

*ES.11: Use auto to avoid redundant repetition of type names*





ОНЛАЙН-ОБРАЗОВАНИЕ



# C++14

auto, lambda, tuple

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## Сегодня

- ▶ немного о ДЗ
- ▶ <http://cpp.sh/>
- ▶ auto заменит нам все
- ▶ строим замыкание
- ▶ кортежи



# auto

Как писать-то?

- ▶ auto variable initializer



# auto

Как писать-то?

- ▶ auto variable initializer
- ▶ auto function -> return type



# auto

## Как писать-то?

- ▶ auto variable initializer
- ▶ auto function -> return type
- ▶ auto function



# auto

## Как писать-то?

- ▶ auto variable initializer
- ▶ auto function -> return type
- ▶ auto function
- ▶ decltype(auto)





# lambda

closure

- ▶ operator ()



# lambda

## closure

- ▶ operator ()
- ▶ closure



# lambda

## closure

- ▶ operator ()
- ▶ closure
- ▶ lambda



# tuple

► tuple



# tuple

- ▶ tuple
- ▶ make\_tuple



# tuple

- ▶ tuple
- ▶ make\_tuple
- ▶ tie



# tuple

- ▶ tuple
- ▶ make\_tuple
- ▶ tie
- ▶ tuple\_cat

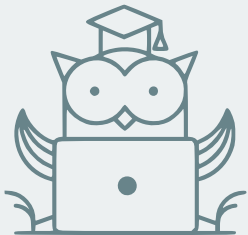


# Материалы

- ▶ <http://en.cppreference.com/w/cpp/language/auto>
- ▶ <http://en.cppreference.com/w/cpp/language/lambda>
- ▶ <http://en.cppreference.com/w/cpp/utility/tuple>







Спасибо за  
внимание!

