


Microsoft Pure Virtual C++ 2020

<https://visualstudio.microsoft.com/pure-virtual-cpp-event>

<https://www.youtube.com/watch?v=c1ThUFISDF4>

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Dynamic Polymorphism with Metaclasses and Code Injection



Sy Brand

youtube.com/watch?v=drt3yXI-fqk

```
struct Animal { virtual void speak();};  
struct Cat: Animal { void speak() override;}  
struct Dog: Animal { void speak() override;}
```

Problems with inheritance:

- dynamic allocation, nullability, intrusive, lack of value semantics, difficulties with algorithms and containers

```
vector<Animal> animals_by_value;  
vector<unique_ptr<Animal>> animals_by_reference;
```

Type erasure

```
struct Animal { void* obj; VTable* vtable; void speak() { vtable->speak(obj);}};  
struct Cat { void speak();}  
struct Dog { void speak();}  
  
main() {  
    Animal a = Cat{};  
    a.speak();  
    a = Dog{};  
    a.speak();  
}
```

Wordy boiler plate for wrappers

Reflection - papers, standards proposals

```
template <Enum T>
constexpr std::string to_string(T value) {
    for constexpr (auto e: std::meta::members_of(reflexpr(T))) {
        if (exprid(e) == value) {
            return std::meta::name_of(e);
        }
    }
    return "<unnamed>";
}
```

- not enough

Next step: Code injection - standard proposal?

```
class Point {  
    int x; int y;  
  
    consteval {  
        for (auto member: meta::members_of(reflexpr(Point))) {  
            if (meta::is_nonstatic_data_member(member)) {  
                -> __fragment struct {  
                    typename(meta::type_of(member)) const&  
                    unqualid("get_", member)() {  
                        return exprid(member);  
                    }  
                }  
            }  
        }  
    }  
}
```

Use injections to encapsulate the boilerplate:

```
template <class Facade>
struct typeclass_for {
    void* concrete_;
    vtable<Facade> const* vtable_;
    // constructors, forwarding functions etc.
};
struct Animal_facade {
    void speak();
};
using Animal = typeclass_for <Animal_facade>;
```

Could include policies to specialize memory management and function locality.

Metaclass proposal would streamline this further:

```
class(typeclass) Animal {  
    void speak();  
};  
std::vector<Animal> animals;
```

Concerns

- Performance: run time and compile time
- Availability
- Inconsistent with Concepts (structure rather than intent)

Optimize Your C++ Development While Working From Home



Nick Uhlenhuth

youtube.com/watch?v=JpInRSDa29w

Challenges: Compute, Collaboration, Communication

Compute: Limited laptop

Incredibuild extension

Free upto 8 cores, visualization to understand build bottlenecks

Visual Studio Online

- Connect from local VS2019 to Online environments - based on repo
- Costs? Mention of pay-for-what you use. Uses Azure credits (that come with your licence)
- Local VS is just rendering client - build, dialog content all online
- Debugging: interactive console window runs online, LiveShared
- Use browser to access online environments
 - Manage environment settings
 - Browser based IDE - similar to VSC
 - Shareable environment

util.h - workspace [VS Online] - 1 x

https://online.visualstudio.com/environment/59a17843-c23a-4222-b92c-c1cdc0d7c061

Fidelity NetBenefits... Giving Portal My Benefits Dashb... Imported From Mic... Customer Journey: L... IntelliCode Engaged Suggestions dashb... Training VSO

RUN

Open a file which can be debugged or run.

Run and Debug

To customize Run and Debug create a launch.json file.

