Modern C++ Programming

2. Preparation

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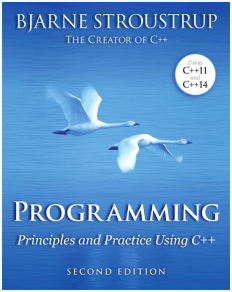
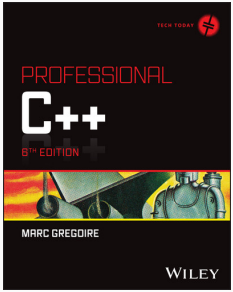
Table of Contents

Books and References

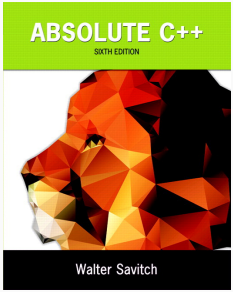
Suggested Books



Programming and Principles using C++ (3nd, C++23)
B. Stroustrup, 2024

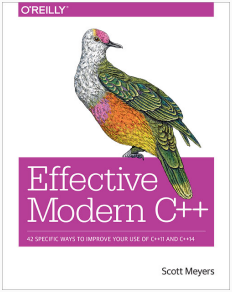


Professional C++
(6th, C++23)
S. J. Kleper, N. A. Solter, 2024



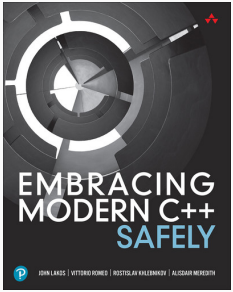
Absolute C++ (6th)
W. Savitch, 2015

More Advanced Books



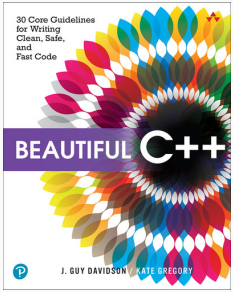
Effective Modern C++

S. Meyer, 2014



Embracing Modern C++ Safely

J. Lakos, V. Romeo, R. Khlebnikov, A. Meredith, 2021



Beautiful C++: 30 Core Guidelines for Writing Clean, Safe, and Fast Code

J. G. Davidson, K. Gregory, 2021

(Un)official C++ reference:

- en.cppreference.com
- C++ Standard Draft

Tutorials:

- Learn C++
- Tutorials Point C++
- en.wikibooks.org/wiki/C++
- yet another insignificant...programming notes

Other resources:

- stackoverflow.com/questions/tagged/c++

News:

- isocpp.org: Standard C++ Foundation
- Reddit C++
- LibHunt and Awesome C++ Weekly
- MeetingCpp Blogroll
- Accu Overload Journal

Coding exercises:

- HackerRank C++
- leetcode.com/problemset/algorithms
- open.kattis.com

Main conferences:

- `CppCon`: `slides`, `search engine`
- `CppNow`: `slides`
- `MeetingCpp`: `slides`
- `CppNorth`: `slides`
- `Accu`: `slides`
- `isocpp.com conference list`

Slide Legend

★ **Advanced Concepts**. *In general, they are not fundamental*. They can be related to very specific aspects of the language or provide a deeper exploration of C++ features.
A beginner reader should skip these sections/slides

⇝ **See next**. C++ concepts are closely linked, and it is almost impossible to find a way to explain them without referring to future topics. These slides should be revisited after reading the suggested topic

🏠 **Homework**. The slide contains questions/exercises for the reader

```
this is a code section
```

This is a language `keyword/token` and not a program symbol (variable, functions, etc.). Future references to the token could use a standard code section for better readability

Parenthesis and Brackets

{} **braces**, informally “curly brackets”

[] **brackets**, informally “square brackets”

() **parenthesis**, informally “round brackets”

<> **angle brackets**

What Editor/ IDE/Compiler Should I Use?

What Compiler Should I Use?

Most popular compilers:

- Microsoft Visual Code (**MSVC**) is the compiler offered by Microsoft
- The GNU Compiler Collection (**GCC**) contains the most popular C++ Linux compiler
- **Clang** is a C++ compiler based on LLVM Infrastructure available for Linux/Windows/Apple (default) platforms

Suggested compiler on Linux for beginner: **Clang**

- Comparable performance with GCC/MSVC and low memory usage
- Expressive diagnostics (examples and propose corrections)
- Strict C++ compliance. GCC/MSVC compatibility (inverse direction is not ensured)
- Includes very useful tools: memory sanitizer, static code analyzer, automatic formatting, linter, etc.

Install the Compiler on Linux

Install the last gcc/g++ (v14)

```
$ sudo add-apt-repository ppa:ubuntu-toolchain-r/test
$ sudo apt update
$ sudo apt install gcc-14 g++-14
$ gcc-14 --version
```

Install the last clang/clang++ (v19)

```
$ wget https://apt.llvm.org/llvm.sh
$ chmod +x llvm.sh
$ sudo ./llvm.sh 19
$ clang++ --version
```

Install the Compiler on Windows

Microsoft Visual Studio

- Direct Installer: `Visual Studio Community 2022`

Clang on Windows

Two ways:

- Windows Subsystem for Linux (WSL)
  - `Run` → `optionalfeatures`
  - Select `Windows Subsystem for Linux`, `Hyper-V`, `Virtual Machine Platform`
  - `Run` → `ms-windows-store:` → Search and install `Ubuntu 24.04 LTS`
- Clang + MSVC Build Tools
  - Download Build Tools per Visual Studio
  - Install `Desktop development with C++`

Popular C++ IDE (Integrated Development Environment):

