

## More Effective C Scott Meyers

C++ Sale price. You will save 66% with this offer. Please hurry up! Effective Modern C++(C++ 11, C++ 14) If you are a programmer or looking to get into programming, you are probably wondering what C++11 and C++ 14 have to offer. You're probably wondering about their major differences and ultimately what it can do to help you code more effectively. This book is here to provide that information. C++11 and C++14 have made significant changes to improve not only a variety of libraries but also the core language. C++14 is the newest version of C++ which was released in August of 2014. Improvements in this version made the language not only convenient to use but also safer. This guide will provide more than just information. This guide will provide information on how the language has changed, how you can use it and examples of putting it all together in practice. This book will also provide details various problems and how to solve them from a C++11 and C++14 perspective. Use this book as your reference guide for some of the major features within C++11 and C++14. Here is a preview of what you'll learn: Multithreading support Generic programming support Uniform initialization Performance C++ Standard Library Download your copy of "C++" by scrolling up and clicking "Buy Now With 1-Click" button. Tags: C Programming, C++programming, C++ programming language, HTML, Javascript, Programming, Developers, Coding, CSS, Java, PHP, C++, Javascript, PHP, Python, Sql, HTML, Swift, C++, C Programming, Programming for beginners, c plus plus, PHP, Java, C++ Programming for Beginners, c primer plus, C Programming for Beginners, C++, C Programming, Programming for beginners, c plus plus, PHP, Java, C++ Programming for Beginners, C Programming, C++programming, C++ programming language, HTML, Javascript, Programming, Developers, Coding, CSS, Java, PHP, hackers, hacking, how to hack, hacking exposed, hacking system, hacking 101, hacking for dummies, Hacking Guide, Hacking Essentials, Computer Bugs, Security Breach, internet skills, hacking techniques, computer hacking, hacking the system, web hacking, how to hack 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 third edition, the most recent specification of C++17 in ISO/IEC 14882:2017 is used throughout the text. Several sections on new C++17 functionality have been added, and various others reworked to reflect changes in the standard. Also several new sample projects are introduced and existing ones extended, and various user suggestions have been incorporated. To facilitate portability, no libraries other than those specified in the

language standard itself are used. Efficiency is always in focus and numerous examples are backed up with real-time performance 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.

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! *Effective Java™, Second Edition*, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: `java.lang`, `java.util`, and, to a lesser extent, `java.util.concurrent` and `java.io` Simply put, *Effective Java™, Second Edition*, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs. Consistent, high-quality coding standards improve software quality, reduce time-to-market, promote teamwork, eliminate time wasted on inconsequential matters, and simplify maintenance. Now, two of the world's most respected C++ experts distill the rich collective experience of the global C++ community into a set of coding standards that every developer and development team can understand and use as a basis for their own coding standards. The authors cover virtually every facet of C++ programming: design and coding style, functions, operators, class design, inheritance, construction/destruction, copying, assignment, namespaces, modules, templates, genericity, exceptions, STL containers and algorithms, and more. Each standard is described concisely, with practical examples. From type definition to error handling, this book presents C++ best practices, including some that have only recently been identified and standardized-techniques you may not know even if you've used C++ for years. Along the way, you'll find answers to questions like What's worth standardizing--and what isn't? What are the best ways to code for scalability? What are the elements of a rational error handling policy? How (and why) do you avoid unnecessary initialization, cyclic, and definitional dependencies? When (and how) should you use static and dynamic polymorphism together? How do you practice "safe" overriding? When should you provide a no-fail swap? Why and how should you prevent

exceptions from propagating across module boundaries? Why shouldn't you write namespace declarations or directives in a header file? Why should you use STL vector and string instead of arrays? How do you choose the right STL search or sort algorithm? What rules should you follow to ensure type-safe code? Whether you're working alone or with others, C++ Coding Standards will help you write cleaner code--and write it faster, with fewer hassles and less frustration.

