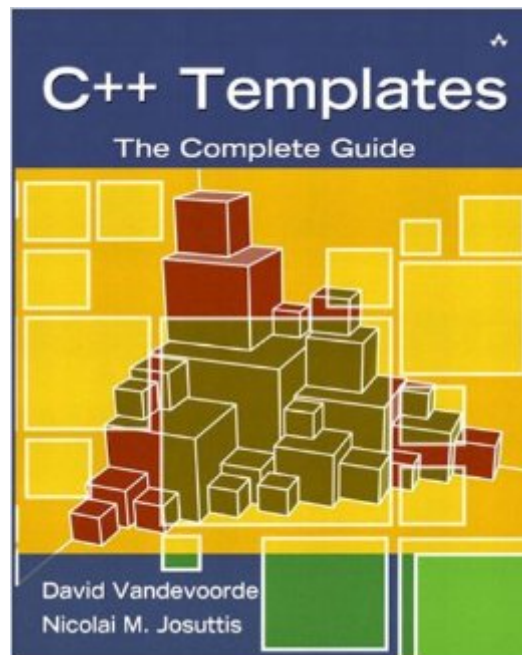


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C++ Templates: The Complete Guide, Portable Documents



Synopsis

Templates are among the most powerful features of C++, but they are too often neglected, misunderstood, and misused. *C++ Templates: The Complete Guide* provides software architects and engineers with a clear understanding of why, when, and how to use templates to build and maintain cleaner, faster, and smarter software more efficiently. *C++ Templates* begins with an insightful tutorial on basic concepts and language features. The remainder of the book serves as a comprehensive reference, focusing first on language details, then on a wide range of coding techniques, and finally on advanced applications for templates. Examples used throughout the book illustrate abstract concepts and demonstrate best practices. Readers learn the exact behaviors of templates, how to avoid the pitfalls associated with templates, idioms and techniques, from the basic to the previously undocumented, how to reuse source code without threatening performance or safety, how to increase the efficiency of C++ programs, how to produce more flexible and maintainable software. This practical guide shows programmers how to exploit the full power of the template features in C++. The companion Web site at <http://www.josuttis.com/tmplbook/> contains sample code and additional updates.

Book Information

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Customer Reviews

This book is encyclopedic. It will tell you everything about templates, both every detail at the language level and everything interesting someone has done with templates in the last 10 years. It even tells you future changes that might happen to templates in 4-8 years when the C++ standard is revised. This last is useful to know, to keep in mind what templates cannot do, as sometimes it feels like templates can do anything. Though the writing is somewhat dry, it is always clean and to-the-point, and the authors have the highest reputations for accuracy and expertise. The entire last 200 pages of this 500 page book, from Metaprograms on through the entire section on Advanced Applications, describe things software developers should look to libraries for. Smart pointers, generic functors, metaprogramming, etc., are all weak without a supporting library, and there are good libraries freely available. The book gives references to them, which is good, but it mainly tells you how to write similar things from scratch, which is somewhat useless except to the few hundred living people who write the libraries. Unless you were curious, that is. The only technique I will be using myself in production code, as opposed to getting from quality libraries, is traits and policies. The book does spend 40 pages covering this, and it touches all the bases, but *_Modern C++ Design_* has a much fuller coverage, which this book admits at the end of its section. Although this book is excellent, and you will eventually want it to reach "guru" status as your understanding of templates grows, you may want *_Modern C++ Design_* first, if your present interest is mainly in policy-based design and you prefer to start with applications rather than fundamentals.

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