

CppClub - 22 June 2017

- ▶ [Range-v3 0.2.6](#), by Eric Niebler
- ▶ [CATCH 1.9.5](#) – a header-only C++ unit test library

- ▶ [An Introduction to Reflection in C++](#), by Jackie Kay
 - ▶ [magic_get](#) on GitHub
 - ▶ [P0578R0: Static Reflection in a Nutshell](#), by Matúš Chochlík, Axel Naumann and David Sankel
 - ▶ [P0194R3: Static Reflection](#) – a longer version of the above
 - ▶ [Code](#)
 - ▶ [A design for static reflection \(PDF\)](#), by Andrew Sutton and Herb Sutter
 - ▶ [Code](#)
- ▶ [Fun with Reflection in C++](#), by Jackie Kay

- ▶ Writing games in very modern C++ - Guy Davidson [ACCU 2017]
- ▶ The Ethics of Software - some practical considerations - Burkhard Kloss [ACCU 2017]
- ▶ CppCon 2015: Niall Douglas “Racing The File System”
- ▶ Distributed Mutual Exclusion using Proposed Boost.AFIO - Niall Douglas [ACCU 2016]
 - ▶ [GitHub](#)
- ▶ Mongrel Monads, Dirty, Dirty, Dirty - Niall Douglas [ACCU 2017]
- ▶ C++Now 2017: Jackie Kay “Practical (?) Applications of Reflection”