C++ Club UK Meeting 121

Gleb Dolgich

2021-02-11

Perhaps it's time for a more opinionated dialect of C++

- Reddit
- Should I litter my code with (the correct) attributes for every function, or just leave it pretty?

Latest C++: theory vs. reality

- Reddit
 - Godot game engine C++ standard thread on GitHub

C++ vs Rust performance

- Reddit /r/cpp
 - Reddit /r/rust

If you were allowed to make breaking changes to the C++ specification, what features would you modify/replace/remove to make the language better?

Reddit

A Year of Conference Talks from the Microsoft C++ Team

- Sy Brand
 - Reddit

C/C++ Search Extension

- Website
 - Reddit

mocxx: a versatile C++ function mocking framework based on Frida, by Guardsquare

No macros! Doesn't support mocking virtual functions yet.

- Reddit
 - GitHub (C++17, GPL-3.0)
 - Frida Dynamic instrumentation toolkit for developers, reverse-engineers, and security researchers
 - Explanatory blog post at Guardsquare

Compile 1 Million Lines Of C++ In \sim 2 Minutes With A 16 Core Ryzen 9 5950x

- Embarcadero
 - Reddit

I love how a shitty, bug-ridden development environment that costs US\$1359 for the most basic edition still requires you to buy a separate US\$139 extension to enable parallel builds, a standard feature available on practically every other closed and open source compiler and build system out of the box for \$0 extra.

Dev-C++

A fast, portable, simple, and free C/C++ IDE for Windows, built in Delphi

GitHub

Using std::list::splice to implement a LRU cache

- Article on nextptr
- std::list::splice

What should the state of a moved-from object be?

- Raymond Chen
 - Reddit

Reducing Memory Consumption in Visual Assist

- Blog post
 - 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;</pre>
```

Writing a custom iterator in modern C++ (C++17)

- Article
 - Reddit

C++ for Swift developers

- Sidharth Juyal
 - Reddit

Wrapping C++ for use in Swift

Reddit

Is Zero a Butterfly?

- Shafik Yaghmour
 - Reddit

std::optional and other useful types

Reddit

EnTT 3.6.0

Gaming meets modern C++ - a fast and reliable entity component system (ECS) and much more.

- Announcement on Reddit
 - GitHub (C++17, MIT)

With std::variant, you choose either performance or sanity

Reddit

MSVC build performance

- Improving code generation time with C++ Build Insights
- Faster C++ builds, simplified: a new metric for time
- The Coalition Sees 27.9X Iteration Build Improvement with Visual Studio 2019
- Faster C++ Iteration Builds
 - Reddit
- C++ Build Analyzer
 - C++ Build Insights SDK

Infix Function Calls with Boost HOF

- Jo Boccara
 - Reddit

Before

```
1 const bool b = isPrefixOf(prefix, text);
```

After

```
1 const bool b = prefix <isPrefix0f> text;
```

Polymorphism Decision Table

Kilian Henneberger

Tracy Profiler

A real time, nanosecond resolution, remote telemetry, hybrid frame and sampling profiler for games and other applications.

Tracy supports profiling CPU (C, C++11, Lua), GPU (OpenGL, Vulkan, OpenCL, Direct3D 12), memory, locks, context switches, per-frame screenshots and more.

GitHub

The most thoroughly commented linker script (probably)

- Stargirl
 - GitHub
 - Reddit

How can I write a C++ class that iterates over its base classes?

- Raymond Chen
 - Reddit

Template specialization and instantiation

- Xiang Fan, Microsoft
 - Reddit

C++ Performance Trap #1: Constant-size std::vector

- Scott Wolchok
 - Reddit
 - Software optimization resources, by Agner

C++ Performance Trap #2: Unnecessary std::function

- Scott Wolchok
 - Reddit

Inlining and Compiler Optimizations

- Scott Wolchok
 - Reddit

The perils of the accidental C++ conversion constructor

- Raymond Chen
 - Reddit

No one hates C++ more than the people who love C++. ⇒

Making Win32 APIs More Accessible to More Languages

- Microsoft
 - C++/WinRT

C++ and game engines

Reddit

Hey, i started out with c++3 months ago and really love it. I already have some experience in unity, but i d like to use c++. Is there any engine you would recommend me to try out? I know about Unreal Engine but i cant find any good tutorials for how to use c++ with unreal engine. Is there any other option or a tutorial series or anything you could recommend me?

Game developers, what compiler optimization setting do you use?

Reddit

Adding elements to arrays and changing variables during compilation – imperative meta-metaprogramming in C++

- Dugi
 - Reddit

Anonymous types in C++

- Jan Bielak
 - Reddit

```
constexpr auto simplify(struct_(int numerator, denominator;) ratio) ->
    decltype(ratio)

int gcd = std::gcd(ratio.numerator, ratio.denominator);
return { ratio.numerator / gcd, ratio.denominator / gcd };
}
```

Documenting C++ code

- Reddit
 - Doxygen, Sphinx + Breathe ⇒ {fmt}
 - Standardese
 - clang-doc
 - hdoc
 - Adobe Hyde

YAVE: Functional reactive visual programming language written in C++20

- Reddit
 - GitHub (C++20, LGPL)

Possibility of adding operators to handle nullptr easier ("??", " $? \rightarrow$ ")

Reddit

CMake and the Future of C++ Package Management

- Borislav Stanimirov
 - Reddit

Fixed math header only library with MIT licence

- Reddit
 - GitHub (C++17, MIT)

Coderrect Scanner

A fast static analysis tool for detecting race conditions in C++ code. Supports pthreads, std::thread, OpenMP, and more.

- Home Page
 - Reddit

Purely academic purposes Compile-time Turing Machine in C++20

- GitHub
 - Reddit

X-Macros

- Arthur O'Dwyer
 - Reddit

Interesting technique, I hate it. ⇒

A C++20 container concepts library

This library aims to provide general purpose concepts that are not available in the C++20 concepts library, most notably container concepts.

- GitHub
 - Reddit

Motivating examples of coroutines

- Reddit
- Previously: Reddit

std::jthread and cooperative cancellation with stop token

- Article on Nextptr
 - Reddit

Time Travel Debugging for C/C++

- Article
 - Reddit

Number Parsing at a Gigabyte per Second

- Daniel Lemire
 - Paper
 - Reddit
 - fast_float (GitHub)
 - The Eisel-Lemire ParseNumberF64 Algorithm
 - Go Systems talk (YouTube)

Abbreviated Function Templates and Constrained Auto

- Sy Brand, Microsoft
 - Reddit

Why no standard library support for command line parsing?

Reddit

- P0781R0 A Modern C++ Signature for main
- TCLAP Templatized Command Line Argument Parser: SourceForge, GitHub
- Gflags, GitHub
- Cxxopts
- CL I11
- Boost.Program_options
- Quick Arg Parser: GitHub, Reddit
- Lvra
- Clara, blog post by Marius Bancila

```
1 std::vector<std::string_view> args(argv, argv+argc);
```

C++ HTML

• J.F. Bastien