

Advanced C++ - Course contents

- Novelties in C++11 – C++14 – C++17
 - lambda-expressions
 - smart pointers
 - noexcept
 - move semantics
 - static_assert
 - constexpr
 - default special member functions
 - tuples
 - regular expressions
 - raw string literals
 - auto declarations
 - using iso typedef
- Design Patterns:
 - General Design Guidelines
 - Design Patterns in Modern C++
 - Often used: Singleton, Factory, Iterator, Strategy, Adapter
 - Others: Observer, Decorator, ...
 - Case: refactor monolithic application
- Multithreading
 - Case: add multithreading to refactored application
- C++20