C Standard Library A Tutorial And Reference Nicolai M Josuttis

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42 Specific Ways to Improve Your Use of C++11 and C++14 Springer
Introduces programmers to the generic programming paradigm and to the C++ Standard Template Library and its use as an extensible framework for generic and interoperable components. Explains ideas underlying generic programming and shows how to create algorithms decoupled from the types and data structures they operate on, and how to write more efficient code that can be used and reused across platforms. Assumes familiarity with C++ and algorithms. Annotation copyrighted by Book News, Inc., Portland, OR
Large-Scale C++ Volume I Pearson
The C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, thoroughly covers the details of this language and its use in his definitive reference, The C++ Programming Language, Fourth Edition. In A Tour of C++ , Stroustrup excerpts the overview chapters from that complete reference, expanding and enhancing them to give an experienced programmer–in just a few hours–a clear idea of what constitutes modern C++. In this concise, self-contained guide, Stroustrup covers most major language features and the major standard-library components–not, of

course, in great depth, but to a level that gives programmers a meaningful overview of the language, some key examples, and practical help in getting started. Stroustrup presents the C++ features in the context of the programming styles they support, such as object-oriented and generic programming. His tour is remarkably comprehensive. Coverage begins with the basics, then ranges widely through more advanced topics, including many that are new in C++11, such as move semantics, uniform initialization, lambda expressions, improved containers, random numbers, and concurrency. The tour ends with a discussion of the design and evolution of C++ and the extensions added for C++11. This guide does not aim to teach you how to program (see Stroustrup's Programming: Principles and Practice Using C++ for that); nor will it be the only resource you'll need for C++ mastery (see Stroustrup's The C++ Programming Language, Fourth Edition, for that). If, however, you are a C or C++ programmer wanting greater familiarity with the current C++ language, or a programmer versed in another language wishing to gain an accurate picture of the nature and benefits of modern C++, you can't find a shorter or simpler introduction than this tour provides.

The C++ Standard Library Pearson Education

Identifies and explains the syntax, functions, and expressions of the C programming language, and describes how to use its library of utility programs

The C++ Programming Language Apress

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

C++ Standard Library Practical Tips

Addison-Wesley Professional

Defines the template classes and functions of the standard template library (STL) component of the C++ programming language. A chapter is devoted to each of the 13 headers, providing a functional description of the header contents, suggestions for how best to use the facilities defined in the header, and the C++ code itself. Additional chapters introduce STL as a whole and discuss three overarching topics--iterators, algorithms, and containers. c. Book News Inc.

Pyth 3 Stan Libr Exam _2 Roberto Ierusalimschy

The second edition of The Boost C++ Libraries introduces 72 Boost libraries that provide a wide range of useful capabilities. They help you manage memory and process strings more easily. They provide containers and other data structures that go well beyond what the standard library offers. They make it easy to build platform-independent network applications. Simply put, these 72 libraries greatly expand your C++ toolbox. The second edition contains more than 430 examples. All examples are as short as possible, but they are complete, so you can compile and run them as is. They show you what the Boost libraries offer and give you a head start on using the libraries in your own applications. The goal of this book is to increase your efficiency as a C++ developer and to simplify software development with C++. The Boost libraries introduced in this book will help you write less code with fewer bugs and finish projects faster. You code will be more concise and self-explanatory and more easily adapted when requirements change. The second edition is based on the Boost libraries 1.55.0 and 1.56.0 with the latter version having been released in August 2014. The examples are based on C++11 and have been tested with Visual Studio 2013, GCC 4.8 and Clang 3.3 on various platforms. For Boost libraries which were incorporated into the C++11 standard library, differences between Boost and the standard library are highlighted. The Boost libraries are one of the most important and influential open source C++ libraries. Their source code is available under a permissive free software license. Several Boost libraries have been incorporated into the C++11 standard library. The Boost libraries are developed and supported by the Boost community - a worldwide developer community with a strong interest in pushing C++ boundaries further.

Modern C++ Design "O'Reilly Media, Inc." "The second edition is clearer and adds more examples on how to use STL in a practical environment. Moreover, it is more concerned with performance and tools for its measurement. Both changes are very welcome." --Lawrence Rauchwerger, Texas A&M University "So many algorithms, so little time! The generic algorithms chapter with so many more examples than in the previous edition is delightful! The examples work cumulatively to give a sense of comfortable competence with the algorithms, containers, and iterators used." --Max A. Lebow, Software Engineer, Unisys Corporation The STL Tutorial and Reference Guide is highly acclaimed as the most accessible, comprehensive, and practical introduction to the Standard Template Library (STL). Encompassing a set of C++ generic data structures and algorithms, STL provides reusable, interchangeable components adaptable to many different uses without sacrificing efficiency. Written by authors who have been instrumental in the creation and practical application of STL, STL Tutorial and Reference Guide, Second Edition includes a tutorial, a thorough description of each element of the library, numerous sample applications, and a comprehensive reference. You will find in-depth explanations of iterators, generic algorithms, containers, function objects, and much more. Several larger, non-trivial applications demonstrate how to put STL's power and flexibility to work. This book will also show you how to integrate STL with object-oriented programming techniques. In addition, the comprehensive and detailed STL reference guide will be a constant and convenient companion as you learn to work with the library. This second edition is fully updated to reflect all of the changes made to STL for the final ANSI/ISO C++ language standard. It has been expanded with new chapters and appendices. Many new code examples throughout the book illustrate individual concepts and techniques, while larger sample programs demonstrate the use of the STL in real-world C++ software development. An accompanying Web site, including source code and examples referenced in the text, can be found at http://www.cs.rpi.edu/~musser/stl-book/index.html.

