C++ Club Meeting Notes

Gleb Dolgich

2019-11-28

Bjarne Stroustrup on Lex Fridman's AI Podcast

Podcast page

YouTube

Belfast trip reports

- Bryce Lelbach via Reddit
- Botond Ballo
 - Reddit
 - Papers on GitHub
- Timur Doumler via CppCast
 - Reddit
- · Ben Craig via Reddit
- Guy Davidson
 - Reddit

MinGW Distro 17.0: GCC 9.2.0 and Boost 1.71.0 for Windows

- Stephan T. Lavavej
 - Reddit

I've maintained this distro for over 14 years, and I still don't serve ads, sell anything, or accept donations.

• GCC 9

Sourcetrail is now free and open-source software

Blog post

GitHub

When is it justified to use C++ for a project?

Reddit (1), Reddit (2)

Is it time for a rebased Boost2 that assumes C++20 as its starting point?

Reddit

TL;DR: No.

A Universal Async Abstraction for C++

Corentin Jabot

P0443R11 The Unified Executors Proposal

Eliminating the Static Overhead of Ranges

Colby Pike — Reddit

Without ranges

```
vector<string> child_names;
for (auto& person : all_people) {
    if (person.age < 14) {
        child_names.push_back(person.name);
    }
}</pre>
```

With ranges

```
auto children_names =
all_people
filter([](const auto& person) { return person.age < 14; })
fransform([](const auto& person) { return person.name; })
fransform([](const auto& person) { return person.name; })</pre>
```

Expression templates, ranges, and coroutines

- Wikipedia
- We don't need no stinking expression templates by Andy G
 - Reddit

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

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

The arrow operator (1/2)

StackOverflow:

The operator-> has special semantics in the language in that, when overloaded, it reapplies itself to the result. While the rest of the operators are applied only once, operator-> will be applied by the compiler as many times as needed to get to a raw pointer and once more to access the memory referred by that pointer.

The arrow operator (2/2)

```
1  struct A { void foo(); };
2  struct B { A* operator->(); };
3  struct C { B operator->(); };
4  struct D { C operator->(); };
int main() {
    D d;
    d->foo();
8 }
```

Thanks to Martin Waplington for suggesting this.

Towards a standard unit systems library

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 oper—ator. They generally appear only in function parameter lists; because they lack ownership semantics, they gen—erally 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"

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.

Beginner's Guide to Linkers

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

```
g++ -o test1 test1a.o test1b.o
test1a.o(.text+0x18): In function 'main':
: undefined reference to 'findmax(int, int)'
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.

Twitter



Victor (Zverovich @vzverovich

TDDD - technical debt driven development

5h • 17/10/2019 • 14:50



Quote

Ellen Ullman:

We build our computer (systems) the way we build our cities: over time, without a plan, on top of ruins.