

C 17 Quick Syntax Reference A Pocket Guide To The Language Apis And Library

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~~CppCon 2017: Nicolai Josuttis [The Nightmare of Move Semantics for Trivial Classes]~~

~~Boeing C-17 Globemaster III on Dirt Runway Take off and Landing, United States Air ForceC 17 Quick Syntax Reference~~

Introduction. This quick C++17 guide is a condensed code and syntax reference to the popular programming language, fully updated for C++17. It presents the essential C++ syntax in a well-organized format that can be used as a handy reference. In the C++17 Quick Syntax Reference, you will find short, simple, and focused code examples.

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C++17 Quick Syntax Reference - ISBN: 9781484236000 - (ebook) - von Mikael Olsson, Verlag: Apress

This quick C++17 guide is a condensed code and syntax reference to the popular programming language, fully updated for C++17. It presents the essential C++ syntax in a well-organized format that can be used as a handy reference. In the C++17 Quick Syntax Reference, you will find short, simple, and focused code examples. This book includes a well laid out table of contents and a comprehensive index allowing for easy review. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C++ programmer. What You'll Learn Use template argument deduction for class templates Declare non-type template parameters with auto-folding expressions and auto deduction from braced-init-list Apply lambdas and lambda capture by value Work with inline variables, nested namespaces, structured bindings, and selection statements with initializer Use utf-8 character literals Carry out direct-list initialization of enums Use these new C++17 library features or class templates from `std::variant`, `optional`, `any`, `string_view`, `invoke`, `apply` and more Do splicing for maps and sets, also new to C++17 Who This Book Is For Experienced C++ programmers. Additionally, this is a concise, easily-digested introduction for other programmers new to C++.

This quick reference is a condensed guide to the essential data structures, algorithms, and functions provided by the C++17 Standard Library. It does not explain the C++ language or syntax, but is accessible to anyone with basic C++ knowledge or programming experience. Even the most experienced C++ programmer will learn a thing or two from it and find it a useful memory-aid. It is hard to remember all the possibilities, details, and intricacies of the vast and growing Standard Library. This handy reference guide is therefore indispensable to any C++ programmer. It offers a condensed, well-structured summary of all essential aspects of the C++ Standard Library. No page-long, repetitive examples or obscure, rarely used features. Instead, everything you need to know and watch out for in practice is outlined in a compact, to-the-point style, interspersed with practical tips and well-chosen, clarifying examples. This new edition is updated to include all Standard Library changes in C++17,

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including the new vocabulary types `std::string_view`, `any`, `optional`, and `variant`; parallel algorithms; the file system library; specialized mathematical functions; and more. What You Will Learn Gain the essentials that the C++ Standard Library has to offer Use containers to efficiently store and retrieve your data Inspect and manipulate your data with algorithms See how lambda expressions allow for elegant use of algorithms Discover what the standard string class provides and how to use it Write localized applications Work with file and stream-based I/O Prevent memory leaks with smart pointers Write safe and efficient multi-threaded code using the threading libraries Who This Book Is For All C++ programmers, irrespective of their proficiency with the language or the Standard Library. A secondary audience is developers who are new to C++, but not new to programming, and who want to learn more about the C++ Standard Library in a quick, condensed manner.

The Objective-C Quick Syntax Reference is a condensed code and syntax reference to the popular Objective-C programming language, which is the core language behind the APIs found in the Apple iOS and Mac OS SDKs. It presents the essential Objective-C syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any Objective-C programmer. In the Objective-C Quick Syntax Reference, you will find: A concise reference to the Objective-C language syntax. Short, simple, and focused code examples. A well laid out table of contents and a comprehensive index allowing easy review.

The C Quick Syntax Reference is a condensed code and syntax reference to the popular C programming language, which has enjoyed some resurgence of late. C's efficiency makes it a popular choice in a wide variety of applications and operating systems with special applicability to, for instance, wearables, game programming, system level programming, embedded device/firmware programming and in Arduino and related electronics hobbies. This book presents the essential C syntax in a well-organized format that can be used as a quick and handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C programmer. In the C Quick Syntax Reference, you will find a concise reference to the C language syntax.; short, simple, and focused code examples; and well laid out table of contents and a comprehensive index allowing easy review.

Discover how C's efficiency makes it a popular choice in a wide variety of applications and operating systems with special applicability to wearables, game programming, system level programming, embedded device/firmware programming and in Arduino and related electronics hobbies in this condensed code and syntax guide. This book presents the essential C syntax in a well-organized format that can be used as a quick and handy reference. In this book, you will find short, simple, and focused code examples; and a well laid out table of contents and a comprehensive index allowing easy review. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C programmer. What You Will Learn Code for some of today's modern and popular firmware and systems How to do embedded programming found in Arduino and related hardware boards Program microcontrollers for robots and boards Handle low-level programming and memory management Leverage operating systems such as Linux and Unix Who This Book Is For Those with experience in programming, particularly C programming, looking for a quick, handy reference.