A Complete Guide to Programming in C++ Addison-Wesley Professional

Presents a collection of reusable design artifacts, called generic components, together with the techniques that make them possible. The author describes techniques for policy-based design, partial template specialization, typelists, and local classes, then goes on to implement generic components for smart pointers, object factories, functor objects, the Visitor design pattern, and multimethod engines. c. Book News Inc.

A Book on C Addison-Wesley Professional
Presents an introduction to the Standard Template Library (STL), with explanations of iterators, generic algorithms, containers, function objects, and the integration of STL with object-oriented programming techniques.

Expert C Programming Apress
Beginning STL is a contemporary treatment that teaches you the latest C++ 14 APIs, libraries and extensions and how to apply these to your C++ 14 applications. In this book, author Ivor Horton explains what the STL is and how to use it with your C++ applications. You'll learn how to use containers and iterators, as well as how to define, create and apply algorithms. Furthermore, you'll learn about function objects and allocators and how to use them. After reading this book, you'll learn how to extend the STL and define your own types of C++ components. You'll also be able to define your own types to satisfy the C++ STL requirements and to conform to the most common design patterns and best practices. The Standard Library is a fundamental part of the C++ Standard. It provides you as a C++ programmer with a comprehensive set of efficiently implemented tools and reusable components that you can use for most types of application.

Real-Time C++ Springer Science & Business Media
UNIX, UNIX LINUX & UNIX TCL/TK. Write software that makes the most effective use of the Linux system, including the kernel and core system libraries. The majority of both Unix and Linux code is still written at the system level, and this book helps you focus on everything above the kernel, where applications such as Apache, bash, cp, vim, Emacs, gcc, gdb, glibc, ls, mv, and X exist. Written primarily for engineers looking to program at the low level, this updated edition of Linux System Programming gives you an understanding of core internals that makes for better code, no matter where it appears in the stack. -- Provided by publisher.

C++ Templates Pearson Education
Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That’s where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect forwarding, and smart pointer make functions The relationships among std::move, std::forward, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How std::atomic differs from volatile, how each should be used, and how they relate to C++'s concurrency API How best practices in "old" C++

programming (i.e., C++98) require revision for software development in modern C++ Effective Modern C++ follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. "After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of Effective C++ books. Effective Modern C++ is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now". -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

The Python 3 Standard Library by Example Prentice Hall Professional

Templates are among the most powerful features of C++, but they are too often neglected, misunderstood, and misused. C++ Templates: The Complete Guide provides software architects and engineers with a clear understanding of why, when, and how to use templates to build and maintain cleaner, faster, and smarter software more efficiently. C++ Templates begins with an insightful tutorial on basic concepts and language features. The remainder of the book serves as a comprehensive reference, focusing first on language details, then on a wide range of coding techniques, and finally on advanced applications for templates. Examples used throughout the book illustrate abstract concepts and demonstrate best practices. Readers learn The exact behaviors of templates How to avoid the pitfalls associated with templates Idioms and techniques, from the basic to the previously undocumented How to reuse source code without threatening performance or safety How to increase the efficiency of C++ programs How to produce more flexible and maintainable software This practical guide shows programmers how to exploit the full power of the template features in C++. The companion Web site at http://www.josuttis.com/tmplbook/ contains sample code and additional updates.

Effective Modern C++ Addison-Wesley Professional

This open access book comprehensively covers the fundamentals of clinical data science, focusing on data collection, modelling and clinical applications. Topics covered in the first section on data collection include: data sources, data at scale (big data), data stewardship (FAIR data) and related privacy concerns. Aspects of predictive modelling using techniques such as classification, regression or clustering, and prediction model validation will be covered in the second section. The third section covers aspects of (mobile) clinical decision support systems, operational excellence and value-based healthcare. Fundamentals of Clinical Data Science is an essential resource for healthcare professionals and IT consultants intending to develop and refine their skills in personalized medicine, using solutions based on large datasets from electronic health records or telemonitoring programmes. The book’s promise is “no math, no code”and will explain the topics in a style that is optimized for a healthcare audience.

