

# C++ Club Meeting Notes

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Gleb Dolgich

2019-12-12

Bjarne Stroustrup

Reddit

Niall Douglas's rebuttal: [Part 1](#), [Part 2](#)

**C++ Exception Optimizations. An experiment**

Gor Nishanov

Corentin Jabot

P0443R11 The Unified Executors Proposal

- [Wikipedia](#)
- [We don't need no stinking expression templates](#) by Andy G
  - [Reddit](#)

- C++ coroutines: Getting started with awaitable objects
- C++ coroutines: Constructible awaitable or function returning awaitable?
- C++ coroutines: Framework interop

# Howard Hinnant on how to initialize things (1/4)



Andreas Reischuck @arBmind

Decision graph for initialisation from Howard Hinnant secret lightning talk @meetingcpp #meetingcpp

How To Initialize x from expression y

Should x and y have the same cv-unqualified type?

- Let's start by classifying the use cases.

```
auto x = y;  
auto& x = y;  
auto&& x = y;  
X x = y;  
auto x = X{y};  
auto x = X(y);
```

How To Initialize x from expression y

Is the type conversion implicit? Prefer implicit conversions?!

Safest choice!

```
template <class Duration1, class Duration2>  
auto  
avg_nanoseconds(Duration1 d1, Duration2 d2)  
{  
    using namespace std; : chrono;  
    nanoseconds ns = d1 + d2;  
    return ns/2;  
}  
  
auto x = avg_nanoseconds(2, 1);  
error: no viable conversion from 'int' to 'nanoseconds'  
nanoseconds ns = d1 + d2;
```

How To Initialize x from expression y

Should x and y have the same cv-unqualified type?

Should x be a non-reference type?

Should x be a lvalue or rvalue reference?

Is the type conversion implicit?

Can the conversion be made with braces?

auto x = y; auto& x = y; auto&& x = y; X x = y; auto x = X{y}; auto x = X(y);

Add const (and/or volatile) as appropriate

# How To Initialize **x** from expression **y**

Should **x** and **y** have the same cv-unqualified type?

- Let's start by classifying the use cases.

```
auto x = y;
```

```
auto& x = y;
```

```
auto&& x = y;
```

```
X x = y;
```

```
auto x = X{y};
```

```
auto x = X(y);
```

# How To Initialize $x$ from expression $y$

Is the type conversion implicit?

Yes

`X x = y;`

Safest choice!

*Prefer implicit conversions?!*

```
template <class Duration1, class Duration2>
auto
avg_nanoseconds(Duration1 d1, Duration2 d2)
{
    using namespace std::chrono;
    nanoseconds ns = d1 + d2;
    return ns/2;
}
```

Implicit conversion

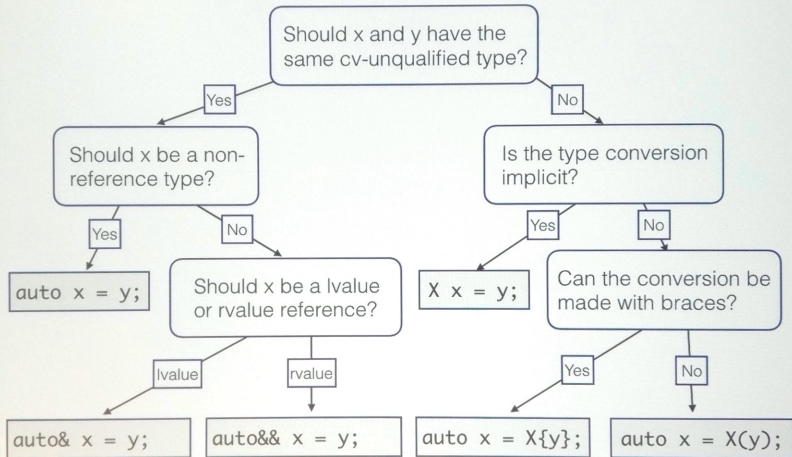
```
auto x = avg_nanoseconds(2, 1);
```

**error:** no viable conversion from 'int' to 'nanoseconds'

```
    nanoseconds ns = d1 + d2;
```



# How To Initialize $x$ from expression $y$



Add const (and/or volatile) as appropriate.

**Change standard containers' `size()` method to return signed integer?**

Reddit

**Is requiring lambdas to explicitly list what they capture a good coding standard?**

Reddit

P1930R0

Reddit

Robert Ramey:

*The value of a paper like this would be to narrow the scope or domain of a problem to something that would be useful component in solving bigger problems. This paper does the opposite – expanding the domain to encompass the whole world of physics.*

## C++ `std::string_view` for better performance: An example use case

Article

Reddit

Arthur O'Dwyer: `std::string_view` is a borrow type

*Borrow types are essentially “borrowed” references to existing objects. They lack ownership; they are short-lived; they generally can do without an assignment operator. They generally appear only in function parameter lists; because they lack ownership semantics, they generally cannot be stored in data structures or returned safely from functions.*

cppreference: `std::basic_string_view` (C++17)

## Scott Meyers's guideline "Make non-leaf classes abstract"

Reddit

## Empty struct size in C and C++



**JF Bastien** @jfbastien

Today's episode of "something I didn't know about C and C++":

```
int size() {  
    struct empty {};  
    return sizeof(struct empty);  
}
```

This code returns 0 in C and 1 in C++, because empty structs have different size in both languages. 🙄

🗨 thread

20w • 21/02/2019 • 20:33

# Hello World with C++2a modules

Arthur O'Dwyer

*Here's how to build a "Hello world" program using Clang's implementation of C++2a Modules, as it currently stands as of November 2019.*

Reddit



Vinnie Falcou:

*A survey of existing JSON libraries shows impressive diversity and features. However, no library is known to meet all of the design goals mentioned here. In particular, we know of no library that supports incremental parsing and serialization, and also supports custom allocators robustly.*

[Reddit](#) — [GitHub](#) (C++11, Boost License) — [Docs](#) — [Benchmarks](#)

*This is currently NOT an official Boost library.*

## Beginner's Guide to Linkers

<http://www.lurklurk.org/linkers/linkers.html>

```
1 g++ -o test1 test1a.o test1b.o
2 test1a.o(.text+0x18): In function 'main':
3 : undefined reference to 'findmax(int, int)'
4 collect2: ld returned 1 exit status
```

*If your reaction to this is 'almost certainly missing extern "C"' then you probably already know everything in this article.*



**David Brady**

@dbrady



The older I get, the less I care about making tech decisions right and the more I care about retaining the ability to change a wrong one.

11:12 AM - Feb 27, 2017

♡ 1,316 💬 920 people are talking about this



<https://twitter.com/dbrady/status/836277898873044995>



**funky lesbian** @trans\_disaster

STOP ARGUING OVER THE BEST  
PROGRAMMING LANGUAGE

C is LOW-LEVEL

C++ is POWERFUL

Python is INTUITIVE

Rust is SAFE

Lua is EASY

Java

C# is LEGIBLE

17h • 19/08/2019 • 18:29 •