeric\_limits (NFC)  
[ADT] Remove an extraneous ternary operator (NFC)  
[NFC] Move StableHashing.h from CodeGen to ADT (#67704)  
[Support] Drop unnecessary const from a return type (NFC)

<https://github.com/llvm/llvm-project/tree/main/llvm>

# **BIBLIOTECAS PARA C++**

# Awesome C++

A curated list of awesome C/C++ frameworks, libraries, resources, and shiny things

<https://cpp.libhunt.com/>

All Categories

Artificial Intelligence	20	Inter-process communication	12
Asynchronous Event Loop	11	JSON	31
Audio	13	Logging	21
Biology	4	Machine Learning	21
BitTorrent	3	Math	31
CLI	17	Miscellaneous	60
Compression	21	Multimedia	10
Concurrency	38	Networking	57
Containers	19	PDF	5
Cryptography	20	Physics	10
Encryption	1	Reliability Engineering	1
CSV	6	Robotics	10
Database	30	Scientific Computing	13
Data Structures	6	Scripting	24
Debug	28	Serialization	19
Frameworks	36	Standard Libraries	7
Game Engine	28	Testing	7
Graphics	22	Text Processing	7
GUI	49	Video	6
Hooking	2	Virtual Machines	5
IDE	2	Web Application Framework	17
Image Processing	24	XML	8
Internationalization	5		

Awesome C++ / All Categories / Inter-Process Communication

## ZeroMQ

ZeroMQ core engine in C++, implements ZMQ/3.1

[zeromq.org](#)  [Source Code](#)  [Changelog](#)  [Suggest Changes](#)

Popularity ★ 9.2 Stable

Activity 7.6

★ Stars 9,198 Watchers 408 Forks 2,311 Last Commit 3 days ago

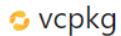
### Popular Comparisons

ZeroMQ vs gRPC	ZeroMQ vs Cap'n Proto
ZeroMQ vs nanomsg	ZeroMQ vs WAMP
ZeroMQ vs Apache Thrift	

# Vcpkg

Gerenciador de Pacotes

<https://vcpkg.io/en/packages>



Get Started Packages Documentation GitHub Blog

Showing 1-10 of 2396 packages

## 3fd | Version: 2.6.3

C++ Framework For Fast Development

**Compatibility:** ✓ arm-uwp ✓ arm64-windows ✓ x64-linux ✓ x64-osx ✓ x64-uwp ✓ x64-windows ✓ x64-windows-static ✓ x86-windows  
[View Details](#)

## 7zip | Version: 23.01

Library for archiving file with a high compression ratio.

**Compatibility:** ✓ arm-uwp ✓ arm64-windows ✓ x64-linux ✓ x64-osx ✓ x64-uwp ✓ x64-windows ✓ x64-windows-static ✓ x86-windows  
[View Details](#)

## ableton | Version: 3.0.6

Meta-package for transitioning to abletonlink port.

**Compatibility:** ✓ arm-uwp ✓ arm64-windows ✓ x64-linux ✓ x64-osx ✓ x64-uwp ✓ x64-windows ✓ x64-windows-static ✓ x86-windows  
[View Details](#)

## ableton-link | Version: 3.1.0

Ableton Link, a technology that synchronizes musical beat, tempo, and phase across multiple applications running on one or more devices.

**Compatibility:** ✓ arm-uwp ✓ arm64-windows ✓ x64-linux ✓ x64-osx ✓ x64-uwp ✓ x64-windows ✓ x64-windows-static ✓ x86-windows  
[View Details](#)

## abseil | Version: 20230802.1

Star 13612

an open-source collection designed to augment the C++ standard library. Abseil is an open-source collection of C++ library code designed to augment the C++ standard library. The Abseil library code is...

**Compatibility:** ✓ arm-uwp ✓ arm64-windows ✓ x64-linux ✓ x64-osx ✓ x64-uwp ✓ x64-windows ✓ x64-windows-static ✓ x86-windows  
[View Details](#)

# Boost

<http://boost.org/>



Boost provides free peer-reviewed portable C++ source **libraries**.

We emphasize libraries that work well with the C++ Standard Library. Boost libraries are intended to be widely useful, and usable across a broad spectrum of applications. The [Boost license](#) encourages the use of Boost libraries for all users with minimal restrictions.