Standard C Pearson Education

This quick reference is a condensed guide to the essential data structures, algorithms, and functions provided by the C++17 Standard Library. It does not explain the C++ language or syntax, but is accessible to anyone with basic C++ knowledge or programming experience. Even the most experienced C++ programmer will learn a thing or two from it and find it a useful memory-aid. It is hard to remember all the possibilities, details, and intricacies of the vast and growing Standard Library. This handy reference guide is therefore indispensable to any C++ programmer. It offers a condensed, well-structured summary of all essential aspects of the C++ Standard Library. No page-long, repetitive examples or obscure, rarely used features. Instead, everything you need to know and watch out for in practice is outlined in a compact, to-the-point style, interspersed with practical tips and well-chosen, clarifying examples. This new edition is updated to include all Standard Library changes in C++17, including the new vocabulary types std::string_view, any, optional, and variant; parallel algorithms; the file system library; specialized mathematical functions; and more. What You Will Learn Gain the essentials that the C++ Standard Library has to offer Use containers to efficiently store and retrieve your data Inspect and manipulate your data with algorithms See how lambda expressions allow for elegant use of algorithms Discover what the standard string class provides and how to use it Write localized applications Work with file and stream-based I/O Prevent memory leaks with smart pointers Write safe and efficient multi-threaded code using the threading libraries Who This Book Is For All C++ programmers, irrespective of their proficiency with the language or the Standard Library. A secondary audience is developers who are new to C++, but not new to programming, and who want to learn more about the C++ Standard Library in a quick, condensed manner.

STL Tutorial and Reference Guide Pearson Education

First comprehensive treatment of ANSI and ISO standards for the C Library. Includes practical advice on using all 15 headers of the Library and covers the concept design and utilization of libraries. Contains complete codes of C Library and is the companion volume to C Programming Language. An independent consultant, author Plauger is one of the world's leading experts on C and the C Library.

STL Tutorial and Reference Guide Udayakumar.G.Kulkarni

Furnishing quick, easy-to-use solutions to a variety of common programming problems, this helpful library includes lists, deques, vectors, text processing, numerical algorithms, numerical processing, and containers, along with practical demonstrations of the application of the tips, hands-on exercises and projects, and a companion CD-ROM containing all the source code and programs from the book, along with a Borland C++ compiler. Original. (Intermediate)

The Complete Guide Addison-Wesley Professional

This highly effective study guide offers 100% coverage of every subject on the FE Civil exam This self-study resource contains all of the information you need to prepare for and pass the challenging FE Civil exam on the first try. The book features clear explanations of every topic on the exam as well as hands-on exam strategies and accurate practice problems with fully worked solutions. Organized to follow the order of the official exam syllabus, the book includes references to the official FE Reference Handbook along with tips on how to utilize that resource during the exam itself. Written by a leading civil engineering educator and exam coach, Fundamentals of Engineering FE Civil All-in-One Exam Guide helps you pass the exam with ease. •Contains complete coverage of all objectives for the FE Civil exam•Follows the exact order of the official exam syllabus •Written by an experienced educator and researcher

C++ Standard Library Quick Reference Addison-Wesley

"TR1 roughly doubles the size of the C++ standard library, and it introduces many new facilities and even new kinds of library components. TR1 has some classes, for example, where some nested types may or may not exist depending on the template arguments. To programmers whose experience stops with the standard library, this is strange and unfamiliar. This book is complete (it covers all TR1 facilities), it is easier to understand than TR1 itself, and it is technically accurate." --Matthew Austern,software engineer, Google "TR1 will help make the C++ programmer more productive than ever. In this book, Pete Becker has written the ultimate reference guide to these components, what they are, how they work, and what they're used for. This book should be on the bookshelf of anyone who wants to use these standardized components to improve both their productivity as well as their coding quality." --John Maddock, consultant and programmer The current C++ standard library extends the core C++ language with common classes and functions. In recent years, to address limitations in that library, a number of components have been developed to extend the language even further. Compiled in a comprehensive technical report (TR1), the bulk of these extensions have been approved for the next revision of the C++ standard. In this book, Pete Becker describes in detail each component in the TR1 library, explaining new facilities for utilities, containers, call wrappers, type traits, numerics, regular expressions, and C compatibility. He draws on his own experience implementing these components to illustrate their value, clarifying the specifications when necessary and providing complete, tested code examples. Most chapters include exercises of various degrees of difficulty to help programmers get hands-on practice with the new components. Answers to the exercises, along with all code examples, are available on the Web. Appendixes comprise a summary of headers included in or extended by the TR1 library, as well as guidelines on how to use the components safely in multithreaded applications. The C++ Standard Library Extensions is for any programmer who wants to get a jump on the revised standard. It also makes the perfect companion to The C++ Standard Library, by Nicolai Josuttis, both books being tutorials and references essential for using C++ more effectively.

C Plus Plus Primer Addison-Wesley

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Related with C Standard Library A Tutorial And Reference Nicolai M Josuttis: