

The C Standard Library

Syd Logan

The C++ Standard Library Nicolai M. Josuttis, 2012-05-25 The Best-Selling C++ Resource Now Updated for C++11
The C++ standard library provides a set of common classes and interfaces that greatly extend the core C++ language. The library, however, is not self-explanatory. To make full use of its components—and to benefit from their power—you need a resource that does far more than list the classes and their functions. *The C++ Standard Library: A Tutorial and Reference*, Second Edition, describes this library as now incorporated into the new ANSI/ISO C++ language standard (C++11). The book provides comprehensive documentation of each library component, including an introduction to its purpose and design; clearly written explanations of complex concepts; the practical programming details needed for effective use; traps and pitfalls; the exact signature and definition of the most important classes and functions; and numerous examples of working code. The book focuses in particular on the Standard Template Library (STL), examining containers, iterators, function objects, and STL algorithms. The book covers all the new C++11 library components, including Concurrency Fractional arithmetic Clocks and timers Tuples New STL containers New STL algorithms New smart pointers New locale facets Random numbers and distributions Type traits and utilities Regular expressions The book also examines the new C++ programming style and its effect on the standard library, including lambdas, range-based for loops, move semantics, and variadic templates. An accompanying Web site, including source code, can be found at www.cppstdlib.com.

C++ Standard Library Quick Reference Peter Van Weert, Marc Gregoire, 2016-06-13 This quick reference is a condensed guide to the essential data structures, algorithms, and functions provided by the C++ Standard Library. Used by millions of C++ programmers on a daily basis, the C++ Standard Library features core classes for strings, I/O streams, and various generic containers, as well as a comprehensive set of algorithms to manipulate them. In recent years, the C++11 and C++14 standards have added even more efficient container classes, a new powerful regular expression library, and a portable multithreading library featuring threads, mutexes, condition variables, and atomic variables. Needless to say, it is hard to know and remember all the possibilities, details, and intricacies of this vast and growing 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. The book 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 though will learn a thing or two from it and find it a useful memory-aid. Among the topics covered are: What You Will Learn Gain the essentials that the C++ Standard Library has to offer Use containers to efficiently store and retrieve your data Use algorithms to inspect and manipulate your data 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 Discover what smart pointers are and how to use them to prevent memory leaks 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, this book offers an indispensable reference and memory-aid. A secondary audience is developers who are new to C++, but not new to programming, and who want to learn more on the C++ Standard Library in a quick, condensed manner.

Professional C++ Marc Gregoire, 2021-02-24 Improve your existing C++ competencies quickly and efficiently with this advanced volume Professional C++, 5th Edition raises the bar for advanced programming manuals. Complete with a comprehensive overview of the new capabilities of C++20, each feature of the newly updated programming language is explained in detail and with examples. Case studies that include extensive, working code round out the already impressive educational material found within. Without a doubt, the new 5th Edition of Professional C++ is the leading resource for dedicated and knowledgeable professionals who desire to advance their skills and improve their abilities. This book contains resources to help readers: Maximize the capabilities of C++ with effective design solutions Master little-known elements of the language and learn what to avoid Adopt new workarounds and testing/debugging best practices Utilize real-world program segments in your own applications Notoriously complex and unforgiving, C++ requires its practitioners to remain abreast of the latest developments and advancements. Professional C++, 5th Edition ensures that its readers will do just that.

C++ Programming Made Simple Conor Sexton, 2012-05-16 The author enables novices to get to grips with the programming language quickly and efficiently, and demystifies the subject matter making it easy to understand. Java and C++ are now the two clear leading languages for technical and web programming, and the C++ language and environment, including C, are internationally standardised by the ISO Standard 1998. Although focusing on C++, the text also incorporates material on the C programming language. If you want to know how to: Write ISO C++ programs Write procedural C programs Use ISO C++ advanced features such as templates and RTTI Take advantage of the Standard Template Library Program with both the C and C++ Standard Libraries then C++ Programming Made Simple is for you!

A Tour of C++ Bjarne Stroustrup, 2014 Extended and enhanced version of: The C++ programming language, Fourth

edition.

Basic Data Structures and Program Statements Xingni Zhou, Qiguang Miao, Lei Feng, 2020-09-21 This book covers C-Programming focussing on its practical side. Volume 1 deals mainly with basic data structures, algorithms and program statements. An extensive use of figures and examples help to give a clear description of concepts help the reader to gain a systematic understanding of the language.