## I. RAII and Memory Management

- 1. Boost.SmartPointers
- 2. Boost.PointerContainer
- 3. Boost.ScopeExit
- 4. Boost.Pool

## II. String Handling

- 5. Boost.StringAlgorithms
- 6. Boost.LexicalCast
- 7. Boost.Format
- 8. Boost.Regex
- 9. Boost.Xpressive
- 10. Boost.Tokenizer
- 11. Boost.Spirit

## V. Algorithms

- 29. Boost.Algorithm
- 30. Boost.Range
- 31. Boost.Graph

## III. Containers

- 12. Boost.Multimap
- 13. Boost.Bimap
- 14. Boost.Array
- 15. Boost.Unordered
- 16. Boost.CircularBuffer
- 17. Boost.Heap
- 18. Boost.Intrusive
- 19. Boost.MultiArray
- 20. Boost.Container

## IV. Data Structures

- 21. Boost.Optional
- 22. Boost.Tuple
- 23. Boost.Any
- 24. Boost.Variant
- 25. Boost.PropertyTree
- 26. Boost.DynamicBitset
- 27. Boost.Tribool
- 28. Boost.CompressedPair

## VI. Communication

- 32. Boost.Asio
- 33. Boost.Interprocess
- VII. Streams and Files
- 34. Boost.IOSStreams
- 35. Boost.Filesystem

## VIII. Time

- 36. Boost.DateTime
- 37. Boost.Chrono
- 38. Boost.Timer

## IX. Functional Programming

- 39. Boost.Phoenix
- 40. Boost.Function
- 41. Boost.Bind
- 42. Boost.Ref
- 43. Boost.Lambda

## X. Parallel Programming

- 44. Boost.Thread
- 45. Boost.Atomic
- 46. Boost.Lockfree
- 47. Boost.MPI

## XI. Generic Programming

- 48. Boost.TypeTraits
- 49. Boost.EnableIf
- 50. Boost.Fusion

## XII. Language Extensions

- 51. Boost.Coroutine
- 52. Boost.Foreach
- 53. Boost.Parameter
- 54. Boost.Conversion

## XIII. Error Handling

- 55. Boost.System
- 56. Boost.Exception

## XIV. Number Handling

- 57. Boost.Integer
- 58. Boost.Accumulators
- 59. Boost.MinMax
- 60. Boost.Random
- 61. Boost.NumericConversion

## XV. Application Libraries

- 62. Boost.Log
- 63. Boost.ProgramOptions
- 64. Boost.Serialization
- 65. Boost.Uuid

## XVI. Design Patterns

- 66. Boost.Flyweight
- 67. Boost.Signals2
- 68. Boost.MetaStateMachine

## XVII. Other Libraries

- 69. Boost.Utility
- 70. Boost.Assign
- 71. Boost.Swap
- 72. Boost.Operators

<https://theboostcpplibraries.com/>

[https://www.boost.org/users/history/version 1 84 0.html](https://www.boost.org/users/history/version_1_84_0.html)

# ZeroMQ

<http://zeromq.org>

- *Intelligent socket library for messaging*
  - Variedade nos padrões de comunicação
    - Request-Reply, Publisher-Subscriber, Push-Pull, Dealer-Router, ...
  - Suporta: *inproc, IPC, TCP, TIPC, multicast*
- Modelo de concorrência baseado em atores (*Erlang-style*)
- *Open Source* (escrita em C++)
- Multiplas plataformas
- Integração com diversas linguagens (mais de 30)
  - C, C++, Java, C#, Python, ...
- *Deploy simples* (uma *library*)
- Alta performance
  - <http://zeromq.org/results:multicore-tests>
    - ~6 milhões de mensagens por segundo



# EA Standard Template Library (EASTL)

<https://github.com/electronicarts/EASTL>



EASTL stands for Electronic Arts Standard Template Library. It is a C++ template library of containers, algorithms, and iterators useful for runtime and tool development across multiple platforms. It is a fairly extensive and robust implementation of such a library and has an emphasis on high performance above all other considerations.

EASTL Public

EASTL stands for Electronic Arts Standard Template Library. It is an extensive and robust implementation that has an emphasis on high performance.

