

# C++ Club Meeting 101

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- Epochs: can we *just* use namespace?
- We need epochs!
- ABI: The Day The Standard Library Died, *by Corentin Jabot*
  - Reddit
- ABI Breaks: Not just about rebuilding, *by Ben Craig*

- Overview

*A quick syntax-based overview of C++20 Concepts, as they are in the standard (circa January 2020).*

- Viktor Zverovich
  - [Reddit](#)

## Favourite “You can do that in C++?! Neat!” moments

### Reddit

Range-for loops, fold expressions, streams, template definition in .cpp file, RAI, operator overloading, function/constructor try block, placement new, structured bindings, taking address of a label, variadic templates, overloading operator, , algorithms, and many more.

- Bartek Filipek
  - [Reddit](#)

# The Performance Benefits of Final Classes

- Sy Brand, Microsoft
  - Reddit

## Where to Get Started Learning C++ and What Resources to Use

- Shafik Yaghmour
  - GitHub



A header-only, tiny and easy to use library for game programming and much more written in modern C++, mainly known for its innovative entity-component-system (ECS) model.

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

- [Article](#)

# The C++ Lifetime Profile: How It Plans to Make C++ Code Safer

- Daniel Martin

## A new decade, a new tool: libman

- Colby Pike (vector-of-bool)
- Reddit
- GitHub
- Specification

**libman** is a new level of indirection between package management and build systems.

**dds** is Drop-Dead Simple build and package manager.

- CppCon 2019: Robert Schumacher “How to Herd 1,000 Libraries”

## “Making new friends” idiom by Dan Saks

### Wikibooks

*The goal is to simplify creation of friend functions for a class template.*

```
1 template<typename T>
2 class Foo {
3     T value;
4 public:
5     Foo(const T& t) { value = t; }
6     friend ostream& operator <<(ostream& os, const Foo<T>& b)
7     {
8         return os << b.value;
9     }
10 };
```

## A hidden gem: `inner_product` (1/2)

- Article

## A hidden gem: inner\_product (2/2)



Conor Hoekstra @code\_report

@cjdb\_ns & @TartanLlama

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This makes me so incredibly happy! I literally just yesterday googled, C++17 / C++20 zip to see if they had anything, because I wrote some code in both C++ and #Python and Python was so much more beautiful.

```
int solve(int h, vector<int> w, vector<int> l) {  
    int p = 0;  
    for (int i = 0; i < w.size(); ++i)  
        p = max(p, w[i] - l[i] / 4);  
    return max(0, p - h);  
}  
  
def solve(h, w, l):  
    p = max(a - b/4 for a, b in zip(w, l))  
    return max(0, p - h)
```

29w • 03/12/2018 • 17:47



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Also, I just discovered std::inner\_product – a beautiful temporary solution to a lack of zip.  
#cpp #inner\_product

```
int solve(int h, vector<int> w, vector<int> l) {  
    return max(0, inner_product(begin(w), end(w), begin(l), 0,  
        [](auto a, auto b) { return max(a, b); },  
        [](auto a, auto b) { return a - b / 4; }) - h);  
}
```

27w • 16/12/2018 • 09:30



- Raymond Chen: How can I handle both structured exceptions and C++ exceptions potentially coming from the same source?
  - [Reddit](#)
- Raymond Chen: Can I throw a C++ exception from a structured exception?



Oscar Godson:

*One of the best programming skills you can have is knowing when to walk away for a while.*