Welcome to C++ Edinburgh

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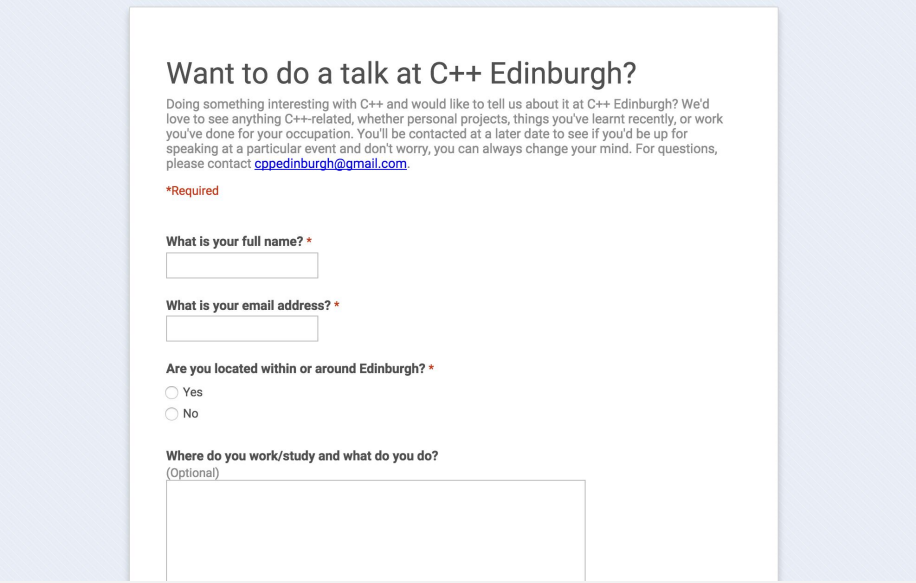
Want to do a talk?



Want to do a talk at C++ Edinburgh?

Doing something interesting with C++ and would like to tell us about it at C++ Edinburgh? We'd love to see anything C++-related, whether personal projects, things you've learnt recently, or work you've done for your occupation. You'll be contacted at a later date to see if you'd be up for speaking at a particular event and don't worry, you can always change your mind. For questions, please contact cppedinburgh@gmail.com.

*Required

What is your full name? *

What is your email address? *

Are you located within or around Edinburgh? *

- Yes
- No

Where do you work/study and what do you do?
(Optional)

http://goo.gl/forms/bhS0M2mtGN

Keep up-to-date

with C++ Edinburgh happenings.

http://cppedinburgh.uk/

@cppedinburgh

C++ Edinburgh

Mailing List

C++ Update
July 2016

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Status of C++17

Even more things have made it in!

Language

- Class template argument deduction
- `template <auto>`
- `auto [x, y, z] = f();`
- `if (init; condition)`
- `constexpr if`
- Inline variables
- Forward progress guarantees

Library

- `variant<>`
- Memory management algorithms (`destroy`, `uninitialized_value_construct`, ...)
- Splicing for maps and sets
- `std[0-9]+` reserved

Status of Technical Specifications

See here for details: http://en.cppreference.com/w/cpp/experimental

Parallelism TS	Merged into C++17
Filesystem TS	Merged into C++17
Special Math TS	Merged into C++17
Library Fund. TS	Part merged into C++17
Concepts TS	Published
Concurrency TS	Published
Transac. Memory TS	Published
Ranges TS	Working draft
Networking TS	Working draft
Modules TS	Working draft
Coroutines TS	Working draft

Status of Technical Specifications

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Numerics TS	Early development
Concurrency TS 2	Early development
Parallelism TS 2	Early development
Transac. Memory TS 2	Early development
Graphics TS	Early development

Who's Hiring?

Regular job opening posts on Reddit

https://reddit.com/r/cpp/

GCC 6.1 is out

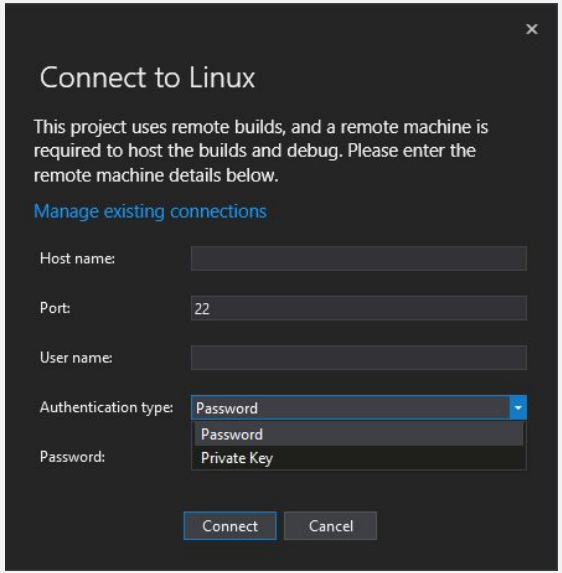
With plenty of C++17 support

Language Feature	Proposal	Available in GCC?
Removing trigraphs	N4086	5.1
`u8` character literals	N4267	6
Folding expressions	N4295	6
Attributes for namespaces and enumerators	N4266	4.9 (namespaces) 6 (enumerators)
Nested namespace definitions	N4230	6
Allow constant evaluation for all non-type template arguments	N4268	6
Extending static_assert	N3928	6
[[fallthrough]] attribute	P0188R1	No (bug 7652)
[[nodiscard]] attribute	P0189R1	4.8 ([[gnu::warn_unused_result]]) 7 (P0189R1)
[[maybe_unused]] attribute	P0212R1	4.8 ([[gnu::unused]]) 7 (P0212R1)
Extension to aggregate initialization	P0017R1	No
Wording for `constexpr` lambda	P0170R1	No
Unary Folds and Empty Parameter Packs	P0036R0	6
Generalizing the Range-Based For Loop	P0184R0	6
Lambda capture of `*this` by Value	P0018R3	No
Construction Rules for `enum class` variables	P0138R2	No
Hexadecimal floating literals for C++	P0245R1	3.0

Technical Specification	Document	Available in GCC?
Concepts	N4377	6
Transactional Memory	N4514	6 (no atomic_cancel)

Visual C++ for Linux Development

Remote building on Linux



https://blogs.msdn.microsoft.com/vcblog/2016/03/30/visual-c-for-linux-development/

Awesome C++

https://cpp.libhunt.com/

Lots of interesting new tools/libraries

magnum

Standardese

str_to_integer

doctest

µWebSockets

Video++

Vulkan C++ API

And many more...

Announcements?
Questions?