● C++ ⭐ 7,633 📄 BSD-3-Clause 896 63 9 Updated 4 days ago

c-plus-plus games c-plus-plus-11  
modern-cpp stl c-plus-plus-14  
c-plus-plus-17 eastl c-plus-plus-20



Julian Manolov  
@\_jju\_

[Follow](#)

The EASTL we've been using in Battlefield and all other Frostbite games is now open SOURCE:



electronicarts/EASTL

EASTL stands for Electronic Arts Standard Template Library. It is an extensive and robust implementation that has an emphasis on high performance.

[github.com](https://github.com/electronicarts/EASTL)

# POCO C++ Libraries

<https://pocoproject.org/index.html>

## SIMPLIFY C++ DEVELOPMENT

The **POCO C++ Libraries** are powerful cross-platform C++ libraries for building network- and internet-based applications that run on desktop, server, mobile, IoT, and embedded systems.



### EMBEDDED DEVICES

Create software for connected embedded devices running Linux, Windows Embedded or QNX.



### MOBILE APPS

Create cross-platform backends in C++ for iOS and Android applications and combine it with a native or HTML5-based user interface.



### INTERNET OF THINGS

Create software for IoT devices that talk to cloud backends over HTTP REST APIs. See [macchina.io](#) for an IoT platform built with POCO.



### SERVER APPLICATIONS

Build application servers in C++ that talk to SQL databases, MongoDB or Redis.



### CLOUD & MICROSERVICES

Build high-performance microservices with REST APIs for data analytics or machine learning in C++.

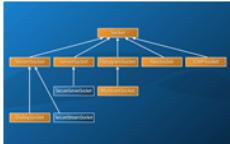


### DESKTOP APPS

Build desktop applications that talk to REST APIs or SQL databases.

Anatomy of an Option

- > An option has a
- > full name,
- > an optional short name (one character),
- > information used for printing, an usage statement,
- > and an optional argument name.
- > An option can be optional or required.
- > An option can be repeatable, which means that it can be given more than once on the command line.



```
class Foo : public boost::noncopyable {
public:
    static void bar(const std::string& arg) {
        if (arg == "baz") {
            std::cout << "Hello world!" << std::endl;
        }
    }
};

int main(int argc, char** argv) {
    Foo::bar(argv[1]);
}
```

System Information at Run Time

The `HostEnvironment` class has static functions to determine system environment information at run time.

- > `host_name`: Returns the host name.
- > `host_ip`: Returns the IP address of the host.
- > `host_processor`: Checks whether an environment variable is defined.
- > `host_version`: Gets the value of an environment variable.
- > `host_timezone`: Sets the value of an environment variable.

#### Applications

Building Command-Line and Server Applications.

#### Network Programming

Writing network and internet applications.

#### Memory Management

Reference counting, shared pointers, buffer management, and more.

#### Strings, Text and Formatting

Working with strings, formatting, tokenizing, regular expressions and text encodings.

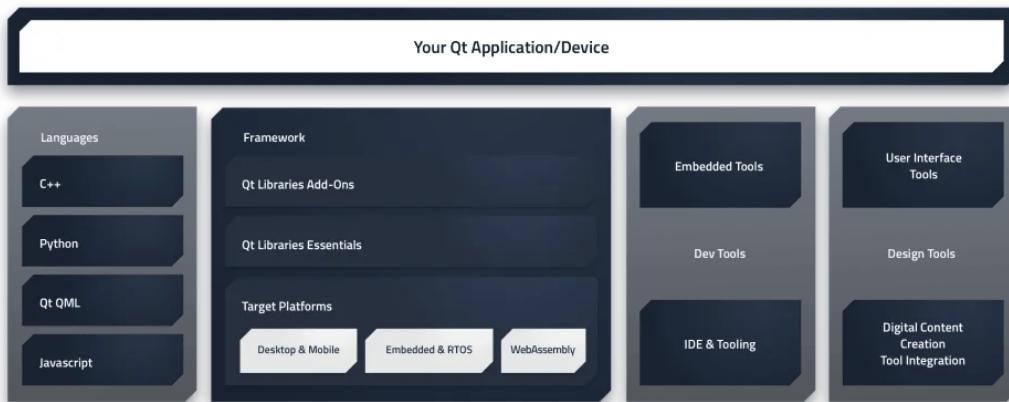
#### Platform and Environment

Getting information about the system you're running on.