Cross-Platform Development in C++ Syd Logan, 2007-11-27 Cross-Platform Development in C++ is the definitive guide to developing portable C/C++ application code that will run natively on Windows, Macintosh, and Linux/Unix platforms without compromising functionality, usability, or quality. Long-time Mozilla and Netscape developer Syd Logan systematically addresses all the technical and management challenges associated with software portability from planning and design through coding, testing, and deployment. Drawing on his extensive experience with cross-platform development, Logan thoroughly covers issues ranging from the use of native APIs to the latest strategies for portable GUI development. Along the way, he demonstrates how to achieve feature parity while avoiding the problems inherent to traditional cross-platform development approaches. This book will be an indispensable resource for every software professional and technical manager who is building new cross-platform software, porting existing C/C++ software, or planning software that may someday require cross-platform support. Build Cross-Platform Applications without Compromise Throughout the book, Logan illuminates his techniques with realistic scenarios and extensive, downloadable code examples, including a complete cross-platform GUI toolkit based on Mozilla's XUL that you can download, modify, and learn from. Coverage includes Policies and procedures used by Netscape, enabling them to ship Web browsers to millions of users on Windows, Mac OS, and Linux Delivering functionality and interfaces that are consistent on all platforms Understanding key similarities and differences among leading platform-specific GUI APIs, including Win32/.NET, Cocoa, and Gtk+ Determining when and when not to use native IDEs and how to limit their impact on portability Leveraging standards-based APIs, including POSIX and STL Avoiding hidden portability pitfalls associated with floating point, char types, data serialization, and types in C++ Utilizing platform abstraction libraries such as the Netscape Portable Runtime (NSPR) Establishing an effective cross-platform bug reporting and tracking system Creating builds for multiple platforms and detecting build failures across platforms when they occur Understanding the native runtime environment and its impact on installation Utilizing wxWidgets to create multi-platform GUI applications from a single code base Thoroughly testing application portability Understanding cross-platform GUI toolkit design with Trixul

The C++ Programming Language Bjarne Stroustrup, 2013-07-10 The new C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, has reorganized, extended, and completely rewritten his definitive reference and tutorial for

programmers who want to use C++ most effectively. The C++ Programming Language, Fourth Edition, delivers meticulous, richly explained, and integrated coverage of the entire language—its facilities, abstraction mechanisms, standard libraries, and key design techniques. Throughout, Stroustrup presents concise, “pure C++11” examples, which have been carefully crafted to clarify both usage and program design. To promote deeper understanding, the author provides extensive cross-references, both within the book and to the ISO standard. New C++11 coverage includes Support for concurrency Regular expressions, resource management pointers, random numbers, and improved containers General and uniform initialization, simplified for-statements, move semantics, and Unicode support Lambdas, general constant expressions, control over class defaults, variadic templates, template aliases, and user-defined literals Compatibility issues Topics addressed in this comprehensive book include Basic facilities: type, object, scope, storage, computation fundamentals, and more Modularity, as supported by namespaces, source files, and exception handling C++ abstraction, including classes, class hierarchies, and templates in support of a synthesis of traditional programming, object-oriented programming, and generic programming Standard Library: containers, algorithms, iterators, utilities, strings, stream I/O, locales, numerics, and more The C++ basic memory model, in depth This fourth edition makes C++11 thoroughly accessible to programmers moving from C++98 or other languages, while introducing insights and techniques that even cutting-edge C++11 programmers will find indispensable. This book features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—noticeable by a small space inside the spine—also increases durability.

Exploring C++ Ray Lischner, 2009-02-07 Exploring C++ uses a series of self-directed lessons to divide C++ into bite-sized chunks that you can digest as rapidly as you can swallow them. The book assumes only a basic understanding of fundamental programming concepts (variables, functions, expressions, statements) and requires no prior knowledge of C or any other particular language. It reduces the usually considerable complexity of C++. The included lessons allow you to learn by doing, as a participant of an interactive education session. You'll master each step in one sitting before you proceed to the next. Author Ray Lischner has designed questions to promote learning new material. And by responding to questions throughout the text, you'll be engaged every step of the way.

