

Mod(C++) Fundamentals

2-day training

Do you already know how to program, but would like to learn C++? Do you want to learn modern C++ and how to write clean, elegant, and efficient C++ code? Do you want to learn from an experienced instructor who will guide you through theory and practice with clear explanations and examples? Do you want to learn it while building out a game?

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

- **Fundamental Language Facilities:** How to write your first C++ program, use primitive types and variables, perform input and output, write functions and loops, use values and references, and more.
- **Memory management:** Where objects are stored, how the layout of memory is in different circumstances, how that affects performance and how to prevent memory errors.
- **Compilation model of C++:** Build systems, compilation, linkage, headers, translation units and libraries.
- **Algorithmic thinking and the STL:** Using the STL library with its containers and algorithms to write more elegant performant code. How to rewrite existing imperative code using STL algorithms.
- **Modern tools:** Introduction to tooling like Clang Tidy, Clang Format, CMake, Vcpkg, AddressSanitizer and Undefined Behavior Sanitizer

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\(C++\) Fundamentals"](#) by TurtleSec!