

C#-like events in C++

Reddit

(Unrelated: [Variable name prefixes](#))

- [Code on Pastebin](#)
- [Signal-Slot library benchmarks](#)
- [Boost.Signals2](#)

Uses of immediately invoked function expressions (IIFE) in C++

- Erik Rigtorp
- Jonathan Müller

Overloading by Return Type in C++

Philip Trettner

- Reddit

```
1 struct to_string_t {  
2     std::string_view s;  
3  
4     // int from_string(std::string_view s);  
5     operator int() const;  
6     // bool from_string(std::string_view s);  
7     operator bool() const;  
8 };  
9  
10 int i = to_string_t{"7"};  
11 bool b = to_string_t{"true"};
```

The Defold game engine code style

Article

Code style

- C-like C++
- No classes (*huh? – GD*)
- No exceptions
- No STL
 - Custom containers
- Data ownership tracking
- C++98

(It's the end of 2020, by the way. – GD)

A Buffers Library for C++20

Colby Pike

vcpkg: Accelerate your team development environment with binary caching and manifests

Microsoft

- [Reddit](#)

Related

Why is it such an abysmal pain to use libraries in C++ compared to pretty much anything else?

Raymond Chen on structured bindings

- Structured binding may be the new hotness, but we'll always have `std::tie`
 - [Reddit](#)
- How to add C++ structured binding support to your own types
 - [Reddit](#)

dont_deduce

- artificial::mind
 - Reddit

C++11

```
1 template <class T> struct foo_t { using type = T; };  
2 template <class T> using foo = typename foo_t<T>::type;
```

C++20

```
1 template <typename T>  
2 auto operator+(  
3     vec3<T> const& a,  
4     std::convertible_to<T> auto const& b  
5 ) -> vec3<T>;
```


Calendar and Time-Zones in C++20: Time of Day

Rainer Grimm

FTL - A functional template library for containers processing in C++

- [GitHub](#)
- [Reddit](#)

FTL is a C++17-based library that provides a more convenient API for collections processing. The API is heavily inspired by the Rust programming language.

```
1 const auto totalVolume = cityTrees.iter()  
2   .filter([](c onst auto &tree) { return tree.kind ==  
   Tree::Oak && tree.diameter > 25; })  
3   .map([](const auto &tree) { return tree.volume(); })  
4   .sum();
```