Object Oriented Programming with C++ ANSI /ISO Standard Subburaj R., 2013 This is a comprehensive book on C++. It serves the needs of both new and experienced programmers to understand the concepts of this power-packed language. It addresses the latest revisions to the Standard C++ language. The twin features of this language, namely, procedure-oriented and object-oriented programming, have been brought out in a very crisp manner. The book intends to remove the fear of 'containers' from the minds of programmers and enable them to use the concept unambiguously and effectively. More than 200 programs have been included in the book after ensuring their correctness with standard C++ compatible compilers, such as gnu g++ and Code::Blocks. This student-friendly book has no prerequisites and contains all

that is needed to make the undergraduate and post-graduate students expert C++ programmers. It will be a boon to a novice as well as an experienced programmer. SALIENT FEATURES • More than 200 tested programs • More than 300 objective-type questions • Review questions at the end of every chapter • Includes chapters on multithreading, STL and exception handling, and an annexure on object-oriented analysis and design • Model question papers

API Design for C++ Martin Reddy, 2024-05-23 *API Design for C++*, Second Edition provides a comprehensive discussion of Application Programming Interface (API) development, from initial design through implementation, testing, documentation, release, versioning, maintenance, and deprecation. It is the only book that teaches the strategies of C++ API development, including interface design, versioning, scripting, and plug-in extensibility. Drawing from the author's experience on large scale, collaborative software projects, the text offers practical techniques of API design that produce robust code for the long-term. It presents patterns and practices that provide real value to individual developers as well as organizations. The Second Edition includes all new material fully updated for the latest versions of C++, including a new chapter on concurrency and multithreading, as well as a new chapter discussing how Objective C++ and C++ code can co-exist and how a C++ API can be accessed from Swift programs. In addition, it explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that produce high quality, robust, and long-lived APIs. It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries. A discussion on testing strategies concentrates on automated API testing techniques rather than attempting to include end-user application testing techniques such as GUI testing, system testing, or manual testing. - Teaches the strategies of C++ API development, including design, versioning, documentation, testing, scripting, and extensibility - Includes extensive code examples that illustrate each concept, with fully functional examples and working source code for experimentation available online - Covers various API styles and patterns, with a focus on practical and efficient designs for large-scale, long-term projects - Includes updated URLs and ensures all code examples continue to work with modern compilers and supporting tools

Pro Android C++ with the NDK Onur Cinar, 2013-02-02 Android is one of the major players in the mobile phone market. Android is a mobile platform that is built on the top of Linux operating system. The native-code support on Android offers endless opportunities to application developers, not limited the functionality that is provided by Android framework. *Pro Android C++ with the NDK* is an advanced tutorial and professional reference for today's more sophisticated app developers now porting, developing or employing C++ and other native code to integrate into the Android platform to run sophisticated native apps and better performing apps in general. Using a game app case study, this book explores tools for troubleshooting, debugging, analyzing memory issues, unit testing, unit test code coverage, performance measurement, on native applications, as well as integrating the Android NDK toolchain into existing Autoconf, Makefile, CMake, or JAM based

build systems. Pro Android C++ with the NDK also covers the following: · The Android platform, and getting up to speed with the Android NDK, and exploring the APIs that are provided in native space. An overview of Java Native Interface (JNI), and auto-generating JNI code through Simplified Wrapper and Interface Generator (SWIG). An introduction to Bionic API, native networking, native multithreading, and the C++ Standard Template Library (STL) support. Native graphics and sound using JNI Graphics, OpenGL ES, and OpenSL ES. Debugging and troubleshooting native applications using Logging, GNU Debugger (GDB), Eclipse Debugger, Valgrind, strace, and other tools. Profiling native code using GProf to identify performance bottlenecks, and NEON/SIMD optimization from an advanced perspective, with tips and recommendations.

