



POSTCPP2 - Version: 1
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Post Modern C++ 2



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 3 days Course

Description:

The modern C++ era arrived with the STL, the C++98 standard and a host of techniques and guidelines. Unfortunately, it also came with a lot of complexity of techniques, syntactic noise and unfulfilled potential. C++11 represented a fundamental shift in both language features and supported programming styles, a postmodern tradition continued in C++14 and the forthcoming C++17 standard.

Intended audience:

C++ developers, software architects and team leads.

Prerequisites:

Comfortable with C++98 and a few advanced techniques.

C++11/14 experience is not assumed, but can be beneficial.

Objectives:

Appreciate the brevity, convenience and basic shifts in style that recent standards permit and encourage in C++.

Get a better appreciation for what functional programming means for C++ style.

Understand what the SOLID principles do (and don't) mean and how they apply in C++11/14.

Aim for a more compositional approach to creating C++ functions and classes.

Topics:

From Early to Postmodern C++

- How C++ has changed over different formal and informal standards

- A quick tour of what's changed and the influence on style
- Conveniences for declarations, loops, enums, functions, etc.; new types in the core language and library

Good Unit Tests: unit testing C++ code

- Unit testing C++ code
- Tests using ordinary functions and assert
- Tests using lambdas and exceptions
- Given–when–then structure for tests

Multiparadigm Programming

- Structured programming revisited
- Block structure and reduced mutability
- Anatomy of C++ lambdas; bind and function
- Simplified event-based code beyond the Observer pattern
- Constexpr versus template metaprogramming
- STL and generic programming

Data Abstraction and Objects

- Abstraction and naming
- Modularity in C++
- Abstract data type (ADT) approaches in C++
- Value-based programming
- Operator overloading
- Anatomy of copyable and moveable value types
- Object-oriented programming (OOP) revisited
- OO guidance and common pitfalls
- Layered class hierarchies

Functional C++

- Functions as objects



- Partial application
- Generic programming and functional style
- Mapping, reduction and other functional primitives
- Referential transparency, immutability and copying
- Copy and move optimisations
- Persistent data structures
- Append-only data structures
- Pitfalls and challenges in for FP in C++