# Qt

<https://www.qt.io/>

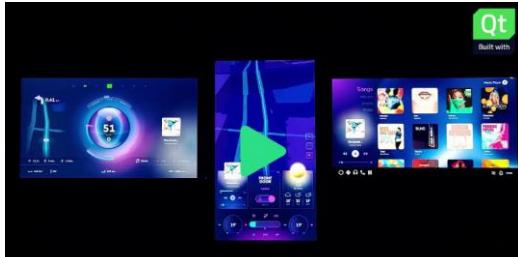
## 1+ Billion Devices and Applications Powered and Assured by Qt



## Qt Framework

Use Qt's libraries and APIs to develop software with native C++ performance for mobile, desktop, and embedded systems.

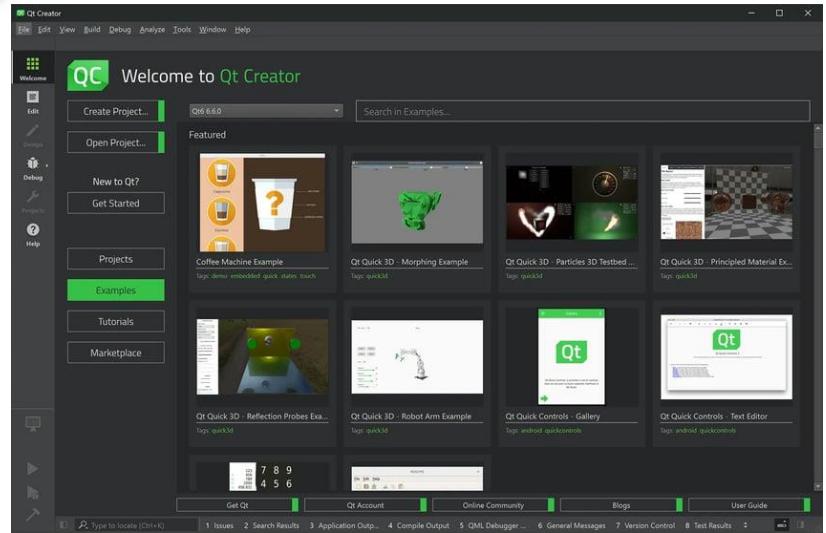
<https://www.qt.io/resources/videos/digital-cockpit-on-multiple-screens-and-operating-systems?hsLang=en>



## Qt Creator

### The AI-Enabled Cross-Platform IDE

Qt Creator is a cross-platform integrated development environment (IDE) tailored for maximum developer productivity. Qt Creator supports the use of coding assistants like GitHub Copilot during programming. It aids developers in creating software for desktop, mobile, and embedded platforms.



# Cinder C++

<http://libcinder.org/>



*Cinder* is a *C++ library* for programming with aesthetic intent - the sort of development often called *creative coding*. This includes domains like graphics, audio, video, and computational geometry. Cinder is cross-platform, with official support for macOS, Windows, Linux, iOS, and Windows UWP.

Cinder is production-proven, powerful enough to be the primary tool for professionals, but still suitable for learning and experimentation.



Dia Lights

by Kollision, Transform, Martin Professional, Danish Industry

As Denmark's biggest permanent interactive media facade, Dia Lights comprises more than 80.000 individual LEDs and covers an area of 190 x 20 meters on the recently rebuilt HQ of the Confederation of Danish Industry in the heart of Copenhagen.



Planetary iPad App

by Robert Hodgin, Bloom Studio

Visualize your music collection on your iPad as a galaxy of stars, planets and moons. This project became Cooper Hewitt National Design Museum's first digital acquisition.

