

# **C++ Club UK Meeting 105**

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## Sign Up For Pure Virtual C++ Conference 2020

Pure Virtual C++ 2020 is a free single-track one-day virtual conference for the whole C++ community. It is taking place on Thursday 30th April 2020 from 14:30 to 23:00 UTC

*Genius name!*

- Pure Virtual C++ Conference
- Microsoft

*All talks will be pre-recorded and streamed on YouTube Live with a live Q&A session with the speakers. After the event, the talks will be available to watch online for free.*

## LLVM/Clang 10.0.0 is released

- [Reddit](#)

### Highlights:

- C++ Concepts support in Clang
- Clang no longer runs in a separate process by default ("in-process cc1")
- Windows control flow guard (CFG) checks
- Support for more processor cores and features

A template for modern C++ projects using CMake, CI, code coverage, clang-format and reproducible dependency management.

- [GitHub](#)
- [Reddit](#)

## To humbly present a wish-list for C++23

- Corentin Jabot
- Reddit

*In Prague, the committee adopted <https://wg21.link/p0592r4>, a paper that lays a list of priorities WG21 should focus on for C++23.*

*The vote was almost unanimous. I voted against it. I figured it would be interesting to explain why.*

## 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



Conor Hoekstra @code\_report

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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



## The unused function

Björn Faller:

```
1 template<typename... Ts>  
2 void ignore(Ts&&...){}
```



*This document discusses the design and tradeoffs for bidirectional API-level interoperability between Swift and C++.*

- Manifesto
- Forum discussion
- [Swift/C++] User survey: how would you use C++ interoperability?

- 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?

## 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

- 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”](#)
- [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](#)

Unknown:

*Debuggers don't remove bugs. They only show them in slow motion.*