

C++ Club

Gleb Dolgich

2019-08-01

Trip Report: C++ Standards Meeting in Cologne, July 2019

Botond Ballo

- ▶ [Reddit](#)
- ▶ [CppCast](#)

Quote:

Contracts were pulled from C++20 because the consensus for their current design has disappeared¹

Guy Davidson

- ▶ [Reddit](#)

Quote:

The big news though was the withdrawal of Contracts from the working draft. The consensus is that it simply isn't ready yet <...>

¹<https://botondballo.wordpress.com/2019/07/26/trip-report-c-standards-meeting-in-cologne-july-2019/#contracts>

Survey results: Your “top five” ISO C++ feature proposals

<https://herbsutter.com/2019/07/25/survey-results-your-top-five-iso-c-feature-proposals/>

Comment:

Indeed, the results are incredibly biased, in favor of:

- ▶ *Your own proposals.*
- ▶ *Your own interests.*
- ▶ *Proposals made recently or which have gone through part of the adoption pipeline.*

https://www.reddit.com/r/cpp/comments/ci0uz6/survey_results_your_top_five_iso_c_feature/

- ▶ ELI5

- ▶ <https://iscinumpy.gitlab.io/post/cpp-20/>
- ▶ <https://hackaday.com/2019/07/30/c20-is-feature-complete-heres-what-changes-are-coming/>

Game developer's C++ rant

Glenn Fiedler @gafferongames

Hey C++ standardization committee. Stop adding new crap to the language, fix the include file situation, fix slow debug builds, fix the slow compile and link times, and fix the bloated binaries your language produces. No? Too hard? You want to add a spaceship operator you say...

29 July

Glenn Fiedler @gafferongames

Oh hey, while you are here, if you make games in C++, please go here:

<https://github.com/networknext/sdk>, but if you think Modern C++ is awesome, please go here instead:

<https://yosefk.com/c++fqa/>

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Glenn Fiedler @gafferongames

Here is also another very good discussion about how C++ is failing game developers today. Modern C++ aficionados, please read and understand that your choices have consequences on people who use the language every day. <https://aras-p.info/blog/2018/12/28/Modern-C-Lamentations/>

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Meeting Bjarne Stroustrup this Monday, any questions you would like asked?

https://www.reddit.com/r/cpp/comments/chwncp/meeting_bjarne_stroustrup_creator_of_c_this/

Simplify Your Code With Rocket Science: C++20's Spaceship Operator

<https://devblogs.microsoft.com/cppblog/simplify-your-code-with-rocket-science-c20s-spaceship-operator/>

https://www.reddit.com/r/cpp/comments/c68457/simplify_your_code_with_rocket_science_c20s/

How do you get the benefits of Rust in C++?

https://www.reddit.com/r/cpp/comments/c6gtd4/how_do_you_get_the_benefits_of_rust_in_c/

- ▶ SaferCPlusPlus <https://github.com/duneroadrunner/SaferCPlusPlus/blob/master/README.md>
- ▶ Clang 10 thread safety analysis
<https://clang.llvm.org/docs/ThreadSafetyAnalysis.html>
- ▶ Sanitizers <https://github.com/google/sanitizers>
- ▶ Escher C++ Verifier <http://www.eschertech.com/papers/ecvpp2016.pdf>
- ▶ Lifetime profile
 - ▶ Paper <https://github.com/isocpp/CppCoreGuidelines/blob/master/docs/Lifetime.pdf>
 - ▶ Clang implementation
<https://eurollvm2019.sched.com/event/MGHd/implementing-the-c-core-guidelines-lifetime-safety-profile-in-clang>
 - ▶ Lifetime Profile Update in Visual Studio 2019 Preview 2
<https://devblogs.microsoft.com/cppblog/lifetime-profile-update-in-visual-studio-2019-preview-2/>

"A distributed system is one in which the failure of a computer you didn't even know existed can render your own computer unusable." - Leslie Lamport