**Summary** This bestseller has been updated and revised to cover all the latest changes to C++ 14 and 17! C++ Concurrency in Action, Second Edition teaches you everything you need to write robust and elegant multithreaded applications in C++17. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. **About the Technology** You choose C++ when your applications need to run fast. Well-designed concurrency makes them go even faster. C++ 17 delivers strong support for the multithreaded, multiprocessor programming required for fast graphic processing, machine learning, and other performance-sensitive tasks. This exceptional book unpacks the features, patterns, and best practices of production-grade C++ concurrency. **About the Book** C++ Concurrency in Action, Second Edition is the definitive guide to writing elegant multithreaded applications in C++. Updated for C++ 17, it carefully addresses every aspect of concurrent development, from starting new threads to designing fully functional multithreaded algorithms and data structures. Concurrency master Anthony Williams presents examples and practical tasks in every chapter, including insights that will delight even the most experienced developer. **What's inside** Full coverage of new C++ 17 features Starting and managing threads Synchronizing concurrent operations Designing concurrent code Debugging multithreaded applications **About the Reader** Written for intermediate C and C++ developers. No prior experience with concurrency required. **About the Author** Anthony Williams has been an active member of the BSI C++ Panel since 2001 and is the developer of the `just::thread` Pro extensions to the C++ 11 thread library. **Table of Contents** Hello, world of concurrency in C++! Managing threads Sharing data between threads Synchronizing concurrent operations The C++ memory model and operations on atomic types Designing lock-based concurrent data structures Designing lock-free concurrent data structures Designing concurrent code Advanced thread management Parallel algorithms Testing and debugging multithreaded applications **Effective C++50 Specific Ways to Improve Your Programs and Designs**Addison-Wesley Professional

CD-ROM contains: DJGPP compiler and source code for the examples in the book. 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#, 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.

You're smart and savvy, but also busy. This comprehensive guide to Apple's Mac OS X 10.6, Snow Leopard, gives you everything you need to know to live a happy, productive Mac life. *Learn Mac OS X Snow Leopard* will have you up and connected lickity-split. With a minimum of overhead and a maximum of useful information, you'll cover a lot of ground in the time it takes other books to get you plugged in. If this isn't your first experience with Mac OS X, skip right to the "What's New in Snow Leopard" sections. You may also find yourself using this book as a quick refresher course or a way to learn new Mac skills you've never tried before.

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.

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The topic is of prime importance to software professionals involved in large development efforts such as databases, operating systems, compilers, and frameworks. This volume explains the process of decomposing large systems into physical (not inheritance) hierarchies of small, manageable components. Concepts and techniques are illustrated with "war stories" from the development firm, Mentor Graphics, as well as with a large-scale example comprising some 12,000 lines of code. Annotation copyright by Book News, Inc., Portland, OR This is the eBook version of the printed book. C++'s Standard Template Library is revolutionary, but learning to use it well has always been a challenge. Until now. In this book, best-selling author Scott Meyers (Effective C++, and 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. Other books describe what's in the STL. Effective STL shows you . Each of the book's 50 guidelines is backed by Meyers' legendary analysis and incisive examples, so you'll learn not o.

Write Truly Great iOS and OS X Code with Objective-C 2.0! Effective Objective-C 2.0 will help you harness all of Objective-C's expressive power to write OS X or iOS code that works superbly well in production environments. Using the concise, scenario-driven style pioneered in Scott Meyers' best-selling Effective C++, Matt Galloway brings together 52 Objective-C best practices, tips, shortcuts, and realistic code examples that are available nowhere else. Through real-world examples, Galloway uncovers little-known Objective-C quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. You'll learn how to choose the most efficient and effective way to accomplish key tasks when multiple options exist, and how to write code that's easier to understand, maintain, and improve. Galloway goes far beyond the core language, helping you

integrate and leverage key Foundation framework classes and modern system libraries, such as Grand Central Dispatch. Coverage includes Optimizing interactions and relationships between Objective-C objects Mastering interface and API design: writing classes that feel “right at home” Using protocols and categories to write maintainable, bug-resistant code Avoiding memory leaks that can still occur even with Automatic Reference Counting (ARC) Writing modular, powerful code with Blocks and Grand Central Dispatch Leveraging differences between Objective-C protocols and multiple inheritance in other languages Improving code by more effectively using arrays, dictionaries, and sets Uncovering surprising power in the Cocoa and Cocoa Touch frameworks From contributors to animated films such as Toy Story and A Bug's Life, comes this text to help animators create the sophisticated computer-generated special effects seen in such features as Jurassic Park.