This updated handy quick C++ 14 guide is a condensed code and syntax reference based on the newly updated C++ 14 release of the popular programming language. It presents the essential C++ syntax in a

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well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C++ programmer. In the C++ 14 Quick Syntax Reference, Second Edition, you will find a concise reference to the C++ 14 language syntax. It has short, simple, and focused code examples. This book includes a well laid out table of contents and a comprehensive index allowing for easy review. What You'll Learn: How to Compile and Run What are C++ Variables, Operators, Pointers and References What are Arrays, Strings, Conditionals, Loops and more How to use Functions How to work with Constructors and Inheritance How to use Access Levels, Static, Enum, String and Union, and more What are Custom Conversions, Namespaces, Constants, and Preprocessor How to do Event Handling What are Type Conversions, Templates, Headers, and more Audience This book is a quick, handy pocket syntax reference for experienced C++ programmers, and a concise, easily-digested introduction for other programmers new to C++.

This quick C# 8 guide is a condensed code and syntax reference to the C# programming language, updated with the latest features of C# 8 for .NET and Windows 10. This book presents the essential C# 8 syntax in a well-organized format that can be used as a handy reference. Specifically, it covers nullable reference types, async streams, ranges and indices, default implementations of interface members, recursive patterns, switch expressions, target-typed new-expressions, platform dependencies and more. In the C# 8 Quick Syntax Reference, you will find a concise reference to the C# language syntax: short, simple, and focused code examples; a well laid out table of contents; and a comprehensive index allowing easy review. You won't find any technical jargon, bloated samples, drawn-out history lessons, or witty stories. What you will find is a language reference that is to the point and highly accessible. The book is packed with useful information and is a must-have for any C# programmer. What You Will Learn Discover what's new in C# 8 and .NET for Windows 10 programming Employ nullable reference types Explore the advanced async streams now available in C# 8 Work with ranges and indices Apply recursive patterns to your applications Use switch expressions Who This Book Is For Those with some experience in programming, looking for a quick, handy reference. Some C# or .NET recommended but not necessary.

This quick C++ 20 guide is a condensed code and syntax reference to the popular programming language, fully updated for C++20. It presents the essential C++20 code syntax in a well-organized format that can be used as a handy reference. This edition covers topics including designated initializers, lambdas and lambda captures, the spaceship operator, pack expressions, string literals as template parameters, atomic smart pointers, and contracts. It also covers library changes including extended futures, latches and barriers, task blocks, and text formatting. In the C++20 Quick Syntax Reference, you will find short, simple, and focused code examples. This book includes a well-laid-out table of contents and a comprehensive index allowing for easy review. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point, and highly accessible. The book is packed with useful information and is a must-have for any C++ programmer. What You'll Learn Discover the key C++20 features Work with concepts to constrain template arguments Use modules as a replacement for header files Take advantage of the three-way comparison operator Create immediate functions using the consteval keyword Make use of constexpr, constexpr and designated initializers Who This Book Is For Experienced C++ programmers. Additionally, this is a concise, easily-digested introduction for other programmers new to C++.

The C# Quick Syntax Reference is a condensed code and syntax reference to the C# programming language. It presents the essential C# syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons or witty

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stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C# programmer. In the C# Quick Syntax Reference, you will find:

- A concise reference to the C# language syntax.
- Short, simple and focused code examples.
- A well laid out table of contents and a comprehensive index allowing easy review.

What you'll learn

- How to write your first C#-based HelloWorld as well as compile and run
- What are variables, operators, strings, arrays, conditionals, loops, methods
- What are and how to use the rich set of Classes in C#
- How to do inheritance, member redefinitions, access levels, statics, properties and more
- How to work with indexers, interfaces, abstracts, namespaces, and more
- How to use enums, exception handling, operator overloading, custom conversions, constants
- What are and how to use preprocessor, delegates, events, generics and struct

Who this book is for

This book is a handy, pocket quick syntax reference for experienced C# as well as perhaps other programmers even new to C#.

1. HelloWorld
2. Compile and Run
3. Variables
4. Operators
5. String
6. Arrays
7. Conditionals
8. Loops
9. Methods
10. Class
11. Inheritance
12. Redefining Members
13. Access Levels
14. Static
15. Properties
16. Indexers
17. Interface
18. Abstract
19. Namespaces
20. Enum
21. Exception Handling
22. Operator Overloading
23. Custom Conversions
24. Constants
25. Preprocessor
26. Delegates
27. Events
28. Generics
29. Struct
30. Asynchronous Methods

The CSS3 Quick Syntax Reference is a 150-page syntax reference to the Cascading Style Sheets language. It presents the essentials of CSS3 in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn-out history lessons or witty stories in this book. What you will find is a CSS reference that is concise, to the point, and highly accessible. The book is packed with useful information and is a must-have for any CSS programmer or web developer.

What You Will Learn

- Use the various selectors available in CSS3
- Leverage various other CSS properties
- Design and build web UIs using color, text, spacing, fonts, background, and more
- Work with lists, tables, and media in CSS3
- Employ CSS3 best practices

Who This Book Is For

Experienced programmers and web developers new to CSS3 or even new to CSS in general.

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