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Titolo	C++ Recipes : A Problem-Solution Approach / / by Bruce Sutherland
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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

Times; Recipe 2-8. Understanding lvalue and rvalue References; Problem; Solution; How It Works; Recipe 2-9. Using Managed Pointers; Problem; Solution; How It Works; Using unique\_ptr; Using shared\_ptr Instances; Using a weak\_ptr; Chapter 3: Working with Text; Recipe 3-1. Representing Strings in Code Using Literals; Problem; Solution; How It Works; Recipe 3-2. Localizing User Facing Text; Problem; Solution; How It Works; Recipe 3-3. Reading Strings from a File ProblemSolution; How It Works; Recipe 3-4. Reading the Data from an XML File; Problem; Solution; How It Works; Recipe 3-5. Inserting Runtime Data into Strings; Problem; Solution; How It Works; Chapter 4: Working with Numbers; Recipe 4-1. Using the Integer Types in C++; Problem; Solution; How It Works; Working with the int Type; Working with Different Types of Integers; Working with Unsigned Integers; Recipe 4-2. Making Decisions with Relational Operators; Problem; Solution; How It Works; The Equality Operator; The Inequality Operator; The Greater-than Operator; The Less-than Operator Recipe 4-3. Chaining Decisions with Logical OperatorsProblem; Solution; How It Works; The && Operator; The Logical || Operator; Recipe 4-4. Using Hexadecimal Values; Problem; Solution; How It Works; Recipe 4-5. Bit Twiddling with Binary Operators; Problem; Solution; How It Works; The & (Bitwise And) Operator; The | (Bitwise Or) Operator; The ^ (Exclusive Or) Operator; The > Operators; Chapter 5: Classes; Recipe 5-1. Defining a Class; Problem; Solution; How It Works; Recipe 5-2. Adding Data to a Class; Problem; Solution; How It Works; Recipe 5-3. Adding Methods; Problem; Solution How It Works

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#### 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.

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