Advanced C++

Go beyond the basic syntax of C++ and learn the full capabilities of the standard C++ library. First you will learn to apply the streaming operators in an object-oriented environment, and you’ll learn the proper canonical interface of an object. Next you’ll learn about object management with smart-pointers and reference counting. Then you’ll dive into the Standard Template Library and add the power of the STL containers and algorithms to your own programs. Finally, you’ll explore the Gang of Four OO design patterns and learn to apply them to your own designs.

* Polymorphic Streaming Operators
* The Standard Object Methods
* Smart Pointers and Reference Counting
* Strings and Regular Expressions
* Advanced Templates
* Standard Template Library: Pairs and Tuples
* Standard Template Library: Containers and Iterators
* Standard Template Library: Algorithms
* Object Oriented Design Patterns

Text: *The C++ Standard Library 2nd Edition*

21 hours