Inside the Android OS G. Blake Meike, Lawrence Schiefer, 2021-08-24 The Complete Guide to Customizing Android for New IoT and Embedded Devices Inside the Android OS is a comprehensive guide and reference for technical professionals who want to customize and integrate Android into embedded devices, and construct or maintain successful Android-based products. Replete with code examples, it encourages you to create your own working code as you read--whether for personal insight or a professional project in the fast-growing marketplace for smart IoT devices. Expert Android developers G. Blake Meike and Larry Schiefer respond to the real-world needs of embedded and IoT developers moving to Android. After presenting an accessible introduction to the Android environment, they guide you through boot, subsystem startup, hardware interfaces, and application support--offering essential knowledge without ever becoming obscure or overly specialized. Reflecting Android's continuing evolution, Meike and Schiefer help you take advantage of relevant innovations, from the ART application runtime environment to Project Treble. Throughout, a book-length project covers all you need to start implementing your own custom Android devices, one step at a time. You will: Assess advantages and tradeoffs using Android in smart IoT devices Master practical processes for customizing Android Set up a build platform, download the AOSP source, and build an Android image Explore Android's components, architecture, source code, and development tools Understand essential kernel modules that are unique to Android Use Android's extensive security infrastructure to protect devices and users Walk through Android boot, from power-on through system initialization Explore subsystem startup, and use Zygote containers to control application processes Interface with hardware through Android's Hardware Abstraction Layer (HAL) Provide access to Java programs via Java Native Interface (JNI) Gain new flexibility by using binderized HAL (Project Treble) Implement native C/C++ or Java client apps without bundling vendor libraries

ARM 64-Bit Assembly Language Larry D Pyeatt, William Ughetta, 2019-11-14 ARM 64-Bit Assembly Language carefully explains the concepts of assembly language programming, slowly building from simple examples towards complex programming on bare-metal embedded systems. Considerable emphasis is put on showing how to develop good, structured assembly code. More advanced topics such as fixed and floating point mathematics, optimization and the ARM VFP and NEON extensions are also covered. This book will help readers understand representations of, and arithmetic operations on,

integral and real numbers in any base, giving them a basic understanding of processor architectures, instruction sets, and more. This resource provides an ideal introduction to the principles of 64-bit ARM assembly programming for both the professional engineer and computer engineering student, as well as the dedicated hobbyist with a 64-bit ARM-based computer. - Represents the first true 64-bit ARM textbook - Covers advanced topics such as fixed and floating point mathematics, optimization and ARM NEON - Uses standard, free open-source tools rather than expensive proprietary tools - Provides concepts that are illustrated and reinforced with a large number of tested and debugged assembly and C source listings

Modern Assembly Language Programming with the ARM Processor Larry D Pyeatt, 2024-05-22 Modern Assembly Language Programming with the ARM Processor, Second Edition is a tutorial-based book on assembly language programming using the ARM processor. It presents the concepts of assembly language programming in different ways, slowly building from simple examples towards complex programming on bare-metal embedded systems. The ARM processor was chosen as it has fewer instructions and irregular addressing rules to learn than most other architectures, allowing more time to spend on teaching assembly language programming concepts and good programming practice. Careful consideration is given to topics that students struggle to grasp, such as registers vs. memory and the relationship between pointers and addresses, recursion, and non-integral binary mathematics. A whole chapter is dedicated to structured programming principles. Concepts are illustrated and reinforced with many tested and debugged assembly and C source listings. The book also covers advanced topics such as fixed- and floating-point mathematics, optimization, and the ARM VFP and NEON™ extensions. - Includes concepts that are illustrated and reinforced with a large number of tested and debugged assembly and C source listing - Intended for use on very low-cost platforms, such as the Raspberry Pi or pcDuino, but with the support of a full Linux operating system and development tools - Includes discussions of advanced topics, such as fixed and floating point mathematics, optimization, and the ARM VFP and NEON extensions - Explores ethical issues involving safety-critical applications - Features updated content, including a new chapter on the Thumb instruction set

Quantitative Finance Erik Schlogl, 2018-09-03 Quantitative Finance: An Object-Oriented Approach in C++ provides readers with a foundation in the key methods and models of quantitative finance. Keeping the material as self-contained as possible, the author introduces computational finance with a focus on practical implementation in C++. Through an approach based on C++ classes and templates, the text highlights the basic principles common to various methods and models while the algorithmic implementation guides readers to a more thorough, hands-on understanding. By moving beyond a purely theoretical treatment to the actual implementation of the models using C++, readers greatly enhance their career opportunities in the field. The book also helps readers implement models in a trading or research environment. It presents recipes and extensible code building blocks for some of the most widespread methods in risk management and option pricing.

