autoscale: true

C++ Club

6 July 2017

CLion 2017.1 + MSVC

- Experimental support for MSVC toolchain
- Debugging not supported yet

CATCH survey

https://www.surveymonkey.co.uk/r/TLLYQJW

C++17 STL Cookbook

- Blog post
- Packt
- Amazon

MinGW by STL

by Stephan T. Lavavej of Microsoft's STL fame

"Steh-fin Lah-wah-wade"

Nuwen.org

SSO in GCC

- RHEL7 and earlier: GCC uses old C++98 copy-on-write strings (no SSO)
- even in C++11 and C++14 mode (non-compliant behaviour)
- RHEL8 will have C++11 SSO strings

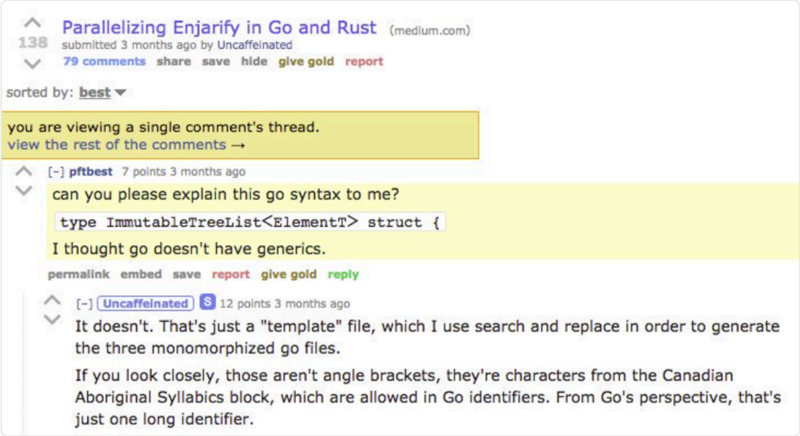
GCC 6.4 released

Release Notes

- bugfix release – fixes regressions in GCC 6.3

Generics in Go?

Twitter



Parallelizing Enjarify in Go and Rust (medium.com)

submitted 3 months ago by Uncaffeinated

79 comments share save hide give gold report

sorted by: best

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view the rest of the comments →

[–] pftbest 7 points 3 months ago

can you please explain this go syntax to me?

```
type ImmutableTreeList<ElementT> struct {
```

I thought go doesn't have generics.

permalink embed save report give gold reply

[–] Uncaffeinated S 12 points 3 months ago

It doesn't. That's just a "template" file, which I use search and replace in order to generate the three monomorphized go files.

If you look closely, those aren't angle brackets, they're characters from the Canadian Aboriginal Syllabics block, which are allowed in Go identifiers. From Go's perspective, that's just one long identifier.

Figure 2: Inline

C++London: The Badlands of C++ (game development)

Valentin Galea

- MSVC is prevalent
- Huge amounts of legacy code using C++98
- Mostly proprietary code, sometimes really ugly
- Process- and deadline-driven, no clean-up exercises ("ship it!")
- Warnings are just fine (ignored)
- Low-latency specifics
    - no exceptions
    - minimize allocations
    - special container versions (EASTL)
- garbage collection for dynamic objects (Lua)
- Splash Damage Tech Blog

C++London: practical uses of reflection in C++

Jackie Kay

- a shorter version of the talk at C++Now 2017
- serialization
- program options
- addition: metaclasses

Declaration style

Style 1

```
const char *foo = "Foo"; // * and & bind to the right
```

Style 2

```
const char* foo = "Foo"; // the type is 'pointer to const char'
```

Style 3

```
char const *foo = "Foo"; // declaration reads from right to left
```

MS C++ 7 on eBay

$300

- original box, still sealed!
- MFC, no templates
- Windows 3.1 SDK
- overlays for extended memory/swapping
- OLE, DDE
- CodeView debugger
- over 5000 pages of manuals!

A New C++ YouTube Channel

Abhisekh Gupta teaches C++

- uses Turbo C++ within DosBox within Windows 10
- why?
- what (if anything) should we tell him?