1.	Record Nr.	UNINA9910300653103321
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	Titolo	C++ Recipes : A Problem-Solution Approach / / by Bruce Sutherland
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
	ISBN	9781484201572 1484201574
	Edizione	[1st ed. 2015.]
	Descrizione fisica	1 online resource (473 p.)
	Collana	Expert's Voice in C++
	Disciplina	004
	Soggetti	Programming languages (Electronic computers) Software engineering Programming Languages, Compilers, Interpreters Software Engineering/Programming and Operating Systems
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Contents at a Glance; Introduction; Chapter 1: Beginning C++; Recipe 1-1. Finding a Text Editor; Problem; Solution; Recipe 1-2. Installing Clang on Ubuntu; Problem; Solution; How It Works; Recipe 1-3. Installing Clang on Windows; Problem; Solution; How It Works; Recipe 1-4. Installing Clang on OS X; Problem; Solution; How It Works; Recipe 1-5. Building Your First C++ Program; Problem; Solution; Recipe 1-6. Debugging C++ programs using GDB in Cygwin or Linux; Problem; Solution; How It Works; Recipe 1-7. Debugging Your C++ Programs on OS X; Problem; Solution; How It Works Recipe 1-8. Switching C++ Compilation ModesProblem; Solution; How It Works; Recipe 1-9. Building with the Boost Library; Problem; Solution; How It Works; Chapter 2: Modern C++; Recipe 2-1. Initializing Variables; Problem; Solution; How It Works; Recipe 2-2. Initializing Objects with Initializer Lists; Problem; Solution; How It Works; Recipe 2-3. Using Type Deduction; Problem; Solution; How It Works; Recipe 2-4. Using auto with Functions; Problem; Solution; How It Works; Recipe 2-5. Working with Compile Time Constants; Problem; Solution; How It Works; Recipe 2-6. Working with Lambdas; Problem SolutionHow It Works; Recipe 2-7. Working with Time; Problem; Solution; How It Works; Getting the Current Date and Time; Comparing

Sommario/riassunto	C++ Recipes: A Problem-Solution Approach is a handy code cookbook reference guide that cover the latest C++ 14 as well as some of the code templates available in the latest Standard Template Library (STL). In this handy reference, you'll find numbers, strings, dates, times, classes, exceptions, streams, flows, pointers and more. Also, you'll see various code samples, templates for C++ algorithms, parallel processing, multithreading and numerical processes. These have many applications including game development, big data analytics, financial engineering and analysis, enterprise applications and more. A wealth of STL templates on function objects, adapters, allocators, and extensions are also available. This is a "must have", contemporary reference for your technical library.