util.h

```
vcpkg > toolsrc > include > vcpkg > base > C util.h > ...
87     using std::end;
88     return std::find(begin(cont), end(cont), v);
89 }
90
91 template<class Container, class Pred>
92 auto find_if(Container&& cont, Pred pred)
93 {
94     using std::begin;
95     using std::end;
96     return std::find_if(begin(cont), end(cont), pred);
97 }
98
99 template<class Container, class Pred>
100 auto find_if_not(Container&& cont, Pred pred)
101 {
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

Loaded 'C:\Windows\System32\imm32.dll'.

Commands:

vcpkg search [pat]	Search for packages available to be built
vcpkg install <pkg>...	Install a package
vcpkg remove <pkg>...	Uninstall a package
vcpkg remove --outdated	Uninstall all out-of-date packages
vcpkg list	List installed packages
vcpkg update	Display list of packages for updating

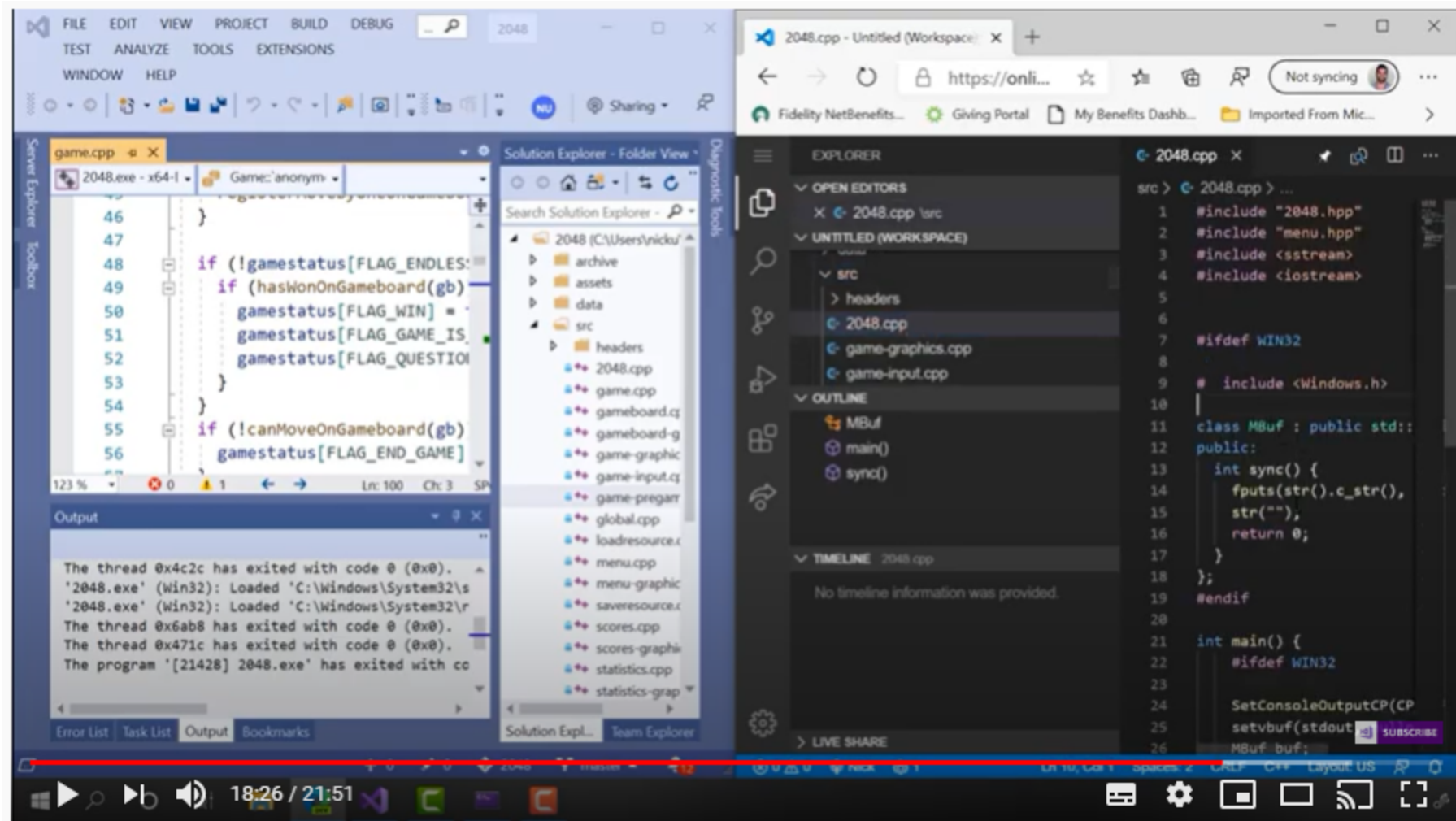
12:38 / 21:51

VS Online master v25.0 Rick Create Using Policy Visual Studio Online Build Custom DevOps Review Build [all] Debug vcpkg Run CTest Live Share Azure: rick@mic

Collaboration

Live Share

- Host has source code locally. Guests don't need
- Share via auto-generated link.
- Pair programming, code interviews
- Following, seeing cast app from host
- Guest can share from the browser
- `Insiders` setting in Visual Studio



Communication

Teams: Office365 and also currently Free!

Online `MS Build` conference in May 19-21

C++ Cross-Platform Development with Visual Studio and WSL



Erika Sweet

youtube.com/watch?v=ijmZKRIfOoI

WSL - Windows Subsystem for Linux (*not discussed in detail*)

- vs2017 support for dev c/c++ remote linux systems over ssh
- vs2019 native support for WSL
- lets you run a linux environment on Windows
- one copy of source shared by both rather than copied over ssh
- (*can't be shared from linux filesystem yet*)

CMake - open source, cross-platform build system

- first class support in VS
- build on local Windows, local WSL-GCC or remotely
- intellisense enabled
- for Windows, ms cl or clang can be used
- CMake not vital - can also use MS Build projects

Debugging: VS front-end onto gdb, including condition and trace breakpoints

- AddressSanitizer integrated for Linux (*available for Windows x86 builds too*)
- via MIEngine (open source) can use gdb directly
- Can build locally, but deploy and debug on remote (e.g. local docker linux installation)
- Platform intellisense informs you of code issues that apply to some configurations
e.g. `#include <windows.h>`

btw: `vcpkg` is a c/c++ package manager for Windows, Linux and MacOS

- can be integrated into VS so that package tips are offered

Lucky 7 – Designing Text Encodings for C++



JeanHeyd Meneide

youtube.com/watch?v=w4qYf2pvPg4

- `char` is bad because you don't know the encoding (e.g. part of utf8 or windows1252 or..?)
- leads to wrong assumptions
- `wchar_t` is bad: utf16 or utf32 or variants (ECS2) for different platforms or libraries, or completely different in other locales (Chinese, Japan etc)
- `char16_t` and `char32_t` bad. Only known if `__STD_C_UTF_16__` or `32` defined, else ..?
- C++20 fixes this. `char16_t` and `char32_t` now always have the expected expected

Proposed API for standardization for handling text in c++

Standard support for Unicode? - effectively none or a nightmare of individual libraries

Just do it: `char` -> `utf8` ?

Problems:

- signed
- mixed use: encoding and utf8. Environments make the wrong choice; can't be fully controlled (for most companies)

Encoding_object (Lucky 7):

- 3 type definitions (code_point , code_unit , state)
- 2 static member variables (max_code_points , max_code_units)
- 2 function (encode_one , decode_one)

Sufficient to describe all encoding/decoding scenarios

- except stepping backwards
- minimal abstraction

Standard encodings for c++23: e.g. ascii, narrow/wide_execution/literal, utf8, utf16, ..

c++23/26: Entire WHATWG Suite of Encodings

Make your own using this abstraction

Demonstrate Encoding object use with Transcoding and Validation:

- Transcoding: Encoding A to Encode B, via common `code_point` (99.99% utf32)
 - composable Encoding objects
- Validation: round trip decoding/encoding to check no errors and identical
 - could use Transcode (wasteful but consistent)
- Counting:

Standard proposal includes: `encode`, `encode_into`, `transcode` etc

- all `constexpr` so can be used for `static_assert` that compiler's implementation can support encoding
- just needs your Encoding object with these 7 features (bonuses for more)

C++ Development with Visual Studio Code



Julia Reid

youtube.com/watch?v=bK882S9ESpo

VSCoDe: Light-weight editor -> Full IDE

C++ extension: Intellisense, Build/Debug, CMake support (help finding compilers and toolkits)

- Find all references, Rename, Peek etc
- Commands presented on the Blue status bar as well as Ctrl-Shift-P command palette
- Debug panes, breakpoints

Visual Studio Code interface showing a C++ project named "badguy" in the "src" directory. The editor displays the file "badguy.hpp" with the following code:

```
src > badguy > badguy.hpp > BadGuy > m_state
4:41
240 std::string m_dead_script; /**< script to execute when badguy is killed */
241
242 float m_melting_time;
243
```

The left sidebar shows the "REFERENCES" panel with 14 results in 2 files. The "C/C++ OTHER REFERENCES RESULTS" panel shows a list of references, including "regex_format.hpp" and "m_state".

The bottom status bar indicates the current file is "badguy.hpp" and the cursor is at line 240, column 12.

A video player interface is overlaid on the right side of the screen, showing a woman speaking. The video player includes a progress bar at the bottom with a timestamp of 4:41:58 / 8:44:07 and a "SUBSCRIBE" button.

Remote development extensions: Ssh, Containers, WSL, LiveShare

- via ssh you can use local VSC against remote source and compiler

Cross-platform dev: windows, linux, macos

vcpkg: c++ package management: 1300 libraries, routinely tested against each other for compatibility

- coming soon: understanding project dependencies via manifest file, versioning, private libraries

Peeking Safely at a Table with Concepts



Gabriel Dos Reis

youtube.com/watch?v=c1ThUFISDF4

Shift verification burden from runtime to compiletime

Concept is a predicate over types and compile-time values, allowing code to express intent (more clearly than SFINAE)

e.g.