- **Microsoft Visual Studio** (MSVC) (link). Most popular IDE for Windows
- **Clion** (link). (free for student). Powerful IDE with a lot of options
- **QT-Creator** (link). Fast (written in C++), simple
- **XCode**. Default on Mac OS
- **Cevelop** (Eclipse) (link)

Standalone GUI-based coding editors:

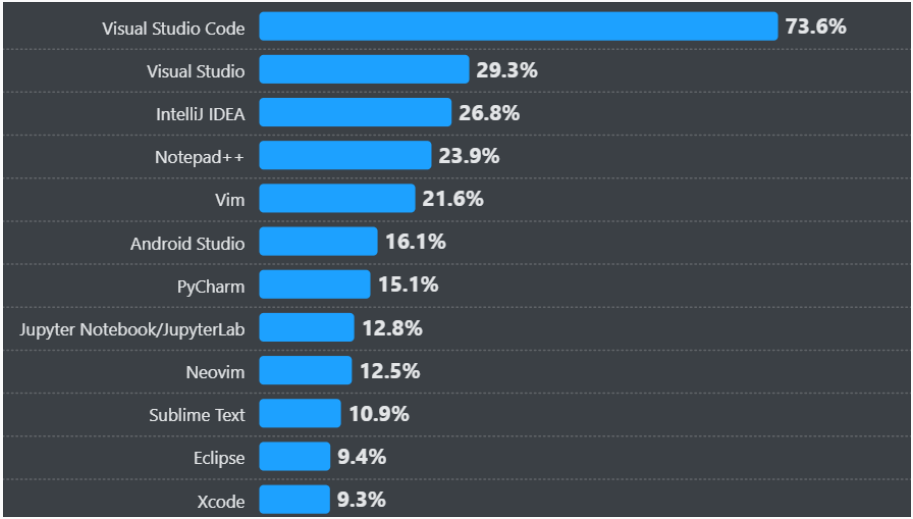
- **Microsoft Visual Studio Code** (VSCode) (link)
- **Sublime** (link)
- **Lapce** (link)
- **Zed** (link)

Standalone text-based coding editors (powerful, but needs expertise):

- **Vim**
- **Emacs**
- **NeoVim** (link)
- **Helix** (link)

Not suggested: `Notepad, Gedit, and other similar editors` (lack of support for programming)

What Editor/IDE/Compiler Should I Use? 3/3



StackOverflow Developer Survey 2024

How to compile?

How to Compile?

Compile C++11, C++14, C++17, C++20, C++23, C++26 programs:

```
g++  -std=c++11 <program.cpp> -o program
g++  -std=c++14 <program.cpp> -o program
g++  -std=c++<version> <program.cpp> -o program
```

Any C++ standard is backward compatible*

C++ is also backward compatible with C in most case, except if it contains C++ keywords (`new`, `template`, `class`, `typename`, `etc.`)
We can potentially compile a pure C program in C++26

*except for very minor deprecated features

C++ Standard

Compiler	C++11		C++14		C++17		C++20	
	Core	Library	Core	Library	Core	Library	Core	Library
g++	4.8.1	5.1	5.1	5.1	7.1	9.0	11	14
clang++	3.3	3.3	3.4	3.5	5.0	11.0	19+	19+
MSVC	19.0	19.0	19.10	19.0	19.15	19.15	19.29+	19.29

C++23, C++26 are working in progress

en.cppreference.com/w/cpp/compiler_support

Hello World

C code with `printf`:

```c
#include <stdio.h>

int main() {
    printf("Hello World!\n");
}
```

`printf`
prints on standard output

C++ code with `streams`:

```cpp
#include <iostream>

int main() {
    std::cout << "Hello World!\n";
}
```

`cout`
represents the standard output stream

The previous example can be written with the global `std` namespace:

```cpp
#include <iostream>

using namespace std;
int main() {
    cout << "Hello World!\n";
}
```

Note: For sake of space and for improving the readability, we intentionally omit the `std` namespace in most slides

`std::cout` is an example of *output* stream. Data is redirected to a destination, in this case the destination is the standard output

C:

```c
#include <stdio.h>
int main() {
    int    a   = 4;
    double b   = 3.0;
    char   c[] = "hello";
    printf("%d %f %s\n", a, b, c);
}
```

C++:

```cpp
#include <iostream>
int main() {
    int    a   = 4;
    double b   = 3.0;
    char   c[] = "hello";
    std::cout << a << " " << b << " " << c << "\n";
}
```

- **Type-safe**: The type of object provided to the I/O stream is known statically by the compiler. In contrast, `printf` uses `%` fields to figure out the types dynamically
- **Less error prone**: With I/O Stream, there are no redundant `%` tokens that have to be consistent with the actual objects passed to I/O stream. Removing redundancy removes a class of errors
- **Extensible**: The C++ I/O Stream mechanism allows new user-defined types to be passed to I/O stream without breaking existing code
- **Comparable performance**: If used correctly may be faster than C I/O (`printf` , `scanf` , etc.) .

- Forget the number of parameters:

```
printf("long phrase %d long phrase %d", 3);
```

- Use the wrong format:

```
int a = 3;
...many lines of code...
printf(" %f", a);
```

- The `%c` conversion specifier does not automatically skip any leading white space:

```
scanf("%d", &var1);
scanf(" %c", &var2);
```

std::print

C++23 introduces an improved version of `printf` function `std::print` based on *formatter strings* that provides all benefits of C++ stream and is less verbose

```cpp
#include <print>

int main() {
    std::print("Hello World! {}, {}, {}\n", 3, 4ll, "aa");
    // print "Hello World! 3 4 aa"
}
```

This will be the default way to print when the C++23 standard is widely adopted