<https://libcinder.org/gallery>

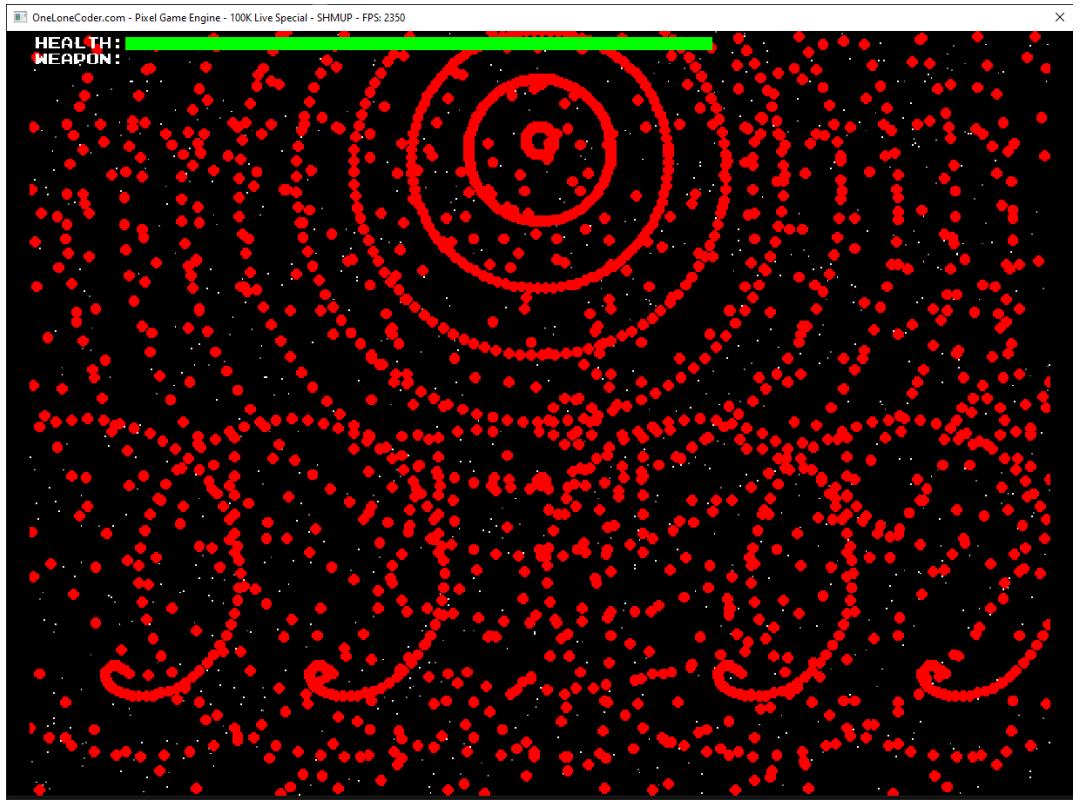
# olcPixelGameEngine

<https://github.com/OneLoneCoder/olcPixelGameEngine>

Javidx9 / PixelGameEngine / SmallerProjects / OneLoneCoder\_PGE\_ShootEmUp.cpp

Code Blame 484 lines (393 loc) · 15.1 KB ⚡ Code 55% faster with GitHub Copilot

```
69  class Example : public olc::PixelGameEngine
314      bool OnUserUpdate(float fElapsedTime) override
433          // GRAPHICS
434          Clear(olc::BLACK);
435
436          // Update & Draw Stars
437          for (size_t i=0; i<aryStars.size(); i++)
438          {
439              auto& s = aryStars[i];
440              s.y += fScrollSpeed * fElapsedTime * ((aryStars.size() >> 2) ? 0.8f : 1.0f);
441              if (s.y >= (float)ScreenHeight())
442                  s = { (float)(rand() % ScreenWidth()), 0.0f };
443
444              Draw(s, (i < aryStars.size() >> 2) ? olc::DARK_GREY : olc::WHITE);
445
446
447          SetPixelMode(olc::Pixel::MASK);
448
449          // Draw Enemies
450          for (auto& e : listEnemies)    DrawSprite(e.pos, sprEnemy[e.def.nSpriteID]);
451
452          // Draw Player
453          DrawSprite(vPlayerPos, sprPlayer);
454
455          SetPixelMode(olc::Pixel::NORMAL);
456
457          // Draw Enemy Bullets
458          for (auto& b : listEnemyBullets) FillCircle(b.pos, 3, olc::RED);
459
460
461          // Draw Player Bullets
462          for (auto& b : listPlayerBullets) FillCircle(b.pos, 3, olc::CYAN);
463
464          // Draw Fragments
465          for (auto& b : listFragments) Draw(b.pos, olc::YELLOW);
466
467          // Draw Player Health Bar
468          DrawString(4, 4, "HEALTH:");
469          FillRect(60, 4, (fPlayerHealth / 1000.0f * 576.0f), 8, olc::GREEN);
470
471          DrawString(4, 14, "WEAPON:");
472          FillRect(60, 14, (fPlayerGunTemp / 100.0f * 576.0f), 8, olc::YELLOW);
```