Web Resource The author's website provides fully functional C++ code, including additional C++ source files and examples. Although the code is used to illustrate concepts (not as a finished software product), it nevertheless compiles, runs, and deals with full, rather than toy, problems. The website also includes a suite of practical exercises for each chapter covering a range of difficulty levels and problem complexity.

Software Design for Engineers and Scientists John Allen Robinson, 2004-08-21 Software Design for Engineers and Scientists integrates three core areas of computing: Software engineering - including both traditional methods and the insights of 'extreme programming'. Program design - including the analysis of data structures and algorithms. Practical object-oriented programming Without assuming prior knowledge of any particular programming language, and avoiding the need for students to learn from separate, specialised Computer Science texts, John Robinson takes the reader from small-scale programming to competence in large software projects, all within one volume. Copious examples and case studies are provided in C++. The book is especially suitable for undergraduates in the natural sciences and all branches of engineering who have some knowledge of computing basics, and now need to understand and apply software design to tasks like data analysis, simulation, signal processing or visualisation. John Robinson introduces both software theory and its application to problem solving using a range of design principles, applied to the creation of medium-sized systems, providing key methods and tools for designing reliable, efficient, maintainable programs. The case studies are presented within scientific contexts to illustrate all aspects of the design process, allowing students to relate theory to real-world applications. - Core computing topics - usually found in separate specialised texts - presented to meet the specific requirements of science and engineering students - Demonstrates good practice through applications, case studies and worked examples based in real-world contexts

C++: a Dialogue Steve Heller, 2003 Unlike many beginners' books, C++: A Dialogue uses industry-standard C++ and the latest standard libraries - giving you skills you can use with any standard C++ toolset, in any programming environment. You even get all the example code and a standard C++ compiler on CD-ROM so you can write and compile your own standard C++ programs on any 32-bit Microsoft Windows platform.--BOOK JACKET. Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Beginning C++ Programming Richard Grimes, 2017-04-24 Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way It forms the basis of programming and covers concepts such as data structures and the core programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main structures in the language: functions and classes Feel confident about being able to identify the execution flow through the code Be aware of the facilities of the standard library Gain

insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

C++ Rheinwerk Publishing, Inc, Torsten T. Will, 2025-06-18 Comprehensive C++23 resource offering deep coverage from syntax basics to advanced concurrency and standard library usage. Learn best practices to write secure, efficient, and modular C++ code with expert guidance. Key Features In-depth coverage of modern C++23 concepts ensuring comprehensive understanding of language features Focus on writing secure, maintainable, and efficient code for professional and scalable projects Practical examples and real-world scenarios illustrating advanced techniques and best practices Book Description This book begins by grounding readers in the essentials of modern C++23, covering syntax, compiling, and core programming concepts. Early chapters introduce building blocks like data types, functions, and statements, ensuring a solid foundation. Readers also learn coding best practices focused on readability and modularization. As the journey progresses, the focus shifts to object-oriented programming, exploring classes, inheritance, namespaces, and lifecycle management. The text includes advanced topics such as templates, macros, and the integration of C libraries. Readers develop skills in designing secure, maintainable, and extensible code while mastering error handling and testing. The final sections dive into concurrency, standard library features like containers and algorithms, and advanced stream handling. Practical guidance on thread management, synchronization, and modern concurrency tools prepares readers for real-world applications.

Concluding chapters present C++ guidelines, emphasizing sustainable and quality code development, completing a comprehensive path from fundamentals to expert-level mastery. What you will learn Understand C++23 syntax and semantics effectively Apply object-oriented programming principles with clarity Utilize the standard library for data structures and algorithms Implement concurrent programming with threads and synchronization Write modular and maintainable code following best practices Master templates and generic programming techniques Who this book is for Ideal for intermediate programmers and software developers with some familiarity in programming concepts, looking to master modern C++23. Readers should have basic understanding of programming logic and syntax. Prior experience in any procedural or object-oriented language helps, but beginners motivated to learn C++ thoroughly will also benefit.

The Enigmatic Realm of **The C Standard Library** : Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing short of extraordinary. Within the captivating pages of **The C Standard Library** a literary masterpiece penned by a renowned author, readers set about a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book's core themes, assess its distinct writing style, and delve into its lasting impact on the hearts and minds of those who partake in its reading experience.

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The C Standard Library Introduction

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drone and the smaller two are tenor
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