As Python continues to grow in popularity, projects are becoming larger and more complex. Many Python developers are now taking an interest in high-level software design patterns such as hexagonal/clean architecture, event-driven architecture, and the strategic patterns prescribed by domain-driven design (DDD). But translating those patterns into Python isn't always straightforward. With this hands-on guide, Harry Percival and Bob Gregory from MADE.com introduce proven architectural design patterns to help Python developers manage application complexity—and get the most value out of their test suites. Each pattern is illustrated with concrete examples in beautiful, idiomatic Python, avoiding some of the verbosity of Java and C# syntax. Patterns include: Dependency inversion and its links to ports and adapters (hexagonal/clean architecture) Domain-driven design's distinction between entities, value objects, and aggregates Repository and Unit of Work patterns for persistent storage Events, commands, and the message bus Command-query responsibility segregation (CQRS) Event-driven architecture and reactive microservices Organized in a practical problem-and-solution format, More Exceptional C++ picks up where the widely acclaimed Exceptional C++ leaves off, providing successful strategies for solving real-world problems in C++. Drawing from years of in-the-trenches experience, Herb Sutter provides tested techniques and practical solutions for programmers designing modern software systems with C++, from small projects to enterprise applications. Built around forty programming puzzles, More Exceptional C++ helps you understand the rules and issues critical to successful software design and development in C++. New themes included in this sequel place a strong emphasis on generic programming, memory management, and using the C++ standard library, including coverage of important techniques like traits and predicates. Also included are guidelines and considerations to remember when using standard containers and algorithms--topics rarely covered in-depth in other sources. Readers will find solutions to such important questions as: What pitfalls might you encounter when using `std::map` and `std::set`, and how can you safely avoid them? What kinds of

predicates are safe to use with the STL, what kinds aren't, and why? What techniques are available for writing powerful generic template code that can change its own behavior based on the capabilities of the types it's given to work with? When and how should you optimize your code? Why can (and do) fancy optimizations get us into trouble? And how can some of these answers change if you're writing multithread-safe code? Does exception safety affect class design, or can it be retrofitted in as an afterthought? How can you avoid the Siamese Twin problem when combining inheritance-based libraries from different vendors? How can you safely use `auto_ptr`, and then use common design patterns to adapt it to avoid common pitfalls? Can you use `auto_ptr` as a class member? What must you know before you elect to use it that way? Plus one of the most frequently recurring questions about modern C++: When and how should you use namespaces, anyway? A must-have for the serious programmer, *More Exceptional C++* provides a thorough and pragmatic understanding of the language while showing you how to write exceptional code in C++.

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A complete rewrite and update of the world's most trusted and widely-read book on C++ - by its legendary creator, Bjarne Stroustrup!

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.

"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.

An exploration of why people all over the world love to engage in pain on purpose--from dominatrices, religious ascetics, and ultramarathoners to ballerinas, icy ocean bathers, and sideshow performers Masochism is sexy, human, reviled, worshipped, and can be delightfully bizarre. Deliberate and consensual pain has been with us for millennia, encompassing everyone from Black Plague flagellants to ballerinas dancing on broken bones to competitive eaters choking down hot peppers while they cry. Masochism is a part of us. It lives inside workaholics, tattoo enthusiasts, and all manner of garden variety pain-seekers. At its core, masochism is about feeling bad, then better—a phenomenon that is long overdue for a heartfelt and hilarious investigation. And Leigh Cowart would know: they are not just a researcher and science writer—they’re an inveterate, high-sensation seeking masochist. And they have a few questions: Why do people engage in masochism? What are the benefits and the costs? And what does masochism have to say about the human experience? By participating in many of these activities themselves, and through conversations with psychologists, fellow scientists, and people who seek pain for pleasure, Cowart unveils how our minds and bodies find meaning and relief in pain—a quirk in our programming that drives discipline and innovation even as it threatens to swallow us whole.