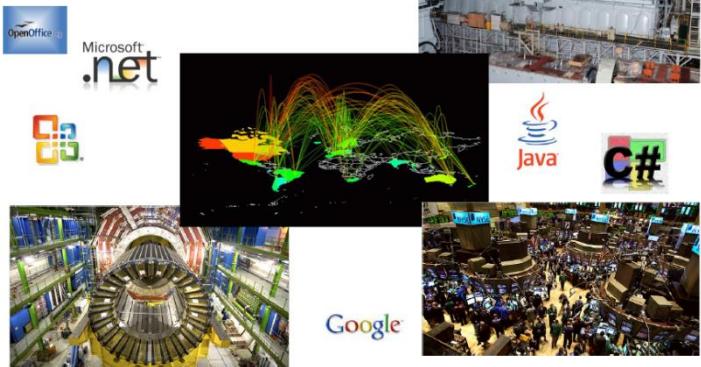
[https://github.com/OneLoneCoder/Javidx9/blob/master/PixelGameEngine/SmallerProjects/OneLoneCoder\\_PGE\\_ShootEmUp.cpp](https://github.com/OneLoneCoder/Javidx9/blob/master/PixelGameEngine/SmallerProjects/OneLoneCoder_PGE_ShootEmUp.cpp)

# **ENTÃO, POR QUE APRENDER C++?**

## **WRAP-UP**

# Mais aplicações de C++

## C++ applications



## C++ Applications



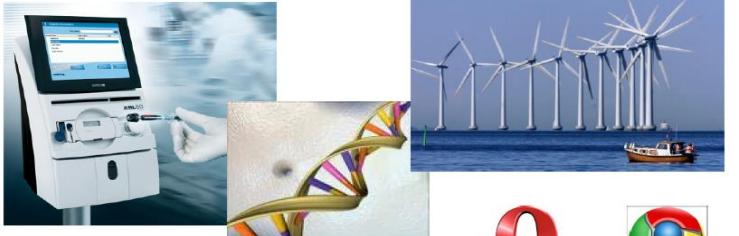
[www.lextrait.com/vincent/implementations.html](http://www.lextrait.com/vincent/implementations.html)

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## C++ Applications

- [www.research.att.com/~bs/applications.html](http://www.research.att.com/~bs/applications.html)



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<http://www.stroustrup.com/applications.html>

<http://www.lextrait.com/vincent/implementations.html>

<http://www.infoq.com/presentations/Cplusplus-11-Bjarne-Stroustrup>

# It's all about Polyglot Programming!



C++ supports systems programming. This implies that C++ code is able to effectively interoperate with software written in other languages on a system. The idea of writing all software in a single language is a fantasy. From the beginning, C++ was designed to interoperate simply and efficiently with C, assembler, and Fortran. By that, I meant that a C++, C, assembler, or Fortran function could call functions in the other languages without extra overhead or conversion of data structures passed among them.



**“Nobody should call themselves a professional if they only knew one language.”**

...**C++**, of course; **Java**; maybe **Python** for mainline work... And if you know those, you can't help know sort of a little bit about **Ruby** and **JavaScript**, you can't help knowing **C** because that's what fills out the domain and of course **C#**. But again, **these languages create a cluster** so that **if you knew either five of the ones that I said, you would actually know the others...**

# Conclusão

ou

por que você eu deveria aprendê-la?

- *Software Infrastructure*
  - *System Programming*
- Desempenho e Controle
  - *Zero-cost abstraction*
- Eficiente em termos de consumo de recursos
  - Bateria, Memória, ...
- Interoperável
- Relevante
  - Diversas aplicações com dependência direta ou indireta
  - Bem posicionada no mercado
- Multiparadigma
- Melhorando constantemente
  - próxima versão ISO C++ em 2026



# A linguagem de programação C++ e por que você deveria aprendê-la

ISO/IEC 14882:2020  
(C++ 20)

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<https://bit.ly/AprenderCpp2024>