C++ Club UK Meeting 116

Gleb Dolgich

2020-10-29

Named Parameters in C++20

Peter Dimov

C++ in Visual Studio Code reaches version 1.0

Julia Reid

C++ Talk Index

Website

The terrible size_t

juCi++: a lightweight, cross-platform IDE

- Gitl ab
- Installation guide

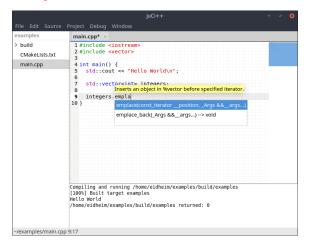


Figure 1: Screenshot

Library: cpp-lazy

GitHub

Cpp-lazy is a fast and easy lazy evaluation library for C++14/17/20.

Lazy evaluation is an evaluation strategy which holds the evaluation of an expression until its value is needed. In this library, all the iterators are lazy evaluated.

This library is not a replacement for ranges::v3 but rather a (smaller) alternative.

Library: Crypto3

- Home page
- Boost mailing list announcement
- GitHub
- Reddit

Library: AAA - Auxiliary Arithmetic Algorithms

- GitHub (MIT)
- Docs

C#-like events in C++

Reddit

(Unrelated: Variable name prefixes)

- Code on Pastebin
- Signal-Slot library benchmarks
- Boost.Signals2

Uses of immediately invoked function expressions (IIFE) in C++

- Erik Rigtorp
- Jonathan Müller

Overloading by Return Type in C++

Philip Trettner

```
struct to_string_t {
 2
     std::string_view s;
 3
     // int from string(std::string view s);
 5
     operator int() const;
     // bool from_string(std::string_view s);
     operator bool() const;
8
   };
 9
10 int i = to_string_t{"7"};
11 bool b = to_string_t{"true"};
```

The Defold game engine code style

Article

Code style

- C-like C++
- No classes (huh? GD)
- No exceptions
- No STL
 - Custom containers
- Data ownership tracking
- C++98

(It's the end of 2020, by the way. - GD)

A Buffers Library for C++20

Colby Pike

vcpkg: Accelerate your team development environment with binary caching and manifests

Microsoft

Reddit

Related

Why is it such an abysmal pain to use libraries in C++ compared to pretty much anything else?

Raymond Chen on structured bindings

- Structured binding may be the new hotness, but we'll always have std::tie
 - Reddit
- How to add C++ structured binding support to your own types
 - Reddit

dont_deduce

- artificial::mind
 - Reddit

```
C++11
```

```
1 template <class T> struct foo_t { using type = T; };
2 template <class T> using foo = typename foo_t<T>::type;
```

```
C++20
```

```
template <typename T>
auto operator+(
    vec3<T> const& a,
    std::convertible_to<T> auto const& b
) -> vec3<T>;
```

Daisy Hollman's deduction trick



Cute C++ trick of the day: C++17 deduction guides and class template argument deduction make it easier than ever to use the "rule of zero" for constructors, even for classes with relatively specific template parameters to deduce: godbolt.org/z/bvGWMq pic.twitter.com/2NxZDCBJVL

How it started/How it's going



S is for Shafik who stared into the void too long

@shafikyaghmour

How it started: How it's going:

#cplusplus pic.twitter.com/cINZFGUJLN



S is for Shafik who stared into the void too long

@shafikyaghmour

How it started: How it's going:

#cplusplus pic.twitter.com/cINZFGUJLN



C.	void ramanujan_numbers() {
C++17 Struct Binding	
	auto remenujam a rezistat(3) pricedered (talma) product(, sum_cubes) pricedered (talma) product(, sum_cubes) pricedered (talma) pricedered

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Halloween logic