In *More Effective C#, Second Edition*, world-renowned .NET expert Bill Wagner identifies and illuminates 50 intermediate-to-advanced techniques for writing exceptionally robust and well-performing C# 7.0 code. Reflecting the growing sophistication of the C# language and its development community, Wagner presents powerful new solutions to problems you're likely to encounter every day. Through three editions of *Effective C#*, Wagner's clear explanations, expert tips, and realistic code examples have proven invaluable to hundreds of thousands of developers. With the publication of this title, *Effective C#, Third Edition*, and *More Effective C#, Second Edition*, have been completely reorganized to provide clear explanations, expert tips, and realistic code examples in a cohesive package for modern C#. *More Effective C#, Second Edition*, brings the same proven approach to the new features in C# 7.0, helping you perform familiar tasks more efficiently and effectively. Drawing on his unsurpassed C# experience and key role on global C# standards committees, Wagner addresses object-oriented, functional, and service-oriented approaches to managing data with C#; better ways to express your intent to users and other programmers; and new opportunities to leverage powerful asynchronous and dynamic programming techniques. Use properties instead of accessible data members (Item 1) Distinguish between value and reference types (Item 4) Understand relationships among multiple concepts of equality (Item 9) Avoid conversion operators in your

APIs (Item 11) Understand how interface and virtual methods differ (Item 15) Avoid overloading methods defined in base classes (Item 19) Create method groups that are clear, minimal, and complete (Item 22) Enable immediate error reporting in iterators and async methods (Item 26) Use async methods for async work (Item 27) Avoid thread allocations and context switches (Item 30) Construct PLINQ parallel algorithms with exceptions in mind (Item 36) Use the thread pool instead of creating threads (Item 37) Use BackgroundWorker for cross-thread communication (Item 38) Use the smallest possible scope for lock handles (Item 41) Understand the pros and cons of dynamic programming (Item 43) Make full use of the expression API (Item 46) Minimize dynamic objects in public APIs (Item 47) You're already a successful C# programmer: this book will make you an outstanding one. Content Update Program: This book is part of the InformIT Content Update Program. As updates are made to C#, sections of this book will be updated or new sections will be added to match updates to the technologies. Register your product at [informit.com/register](http://informit.com/register) for convenient access to downloads, updates, and corrections as they become available.

Mac OS X Leopard: Beyond the Manual is written for the sophisticated computer user who would find an introductory manual tedious. Features new to Leopard are emphasized, as are complex features that, though available in earlier versions of OS X, were not readily accessible. The narrative is fast-paced, concise, and respectful of the reader's familiarity with earlier versions of the program.

This is the eBook version of the printed book. From the author of the indispensable Effective C++, here are 35 new 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. More Effective C++ includes: Proven methods for improving program efficiency, including incisive examinations of the time/space costs of C++ language features Comprehensive descriptions of advanced techn.

What Every Professional C++ Programmer Needs to Know—Pared to Its Essentials So It Can Be Efficiently and Accurately Absorbed C++ is a large, complex language, and learning it is never entirely easy. But some concepts and techniques must be thoroughly mastered if programmers are ever to do professional-quality work. This book cuts through the technical details to reveal what is commonly understood to be absolutely essential. In one slim volume, Steve Dewhurst distills what he and other experienced managers, trainers, and authors have found to be the most critical knowledge required for successful C++ programming. It doesn't matter where or when you first learned C++. Before you take another step, use this book as your guide to make sure you've got it right! This book is for you if You're no "dummy," and you need to get quickly up to speed in intermediate to advanced C++ You've had some experience in C++ programming, but reading intermediate and advanced C++ books is slow-going You've had an introductory C++ course, but you've found that you still can't follow your colleagues when they're describing their C++ designs and code You're an experienced C or Java programmer, but you don't yet have the experience to develop nuanced C++ code and designs You're a C++ expert, and you're looking for an alternative to answering the same

questions from your less-experienced colleagues over and over again C++ Common Knowledge covers essential but commonly misunderstood topics in C++ programming and design while filtering out needless complexity in the discussion of each topic. What remains is a clear distillation of the essentials required for production C++ programming, presented in the author's trademark incisive, engaging style.

Contains full coverage of the ANSI/ISO C++ standard. The text covers classes, methods, interfaces and objects that make up the standard C++ libraries.

Presents a collection of tips for programmers on ways to improve programming skills.

