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Titolo	C++20 Quick Syntax Reference : A Pocket Guide to the Language, APIs, and Library // by Mikael Olsson
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ISBN	1-4842-5995-5
Edizione	[4th ed. 2020.]
Descrizione fisica	1 online resource (XVIII, 205 p. 1 illus.)
Disciplina	005.133
Soggetti	Programming languages (Electronic computers) Computer programming Programming Languages, Compilers, Interpreters Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	1. Hello World -- 2. Compile and Run -- 3. Variables -- 4. Operators -- 5. Pointers -- 6. References -- 7. Arrays -- 8. String -- 9. Conditionals -- 10. Loops -- 11. Functions -- 12. Class -- 13. Constructor -- 14. Inheritance -- 15. Overriding -- 16. Access Levels -- 17. Static -- 18. Enum -- 19. Struct and Union -- 20. Operator Overloading -- 21. Custom Conversions -- 22. Namespaces -- 23. Constants -- 24. Preprocessor -- 25. Exception Handling -- 26. Type Conversions -- 27. Smart Pointers -- 28. Templates -- 29. Headers.
Sommario/riassunto	This quick C++ 20 guide is a condensed code and syntax reference to the popular programming language, fully updated for C++20. It presents the essential C++20 code syntax in a well-organized format that can be used as a handy reference. This edition covers topics including designated initializers, lambdas and lambda captures, the spaceship operator, pack expressions, string literals as template parameters, atomic smart pointers, and contracts. It also covers library changes including extended futures, latches and barriers, task blocks, and text formatting. In the C++20 Quick Syntax Reference, you will find short, simple, and focused code examples. This book includes a well-laid-out table of contents and a comprehensive index allowing for easy review. You won't find any technical jargon, bloated samples,

drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point, and highly accessible. The book is packed with useful information and is a must-have for any C++ programmer. You will: Discover the key C++20 features Work with concepts to constrain template arguments Use modules as a replacement for header files Take advantage of the three-way comparison operator Create immediate functions using the constexpr keyword Make use of constexpr, constexpr and designated initializers.
