

# C++ Club UK

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# Five Awesome C++ Papers for Cologne ISO Meeting

<https://www.bfilipek.com/2019/07/cologne.html>

[https://www.reddit.com/r/cpp/comments/cdehpc/five\\_awesome\\_c\\_papers\\_for\\_cologne\\_iso\\_meeting/](https://www.reddit.com/r/cpp/comments/cdehpc/five_awesome_c_papers_for_cologne_iso_meeting/)

# The Best Book to Read as a Developer

<https://dev.to/taillogs/the-best-book-to-read-as-a-developer-1h4m>

[https://www.reddit.com/r/programming/comments/c8aaov/the\\_best\\_book\\_to\\_read\\_as\\_a\\_developer/](https://www.reddit.com/r/programming/comments/c8aaov/the_best_book_to_read_as_a_developer/)

- ▶ Inside the Machine by Jon Stokes  
<http://joe90.yolasite.com/resources/InsidetheMachine.pdf>
- ▶ The Pragmatic Programmer
- ▶ "Working Effectively with Legacy Code" by Michael Feathers
- ▶ Charles Petzold's Code <https://www.goodreads.com/book/show/44882.Code>
- ▶ Tao of Programming <http://canonical.org/~kragen/tao-of-programming.html>
- ▶ Game Engine Architecture <https://www.amazon.com/Game-Engine-Architecture-Jason-Gregory/dp/1568814135>

# Clang/LLVM Support for MSBuild Projects

<https://devblogs.microsoft.com/cppblog/clang-llvm-support-for-msbuild-projects/>

[https://www.reddit.com/r/cpp/comments/cc7tp9/clangllvm\\_support\\_for\\_msbuild\\_projects\\_c\\_team\\_blog/](https://www.reddit.com/r/cpp/comments/cc7tp9/clangllvm_support_for_msbuild_projects_c_team_blog/)

# Explaining Code using ASCII Art

<https://blog.regehr.org/archives/1653>

[https://www.reddit.com/r/programming/comments/cc0oj9/explaining\\_code\\_using\\_ascii\\_art/](https://www.reddit.com/r/programming/comments/cc0oj9/explaining_code_using_ascii_art/)

## Tools

- ▶ <http://asciiflow.com/> (Web)
- ▶ <http://battersquid.ink/> (Web)
- ▶ <https://monodraw.helftone.com/> (MacOS)

## Draft FAQ: Why does the C++ standard ship every three years?

<https://herbsutter.com/2019/07/13/draft-faq-why-does-the-c-standard-ship-every-three-years/>

*There are two basic release target choices: Pick the features, or pick the release time, and whichever you pick means relinquishing control over determining the other. It is not possible to control both at once.*

*C++20 has a lot of major features. Three of the biggest all start with the letters “co” (concepts, contracts, coroutines) so perhaps we could call it `co_cpp20`.*

[https://www.reddit.com/r/cpp/comments/ccqz7t/faq\\_why\\_does\\_the\\_c\\_standard\\_ship\\_every\\_three\\_years/](https://www.reddit.com/r/cpp/comments/ccqz7t/faq_why_does_the_c_standard_ship_every_three_years/)

# Execution Pane in Compiler Explorer

<https://www.patreon.com/posts/28352557>

*If you're just writing a spot of code and don't want to be distracted by the assembly output, or if you want a little more control over how your code is executed on Compiler Explorer, the Execution pane is for you!*

[https://www.reddit.com/r/cpp/comments/ccv6r5/compiler\\_explorer\\_now\\_has\\_an\\_execution\\_only\\_pane/](https://www.reddit.com/r/cpp/comments/ccv6r5/compiler_explorer_now_has_an_execution_only_pane/)

## C++2a Coroutines and dangling references

<https://quuxplusone.github.io/blog/2019/07/10/ways-to-get-dangling-references-with-coroutines/>

[https://www.reddit.com/r/cpp/comments/cbsbbs/c2a\\_coroutines\\_and\\_dangling\\_references/](https://www.reddit.com/r/cpp/comments/cbsbbs/c2a_coroutines_and_dangling_references/)



## Go-like error handling in C++

<https://github.com/hellozee/errors>

[https://www.reddit.com/r/cpp/comments/c7il5n/an\\_idiots\\_attempt\\_to\\_do\\_a\\_go\\_like\\_error\\_handling/](https://www.reddit.com/r/cpp/comments/c7il5n/an_idiots_attempt_to_do_a_go_like_error_handling/)

*It looks like you invented something similar to `std::expected`.*

# Splitting a string in C++

<https://medium.com/@bkey76/splitting-a-string-in-c-23e2547e6451>

- ▶ C++ String Toolkit Library (MIT)

<http://www.partow.net/programming/strtk/index.html>

# Better Ways to Test with **doctest** – the Fastest C++ Unit Testing Framework

<https://blog.jetbrains.com/rscpp/better-ways-testing-with-doctest/>



**C++**



**C++11**



**C++14**



**C++17**



**C++20**