C++ Club Meeting Notes

2018-07-19

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CMake 3.12.0

- ► Announcement
 - ► Reddit
- ▶ Book: Professional CMake \$30
 - ► Reddit

MSVC Preprocessor Progress towards Conformance

- ► MSVC blog post
 - ► Reddit

2D Graphics TS at BSI

- ► Guy Davidson's blog
- ► Reddit thread
- CppCast episode

Four Habit-Forming Tips to Faster C++

Post by KDAB

- 1. Make use of the (named-) return-value optimisation
- 2. Return parameters by value whenever possible
- 3. Cache member-variables and reference-parameters
- 4. Organize your member variables intelligently

Modules TS example

Post

web_view

- ▶ P1108R0
 - ► Reddit

This paper proposes a web_view facility for the C++ standard library. This facility enables modern, natural, multimodal user interaction by leveraging existing web standards and technologies.

Full C++17 Filesystem Library Guide

Part of the book C++17 – The Complete Guide by Nicolai Josuttis (Draft available now)

In-Place Construction for std::any, std::variant and std::optional

- Post by Bartek Filipek
- ► Reddit

C-Rez: A small tool to generate C arrays of data from a list of input files

- ► Code (MIT)
 - ► Reddit
- ▶ p1040R0 std::embed by JeanHeyd Meneide
 - ► Implementation

Book: The Modern C++ Challenge

- Review by Scott Meyers
- ► Book page (Packt)

Everything You Need to Know About std::any from C++17

► Post by B. Filipek

C++17: std::string_view

▶ Post

C++17: std::apply

► CppReference

C++17 in libsigc++: invoke, apply, and constexpr if

- ▶ Post
- ► Code (LGPL)
- ▶ Docs

libsigc++ implements a typesafe callback system for standard C++. It allows you to define signals and to connect those signals to any callback function, either global or a member function, regardless of whether it is static or virtual.

Unity ("jumbo") builds

AKA: amalgamated, or Single Compilation Unit (SCU) builds.

- A Guide to Unity Builds by Viktor Kirilov
- Support for Unity (Jumbo) Files in Visual Studio 2017 15.8 (Experimental)
- Chromium instructions and GoogleDoc
- Reddit
- Other tools:
 - CMake cotire and Unity Build macro
 - ▶ FASTBuild
 - Meson
 - waf
 - RudeBuild plugin for Visual Studio

Coding Guideline: Avoid const member variables

Reddit

const auto* versus const auto for Pointer Types

Article

Variadic CRTP

- ► Steve Dewhurst
- ► Jonathan Boccara
 - ► Reddit thread