In today's fast and competitive world, a program's performance is just as important to customers as the features it provides. This practical guide teaches developers performance-tuning principles that enable optimization in C++. You'll learn how to make code that already embodies best practices of C++ design run faster and consume fewer resources on any computer--whether it's a watch, phone, workstation, supercomputer, or globe-spanning network of servers. Author Kurt Guntheroth provides several running examples that demonstrate how to apply these principles incrementally to improve existing code so it meets customer requirements for responsiveness and throughput. The advice in this book will prove itself the first time you hear a colleague exclaim, "Wow, that was fast. Who fixed something?"

Locate performance hot spots using the profiler and software timers  
Learn to perform repeatable experiments to measure performance of code changes  
Optimize use of dynamically allocated variables  
Improve performance of hot loops and functions  
Speed up string handling functions  
Recognize efficient algorithms and optimization patterns  
Learn the strengths--and weaknesses--of C++ container classes  
View searching and sorting through an optimizer's eye  
Make efficient use of C++ streaming I/O functions  
Use C++ thread-based concurrency features effectively

Presents a collection of tips for programmers on how to use the features of C++11 and C++14 effectively, covering such topics as functions, rvalue references, and lambda expressions.

In a concise and direct question-and-answer format, C++ FAQs, Second Edition brings you the most efficient solutions to more than four hundred of the practical programming challenges you face every day. Moderators of the on-line C++ FAQ at [comp.lang.c++.faq](http://comp.lang.c++.faq), Marshall Cline, Greg Lomow, and Mike Girou are familiar with C++ programmers' most pressing concerns. In this book, the authors concentrate on those issues most critical to the professional programmer's work, and they present more explanatory material and examples than is possible on-line. This book focuses on the effective use of C++, helping programmers avoid combining seemingly legal C++ constructs in incompatible ways. This second edition is completely up-to-date with the final ANSI/ISO C++ Standard. It covers some of the smaller syntax changes, such as "mutable"; more significant changes, such as RTTI and namespaces; and such major innovations as the C++ Standard Library, including the STL. In addition, this book discusses technologies such as Java, CORBA, COM/COM+, and ActiveX—and the relationship all of these have with C++. These new features and technologies are iconed to help you quickly find what is new and different in this edition. Each question-and-answer section contains an overview of the problem and solution, fuller explanations of concepts, directions for proper use of language features, guidelines for best practices and practices to avoid, and plenty of working, stand-alone examples. This edition is thoroughly cross-referenced and indexed for quick access. Get a value-added service! Try out all the examples from this book at [www.codesaw.com](http://www.codesaw.com). CodeSaw is a free online learning tool that allows you to experiment with live code from your book right in your browser.

Effective C++ has been updated to reflect the latest ANSI/ISO standards. The author, a recognised authority on C++, shows readers fifty ways to improve their programs and designs. Bjarne Stroustrup's own C++ In-Depth Series is now available all together in one attractive gift box, at a special reduced price! All books in this series have been hand-picked by Bjarne

Stroustrup, the creator of the C++ programming language, as being worthy additions to the C++ literature. They give programmers concise, focused guides to specific topics. The series' practical approach is designed to lift professionals to the next level in their programming skills. They are all written by acknowledged experts. The books included are: Modern C++ Design, by Andrei Alexandrescu Accelerated C++, by Andrew Koenig and Barbara Moo Essential C++, by Stan Lippman Exceptional C++, by Herb Sutter More Exceptional C++, by Herb Sutter These are five great books of use to all C++ programmers. They are gathered into one handsome and sturdy gift box, and they are specially priced at over \$30 off the cost of buying them individually. The C++ In-Depth Box Set will be a welcome gift for any C++ programmer. 0201775816B12112002

More than 150,000 copies in print! Praise for Scott Meyers' first book, Effective C++: "I heartily recommend Effective C++ to anyone who aspires to mastery of C++ at the intermediate level or above." – The C/C++ User's Journal From the author of the indispensable Effective C++, here are 35 new 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. More Effective C++ includes: 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. More Effective C++ is filled with pragmatic, down-to-earth advice you'll use every day. Like Effective C++ before it, More Effective C++ is essential reading for anyone working with C++.

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Includes the text of Effective C++, Second Edition, and More Effective C++, and a collection of C++ magazine articles. This CD serves as a useful resource for any programmer who wants to learn C++.

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