```
#include <concepts>

template<std::unsigned_integral T>
constexpr int length(T t) { .. }

int main() {
    auto a = length(47834u); //ok
    auto b = length(935.4);  //FAIL
    auto c = length(-47834); //FAIL
}
```

How to create Concept?

- constexpr function to provide predicate
- c++14: use static_assert on the data items (not the usage point)
- now, define `concept` instead e.g.

```
template<int N>
constexpr bool retractible_by_key(const Play (&table)[N]) { .. }

template<auto& table>
concept RetractableByKey = retractible_by_value(table);

template<auto& table> requires RetractableByKey<table>
inline auto& play_entry(Action act) {
    return table[bits::rep(act)];
}
```

Lots of questions raised:

- can we have overloads that obey different constraints or none?
- could we have version that checks at runtime for runtime structures?

Practical C++20 Modules and the future of tooling around C++ Modules



Cameron DaCamara

youtube.com/watch?v=ow2zV0Udd9M

C++20 Exported Translation Units

- Module Units:
 - Primary Module Interfaces:
 - Module Partitions
- Header Units:

Primary Module Interfaces

```
export module m;  
export struct MyType {};  
struct InternalType {};  
export f(MyType) { InternalType i; ..}
```

```
import m;  
int main() {  
    MyType type;  
    f(type);  
}
```

Module Partitions

Separate up the Primary Module Interfaces into different files to simplify builds and clarify parts e.g. types vs functions vs convenient bundle.

m-types.ixx

```
export module m:types;  
export struct MyType {};  
struct InternalType {};
```

m-functions.ixx

```
export module m:functions;  
import :types;  
export f(MyType) { InternalType i; ..}
```

m.ixx

```
export module m;  
export import :types;  
export import :functions;
```

Header Units

Separately compiled header files: formalized pch

```
import <m.h>;  
int main() {  
    MyType type;  
    f(type);  
}
```


Increasing difficulty of integration:

1. Current headers translate relatively easily to header units
2. Primary Module Interfaces
3. Module Partitions

Notes from demo:

- build module version of headers separately, reduces build of `main` (/10 in imgui demo)
- mention that Microsoft uses a by-reference module mechanism so that modules are dynamically loaded at runtime - suggesting that this isn't necessary or mandated.
- suggestion that the build order for modules needs to be manually maintained
- MS's modules on disk conform to IFC specification (derived from IPR) which, for instance matches python modules; and open source, so tooling opportunities

Update on MSVC's implementation of the C++20 Standard Library



Mahmoud Saleh

youtube.com/watch?v=ArW8n0QBdiE

- 2019: completed implementation of all of c++17
- open source the MS STL implementation on Github
 - cleaned code and make files
 - gives faster integration and accepts contributions (e.g. vs2019 16.5)
 - lower level VS runtime and Universal runtime not open source


- to come:
 - migrate bugs to github, complete CMake migration, finish c++20
- licensing: same as LLVM; pretty open, but restricts contributions
 - distributed binaries don't need to attribute, but sourcecode would
- progress: 30% of c++20 features remaining - aim for early 2021

Last C++17 addition:

- elementary string conversions: `from_chars`, `to_chars`, non-throwing, locale-independent, 10x speed up; supports bases, formatting & precision

Recent C++20 highlights:

- `contains` for associative containers, including heterogeneous keys
- `starts_with`, `ends_with` for `string` and `string_view`
- `char8_t`, and `u8string`, `u8stream`. Devs still need to write helpers to actually output
 - can be used with filesystem (`u8path` deprecated)
- `erase` and `erase_if`, less error-prone than `remove`, `remove_if`, by taking whole container
- `is_constant_evaluated`
- add `constexpr` to `<algorithm>` and `<utility>` e.g. `find`, `is_sorted`, `equal`, `replace`
- `span`
- `ranges` (required `concepts`). `ranges::algorithms` is done, but not everything else

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https://github.com/rshepherd549/docs/tree/master/talk_pure_virtual