

Effective C++ Third Edition

55 Specific Ways to Improve
Your Programs and Designs

Scott Meyers



Effective C 55 Specific Ways To Improve Your Programs And Designs

Marcel A. Müller



Effective C 55 Specific Ways To Improve Your Programs And Designs:

Effective C++ Scott Meyers, 2005-05-12 Every C professional needs a copy of *Effective C* It is an absolute must read for anyone thinking of doing serious C development If you've never read *Effective C* and you think you know everything about C think again Steve Schirripa Software Engineer Google C and the C community have grown up in the last fifteen years and the third edition of *Effective C* reflects this The clear and precise style of the book is evidence of Scott's deep insight and distinctive ability to impart knowledge Gerhard Kreuzer Research and Development Engineer Siemens AG The first two editions of *Effective C* were embraced by hundreds of thousands of programmers worldwide The reason is clear Scott Meyers' practical approach to C describes the rules of thumb used by the experts the things they almost always do or almost always avoid doing to produce clear correct efficient code The book is organized around 55 specific guidelines each of which describes a way to write better C Each is backed by concrete examples For this third edition more than half the content is new including added chapters on managing resources and using templates Topics from the second edition have been extensively revised to reflect modern design considerations including exceptions design patterns and multithreading Important features of *Effective C* include Expert guidance on the design of effective classes functions templates and inheritance hierarchies Applications of new TR1 standard library functionality along with comparisons to existing standard library components Insights into differences between C and other languages e.g. Java C C++ that help developers from those languages assimilate the C way of doing things

Effective C++ Scott Meyers, 2005 The book is organized around 55 specific guidelines each of which describes a way to write better C Each is backed by concrete examples Cover **Custom Marketing Edition of Effective C++** Scott Meyers, 2005-05-13 *Effective C++ Digital Collection* Scott Meyers, 2012-07-10 Scott Meyers's seminal C books *Effective C* *More Effective C* and *Effective STL* have been immensely helpful to hundreds of thousands of C programmers All three are finally available together in this eBook collection *Effective C* has been embraced by hundreds of thousands of programmers worldwide The reason is clear Scott Meyers's practical approach to C describes the rules of thumb used by the experts to produce clear correct efficient code The book is organized around 55 specific guidelines each of which describes a way to write better C Each is backed by concrete examples In *More Effective C* Meyers presents 35 ways to improve your programs and designs Drawing on years of experience Meyers explains how to write software that is more effective more efficient more robust more consistent more portable and more reusable In short how to write C software that's just plain better In *Effective STL* Meyers goes beyond describing what's in the STL to show you how to use it Each of the book's 50 guidelines is backed by Meyers's legendary analysis and incisive examples so you'll learn not only what to do but also when to do it and why Together in this collection these books include the following important features Expert guidance on the design of effective classes functions templates and inheritance hierarchies Applications of new TR1 standard library functionality along with comparisons to existing standard library components

Insights into differences between C and other languages e.g. Java C++ that help developers from those languages assimilate the C way of doing things Proven methods for improving program efficiency including incisive examinations of the time space costs of C language features Comprehensive descriptions of advanced techniques used by C experts including placement new virtual constructors smart pointers reference counting proxy classes and double dispatching Examples of the profound impact of exception handling on the structure and behavior of C classes and functions Practical treatments of new language features including bool mutable explicit namespaces member templates the Standard Template Library and more If your compilers don't yet support these features Meyers shows you how to get the job done without them Advice on choosing among standard STL containers like vector and list nonstandard STL containers like hash_set and hash_map and non STL containers like bitset Techniques to maximize the efficiency of the STL and the programs that use it Insights into the behavior of iterators function objects and allocators including things you should not do Guidance for the proper use of algorithms and member functions whose names are the same e.g. find but whose actions differ in subtle but important ways Discussions of potential portability problems including straightforward ways to avoid them

Professional C++ Marc Gregoire, 2024-01-08 Expand your C knowledge quickly and efficiently with this advanced resource In the newly revised sixth edition of *Professional C* veteran software engineer and developer Marc Gregoire delivers yet another volume that raises the bar for advanced programming manuals Covering almost all features of the new C standard codenamed C 23 the book offers case studies with working code that's been tested on Windows and Linux As the leading resource for dedicated and knowledgeable professionals seeking to advance their C skills this book provides resources that help readers Master new features of the latest standard C 23 Maximize C capabilities with effective design solutions Discover little known elements and learn about pitfalls and what practices to avoid Grasp testing and debugging best practices Learn about tips and tricks for efficiency and performance C is a complex language *Professional C* 6th Edition allows dedicated practitioners to remain current and abreast of the latest developments and advances

