C++ Club UK

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 disappeared[1]*

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 <…>*

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[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

C++20 articles

- 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/
29 July

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/
29 July

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