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Nota di contenuto	Front Cover; API Design for C++; Copyright; Contents; Foreword; Preface; Why You Should Read This Book; Who is the Target Audience; Focusing On C++; Conventions; Book Web Site; Acknowledgments; Author Biography; Chapter 1: Introduction; 1.1 What are Application Programming Interfaces?; 1.1.1 Contracts and Contractors; 1.1.2 APIs in; 1.2 What's Different About Api Design?; 1.3 Why Should you Use APIs?; 1.3.1 More Robust Code; 1.3.2 Code Reuse; 1.3.3 Parallel Development; 1.4 When Should you Avoid APIs?; 1.5 Api Examples; 1.5.1 Layers of APIs; 1.5.2 A Real-Life Example 1.6 File Formats and Network Protocols 1.7 About this Book; Chapter 2: Qualities; 2.1 Model the Problem Domain; 2.1.1 Provide a Good Abstraction; 2.1.2 Model the Key Objects; 2.2 Hide Implementation Details; 2.2.1 Physical Hiding: Declaration versus Definition; 2.2.2 Logical Hiding: Encapsulation; 2.2.3 Hide Member Variables; 2.2.4 Hide Implementation Methods; 2.2.5 Hide Implementation Classes; 2.3 Minimally Complete; 2.3.1 Don't Overpromise; 2.3.2 Add Virtual Functions Judiciously; 2.3.3 Convenience APIs; 2.4 Easy to Use; 2.4.1 Discoverable; 2.4.2 Difficult to Misuse; 2.4.3 Consistent 2.4.4 Orthogonal 2.4.5 Robust Resource Allocation; 2.4.6 Platform

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4.5.6 Communicating the Architecture

Sommario/riassunto

The design of application programming interfaces can affect the behavior, capabilities, stability, and ease of use of end-user applications. With this book, you will learn how to design a good API for large-scale long-term projects. With extensive C++ code to illustrate each concept, API Design for C++ covers all of the strategies of world-class API development. Martin Reddy draws on over fifteen years of experience in the software industry to offer in-depth discussions of interface design, documentation, testing, and the advanced topics of scripting and plug-in extensibility.
