

# **C++ Club UK Meeting 106**

---

Gleb Dolgich

2020-04-30

- Mailing
  - P1654R1 ABI breakage - summary of initial comments
  - P1949R3 C++ Identifier Syntax using Unicode Standard Annex 31
  - P2011R1 A pipeline-rewrite operator
- Reddit

## How to Pass Class Member Functions to STL Algorithms

- [Article by Jonathan Boccara](#)
- [Reddit](#)

STL writes:

*mem\_fn is less typing, but lambdas are higher performance (MSVC's optimizer can't see through mem\_fn's data member) and can handle overloaded/templated member functions much more easily.*

- If you plan on keeping the parameter anyway, then there's no need to have separate `T const&` and `T&&` overloads
- If you're not keeping the parameter, then you still want to have separate `T const&` and `T&&` overloads
- [Reddit](#)

- [Reddit](#)
- [Paper PDF](#)
- [Paper GitHub](#)
- [Reference implementation](#)

## High performance SQLite, PostgreSQL, MySQL sync & async drivers

- Lithium
- Reddit

- Microsoft
- Reddit

## Announcing full support for a C/C++ conformant preprocessor in MSVC

- Microsoft
- Reddit



The Guidelines Support Library (GSL) contains functions and types that are suggested for use by the C++ Core Guidelines maintained by the Standard C++ Foundation.

- [Microsoft](#)
- [GitHub](#)

Changes:

- New implementations of `gsl::span` and `gsl::span_iterator` that align to the C++20 standard.
- Changes to contract violation behavior.
- Additional CMake support.
- Deprecation of `gsl::multi_span` and `gsl::strided_span`.

## DeepCode adds AI-based static code analysis support for C and C++

- [Announcement](#)
- [DeepCode](#)

## Modern CMake is like inheritance

- Kuba Sejdak
- Reddit

*If only the CMake website featured such a beginner-friendly description as found here, people would switch over to Modern CMake much faster.*

- [C++ Weekly: Intro to CMake](#)
- [C++Now 2017: Effective CMake](#)
- [CLion: Quick CMake Tutorial](#)
- [Programming C++ with the “4 C’s”](#)
- [Florent Castelli: Introduction to CMake](#)
- Siliceum CMake articles:
  - [Basics](#)
  - [Customisation points](#)

- H. Dembinski
- Reddit

## 2 Lines Of Code and 3 C++17 Features - The overload Pattern

- B. Filipek
- Reddit

```
1 template<class... Ts> struct overload : Ts... { using Ts::operator()...; };  
2 template<class... Ts> overload(Ts...) -> overload<Ts...>;
```

- [Link](#)
- [Reddit](#)

- [GitHub](#) (header-only, C++11, MIT)
- [Reddit](#)



- [GitHub](#) (header-only, C++17, MIT)

- [Reddit](#)
- [Makefiles from the ground up](#)
- [Makefiles for C/C++ projects](#)

- Jonathan Müller
- Reddit

## Why you use/don't use Boost

- Why you don't use Boost
- Why you trust in Boost