

# C++ Club Meeting Notes

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- ▶ [ACCU 2019 Slides and Trip Report by Anthony Williams](#)
- ▶ [Trip report by Ori Ben-Shir \(a Rust developer\)](#)

## C++17/20 Features and Fixes in Visual Studio 2019

- ▶ <https://devblogs.microsoft.com/cppblog/cpp17-20-features-and-fixes-in-vs-2019/>
- ▶ [https://www.reddit.com/r/cpp/comments/bf3fmk/c1720\\_features\\_and\\_fixes\\_in\\_visual\\_studio\\_2019/](https://www.reddit.com/r/cpp/comments/bf3fmk/c1720_features_and_fixes_in_visual_studio_2019/)

# Bjarne Stroustrup 2008 interview for Embedded Systems Conference keynote (1/9)

<https://youtu.be/HBulBaOEqYQ>

How have you seen the embedded systems industry change over the last 20 years?

*The ubiquity of embedded systems (in 2008!)*

# Bjarne Stroustrup 2008 interview for Embedded Systems Conference keynote (2/9)

<https://youtu.be/HBuIBaOEqYQ>

What would you say is the most difficult aspect of your work with C++?

*Combining flexibility with performance is hard, especially when you have to remain backward compatible.*

*C++ had \$5000 over 3 years of advertisement budget.*

# Bjarne Stroustrup 2008 interview for Embedded Systems Conference keynote (3/9)

<https://youtu.be/HBulBaOEQYQ>

If you were starting off in the industry today, what would you want to invent, and why?

*Better support for hard realtime constraints, reliability, concurrency. A combination of language and tools, compilation and execution techniques. Perhaps a subset of a general-purpose language, or a subset of C++ (1/10 in size).*

# Bjarne Stroustrup 2008 interview for Embedded Systems Conference keynote (4/9)

<https://youtu.be/HBulBaOEqYQ>

Are there any aspects of C++ that you wish you could change?

- ▶ C++ syntax is baroque (some decisions were made because the C compiler had to fit in 48K memory)
- ▶ Inside C++ there is a smaller language (1/10 in size)
- ▶ Scope, RAI
- ▶ Classes, templates would still be there

# Bjarne Stroustrup 2008 interview for Embedded Systems Conference keynote (5/9)

<https://youtu.be/HBuIBaOEqYQ>

Did you ever imagine that C++ would become so important?

*Performance still matters.*



# Bjarne Stroustrup 2008 interview for Embedded Systems Conference keynote (6/9)

<https://youtu.be/HBulBaOEqYQ>

Is there any reason for a competent programmer to use C when a C++ compiler of comparable quality is available for a target platform?

*No.*

# Bjarne Stroustrup 2008 interview for Embedded Systems Conference keynote (7/9)

<https://youtu.be/HBuIBaOEqYQ>

What's your opinion on the embedded C++ subset?

- ▶ A bad idea. No templates (!?)
- ▶ Need rules specific for the area.
- ▶ Start with a superset (language + libraries), then cut off unnecessary things.
  - ▶ *JSF was mentioned!*
- ▶ In a hard realtime environment:
  - ▶ Don't rely on a general-purpose free store manager
  - ▶ Be very careful with C pointers

# Bjarne Stroustrup 2008 interview for Embedded Systems Conference keynote (8/9)

<https://youtu.be/HBulBaOEQYQ>

What's next after C++?

*C++ will be around as a major factor for another 20 years at least. Next generation (C++0x) will be finished in a couple of years. It will be a significant improvement.*

*Teaching, writing a book for beginners. Researching tools and techniques.*

*Work on C++0x will wind down over the next few years. (!!)*

# Bjarne Stroustrup 2008 interview for Embedded Systems Conference keynote (9/9)

<https://youtu.be/HBulBaOEQYQ>

Which programming techniques and language features are the most important?

*With C++ you combine different techniques and features to solve the problem. This will improve with C++0x.*

*With hard realtime constraints we shouldn't use free store or exceptions ("I'm very sad"), given the tools we have today.*

<https://youtu.be/UzfYG8GdB3I>

## So, what's exactly wrong with C++?

[https://www.reddit.com/r/cpp/comments/bfia2h/so\\_whats\\_exactly\\_wrong\\_with\\_c/](https://www.reddit.com/r/cpp/comments/bfia2h/so_whats_exactly_wrong_with_c/)

## Why is `std::move` not `[[nodiscard]]` in C++20?

<https://stackoverflow.com/questions/55772424/why-is-stdmove-not-nodiscard-in-c20>

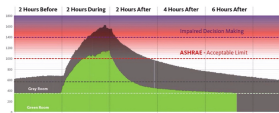


Chris Young 🇨🇦  
@netmanchris

This is crazy. Study shoes three people in a conference room over 2 hours can result in a Co2 level that can impair cognitive functioning. Ie. If you're making decisions at the end of the meeting, you're mentally less qualified to do so.  
[pic.twitter.com/yGdufCWoVF](https://pic.twitter.com/yGdufCWoVF)

### AIR Parameters Gensler Study - 2016

#### TWO HOUR CONTROLLED MEETING STUDY



The same three participants spent two hours working in each study environment, the data shows shows two hours before the participants entered the room & the amount of time following the study that it took for each room to offgas the CO2 inhaled from the three participants.

4,017 Likes

2,171 Retweets

16 Mar 2019 at 14:59

via **Twitter for iPad**



Greg Ferro:

*An engineer who works remotely should be called an 'engifar'*



**Jason Karns**

@jasonkarns

Bought a mechanical keyboard with more resistance so my code will be strongly typed.

**7,901** Likes

**1,940** Retweets

27 Mar 2019 at 19:23

via **Twitter for iPhone**