Game Engine Architecture Jason Gregory, 2009-06-15 This book covers both the theory and practice of game engine software development bringing together complete coverage of a wide range of topics The concepts and techniques described are the actual ones used by real game studios like Electronic Arts and Naughty Dog The examples are often grounded in specific technologies but the discussion extends way beyond any particular engine or API The references and citations make it a great jumping off point for those who wish to dig deeper into any particular aspect of the game development process Intended as the text for a college level series in game programming this book can also be used by amateur software engineers hobbyists self taught game programmers and existing members of the game industry Junior game engineers can use it to solidify their understanding of game technology and engine architecture Even senior engineers who specialize in one particular field of game development can benefit from the bigger picture presented in these pages

C++ for the Impatient Brian Overland, 2013 A ready reference for C++ for the Impatient

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Real-Time C++ Christopher Kormanyos, 2021-07-14. With this book, Christopher Kormanyos delivers a highly practical guide to programming real-time embedded microcontroller systems in C. It is divided into three parts plus several appendices. Part I provides a foundation for real-time C by covering language technologies including object-oriented methods, template programming, and optimization. Next, part II presents detailed descriptions of a variety of C components that are widely used in microcontroller programming. It details some of C's most powerful language elements such as class types, templates, and the STL to develop components for microcontroller register access, low-level drivers, custom memory management, embedded containers, multitasking, etc. Finally, part III describes mathematical methods and generic utilities that can be employed to solve recurring problems in real-time C. The appendices include a brief C language tutorial, information on the real-time C development environment, and instructions for building GNU GCC cross-compilers and a microcontroller circuit. For this fourth edition, the most recent specification of C 20 is used throughout the text. Several sections on new C 20 functionality have been added, and various others reworked to reflect changes in the standard. Also, several new example projects ranging from introductory to advanced level are included, and existing ones extended. Various reader suggestions have been incorporated. Efficiency is always in focus, and numerous examples are backed up with runtime measurements and size analyses that quantify the true costs of the code down to the very last byte and microsecond. The target audience of this book mainly consists of students and professionals interested in real-time C. Readers should be familiar with C or another programming language and will benefit most if they have had some previous experience with microcontroller electronics and

the performance and size issues prevalent in embedded systems programming

Design Patterns Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides, 1994-10-31 The Gang of Four's seminal catalog of 23 patterns to solve commonly occurring design problems. Patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves. Highly influential. *Design Patterns* is a modern classic that introduces what patterns are and how they can help you design object-oriented software and provides a catalog of simple solutions for those already programming in at least one object-oriented programming language. Each pattern describes the circumstances in which it is applicable, when it can be applied in view of other design constraints, and the consequences and trade-offs of using the pattern within a larger design. Is compiled from real systems and based on real-world examples. Includes downloadable C source code that demonstrates how patterns can be implemented and Python. From the preface: "Once you have the design patterns and have had an Aha and not just a Huh experience with them, you won't ever think about object-oriented design in the same way. You'll have insights that can make your own designs more flexible, modular, reusable, and understandable, which is why you're interested in object-oriented technology in the first place, right."

Ray Tracing from the Ground Up Kevin Suffern, 2016-04-19 With the increase in computing speed and due to the high quality of the optical effects it achieves, ray tracing is becoming a popular choice for interactive and animated rendering. This book takes readers through the whole process of building a modern ray tracer from scratch in C. All concepts and processes are explained in detail with the aid of

C++ Software Design Klaus Iglberger, 2022-09-21 Good software design is essential for the success of your project, but designing software is hard to do. You need to have a deep understanding of the consequences of design decisions and a good overview of available design alternatives. With this book, experienced C developers will get a thorough, practical, and unparalleled overview of software design with this modern language C trainer and consultant. Klaus Iglberger explains how you can manage dependencies and abstractions, improve changeability and extensibility of software entities, and apply and implement modern design patterns to help you take advantage of today's possibilities. Software design is the most essential aspect of a software project because it impacts the software's most important properties: maintainability, changeability, and extensibility. Learn how to evaluate your code with respect to software design. Understand what software design is, including design goals such as changeability and extensibility. Explore the advantages and disadvantages of each design approach. Learn how design patterns help solve problems and express intent. Choose the right form of a design pattern to get the most out of its advantages.

