

Contents

Preface	xi
1 The Basics	1
1.1 Introduction	1
1.2 Programs	2
1.3 Functions	4
1.4 Types, Variables, and Arithmetic	5
1.5 Scope and Lifetime	9
1.6 Constants	9
1.7 Pointers, Arrays, and References	11
1.8 Tests	14
1.9 Mapping to Hardware	16
1.10 Advice	18
2 User-Defined Types	21
2.1 Introduction	21
2.2 Structures	22
2.3 Classes	23
2.4 Unions	25
2.5 Enumerations	26
2.6 Advice	27

3 Modularity	29
3.1 Introduction	29
3.2 Separate Compilation	30
3.3 Modules (C++20)	32
3.4 Namespaces	34
3.5 Error Handling	35
3.6 Function Arguments and Return Values	36
3.7 Advice	46
4 Classes	47
4.1 Introduction	47
4.2 Concrete Types	48
4.3 Abstract Types	54
4.4 Virtual Functions	56
4.5 Class Hierarchies	57
4.7 Advice	63
5 Essential Operations	65
5.1 Introduction	65
5.2 Copy and Move	52
5.3 Resource Management	72
5.4 Conventional Operations	74
5.5 Advice	77
6 Templates	79
6.1 Introduction	79
6.2 Parameterized Types	79
6.3 Parameterized Operations	84
6.4 Template Mechanisms	89
6.5 Advice	92
7 Concepts and Generic Programming	93
7.1 Introduction	93
7.2 Concepts	94
7.3 Generic Programming	98
7.4 Variadic Templates	100
7.5 Template Compilation Model	104
7.6 Advice	104

8 Library Overview	107
8.1 Introduction	107
8.2 Standard-Library Components	108
8.3 Standard-Library Headers and Namespace	109
8.4 Advice	110
9 Strings and Regular Expressions	111
9.1 Introduction	111
9.2 Strings	111
9.3 String Views	114
9.4 Regular Expressions	116
9.5 Advice	122
10 Input and Output	123
10.1 Introduction	123
10.2 Output	123
10.3 Input	125
10.4 I/O State	127
10.5 I/O of User-Defined Types	128
10.6 Formatting	129
10.7 File Streams	130
10.8 String Streams	130
10.9 C-style I/O	131
10.10 File System	132
10.11 Advice	136
11 Containers	137
11.1 Introduction	137
11.2 <code>vector</code>	138
11.3 <code>list</code>	142
11.4 <code>map</code>	144
11.5 <code>unordered_map</code>	144
11.6 Container Overview	146
11.7 Advice	148
12 Algorithms	149
12.1 Introduction	149
12.2 Use of Iterators	150
12.3 Iterator Types	153

12.4	Stream Iterators	154
12.5	Predicates	155
12.6	Algorithm Overview	156
12.7	Concepts (C++20)	157
12.8	Container Algorithms	160
12.9	Parallel Algorithms	161
12.10	Advice	161
13 Utilities		163
13.1	Introduction	163
13.2	Resource Management	164
13.3	Range Checking: span	168
13.4	Specialized Containers	170
13.5	Alternatives	174
13.6	Allocators	178
13.7	Time	179
13.8	Function Adaption	180
13.9	Type Functions	181
13.10	Advice	185
14 Numerics		187
14.1	Introduction	187
14.2	Mathematical Functions	188
14.3	Numerical Algorithms	189
14.4	Complex Numbers	190
14.5	Random Numbers	191
14.6	Vector Arithmetic	192
14.7	Numeric Limits	193
14.8	Advice	193
15 Concurrency		195
15.1	Introduction	195
15.2	Tasks and threads	196
15.3	Passing Arguments	197
15.4	Returning Results	198
15.5	Sharing Data	199
15.6	Waiting for Events	200
15.7	Communicating Tasks	202
15.8	Advice	205

16 History and Compatibility	207
16.1 History	207
16.2 C++ Feature Evolution	214
16.3 C/C++ Compatibility	218
16.4 Bibliography	222
16.5 Advice	225
 Index	 227