

Mod(C++) Intermediate

2-day training

Are you pretty comfortable programming in C++, but sometimes feel lost when you get a compiler error that throws you into a confusing world of templates? Do you feel that your understanding of templates and "modern C++" is a bit shaky? Do you feel like you don't really understand things like move semantics, concepts and ranges? Would you like a firmer understanding of C++ before taking more advanced classes? Do you want to learn while building out a game?

If you answered yes to any of these questions, then you should enroll in the ["Mod\(C++\) Intermediate"](#) training by TurtleSec. This training is designed to provide you with a comprehensive and in-depth understanding of modern C++, covering topics such as:

- **Templates:** Class templates, function templates, non-type parameters, variable templates, aliases and alias templates
- **Constexpr and Consteval:** How to use them in practice and how they affect builds and safety
- **Using Variadic Templates:** std::variant, std::visit, std::tuple, std::apply and structured bindings
- **Writing Variadic Templates:** Fold expressions and parameter packs
- **Ranges and Views:** std::string_view, std::span, ranges, range pipelines, range adaptors and projections
- **Concepts:** Using and defining custom concepts and requires clauses
- **Move Semantics:** A pragmatic approach to move, showing how to use it in practice and a walkthrough of Rule of Zero/Three/Five and how they apply to safety, copying and moving of your custom types

The training can be done either remotely or on-site. You will learn from an experienced instructor who will guide you through theory and practice with clear explanations and examples. The code for the training is in the form of an unfinished game, written in modern cross-platform C++, using tools like CMake, Vcpkg, Clang Tidy and Clang Format.

Don't miss this opportunity to improve your skills and knowledge in modern C++. Register now for the next session of ["Mod\(C++\) Intermediate"](#) by TurtleSec!