Game Engine Architecture, Second Edition Jason Gregory, 2014-08-15 Hailed as a must-have textbook, CHOICE January 2010, the first edition of *Game Engine Architecture* provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition: Information on new topics including the latest variant of the C

programming language C 11 and the architecture of the eighth generation of gaming consoles the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics mathematics and technology that go into creating an AAA game audio engine Updated sections on multicore programming pipelined CPU architecture and optimization localization pseudovectors and Grassman algebra dual quaternions SIMD vector math memory alignment and anti aliasing Insight into the making of Naughty Dog s latest hit The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures algorithms and software interfaces that are typically used to implement them It primarily focuses on the engine itself including a host of low level foundation systems the rendering engine the collision system the physics simulation character animation and audio An in depth discussion on the gameplay foundation layer delves into the game s object model world editor event system and scripting system The text also touches on some aspects of gameplay programming including player mechanics cameras and AI An awareness building tool and a jumping off point for further learning Game Engine Architecture Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered The book will help readers on their journey through this fascinating and multifaceted field *Discovering Modern C++* Peter Gottschling,2015-12-23 As scientific and engineering projects grow larger and more complex it is increasingly likely that those projects will be written in C With embedded hardware growing more powerful much of its software is moving to C too Mastering C gives you strong skills for programming at nearly every level from close to the hardware to the highest level abstractions In short C is a language that scientific and technical practitioners need to know Peter Gottschling s *Discovering Modern C* is an intensive introduction that guides you smoothly to sophisticated approaches based on advanced features Gottschling introduces key concepts using examples from many technical problem domains drawing on his extensive experience training professionals and teaching C to students of physics math and engineering This book is designed to help you get started rapidly and then master increasingly robust features from lambdas to expression templates You ll also learn how to take advantage of the powerful libraries available to C programmers both the Standard Template Library STL and scientific libraries for arithmetic linear algebra differential equations and graphs Throughout Gottschling demonstrates how to write clear and expressive software using object orientation generics metaprogramming and procedural techniques By the time you re finished you ll have mastered all the abstractions you need to write C programs with exceptional quality and performance **Programming** Bjarne Stroustrup,2014-06-02 An Introduction to Programming by the Inventor of C Preparation for Programming in the Real World The book assumes that you aim eventually to write non trivial programs whether for work in software development or in some other technical field Focus on Fundamental Concepts and Techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions This approach will give you a solid foundation for writing useful correct maintainable and efficient code Programming with Today s C C 11 and

C 14 The book is an introduction to programming in general including object oriented programming and generic programming It is also a solid introduction to the C programming language one of the most widely used languages for real world software The book presents modern C programming techniques from the start introducing the C standard library and C 11 and C 14 features to simplify programming tasks For Beginners And Anyone Who Wants to Learn Something New The book is primarily designed for people who have never programmed before and it has been tested with many thousands of first year university students It has also been extensively used for self study Also practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art Provides a Broad View The first half of the book covers a wide range of essential concepts design and programming techniques language features and libraries Those will enable you to write programs involving input output computation and simple graphics The second half explores more specialized topics such as text processing testing and the C programming language and provides abundant reference material Source code and support supplements are available from the author s website *Effective STL* Scott Meyers,2001 C s Standard Template Library is revolutionary but learning to use it well has always been a challenge for students In *Effective STL* best selling author Scott Meyers *Effective C More Effective C* reveals the critical rules of thumb employed by the experts the things they almost always do or almost always avoid doing to get the most out of the library This book offers clear concise and concrete guidelines to C programmers While other books describe what s in the STL *Effective STL* shows the student how to use it Each of the book s 50 guidelines is backed by Meyers legendary analysis and incisive examples so the student will learn not only what to do but also when to do it and why **21st Century C** Ben Klemens,2012-10-15 Throw out your old ideas about C and get to know a programming language that s substantially outgrown its origins With this revised edition of *21st Century C* you ll discover up to date techniques missing from other C tutorials whether you re new to the language or just getting reacquainted C isn t just the foundation of modern programming languages it is a modern language ideal for writing efficient state of the art applications Get past idioms that made sense on mainframes and learn the tools you need to work with this evolved and aggressively simple language No matter what programming language you currently favor you ll quickly see that 21st century C rocks Set up a C programming environment with shell facilities makefiles text editors debuggers and memory checkers Use Autotools C s de facto cross platform package manager Learn about the problematic C concepts too useful to discard Solve C s string building problems with C standard functions Use modern syntactic features for functions that take structured inputs Build high level object based libraries and programs Perform advanced math talk to internet servers and run databases with existing C libraries This edition also includes new material on concurrent threads virtual tables C99 numeric types and other features **Applied Computational Physics** Joseph F. Boudreau,Eric Scott Swanson,2018 A textbook that addresses a wide variety of problems in classical and quantum physics Modern programming techniques are stressed throughout along with the important topics of encapsulation

polymorphism and object oriented design Scientific problems are physically motivated solution strategies are developed and explicit code is presented

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