Free Effective Modern C 42 Specific Ways To

This guideline defines ventilation and then natural ventilation. It explores the design requirements for natural ventilation in the context of infection control, describing the basic principles of design, construction, operation and maintenance for an effective natural ventilation system to control infection in health-care settings.

Effective C++ has been updated to reflect the latest ANSI/ISO standards. The author, a recognised authority on C++, shows readers fifty ways to improve their programs and designs.

“Every C++ professional needs a copy of Effective C++. It is an absolute must-read for anyone thinking of doing serious C++ development. If you’ve never read Effective C++ and you think you know everything about C++, think again.” — Steve Schirripa, Software Engineer, Google “C++ and the C++ community have grown up in the last fifteen years, and the third edition of Effective C++ reflects this. The clear and precise style of the book is evidence of Scott’s deep insight and distinctive ability to impart knowledge.” — Gerhard Kreuzer, Research and Development Engineer, Siemens AG The first two editions of Effective C++ were embraced by

hundreds of thousands of programmers worldwide. The reason is clear: Scott Meyers’ practical approach to C++ describes the rules of thumb used by the experts — the things they almost always do or almost always avoid doing — to produce clear, correct, efficient code. The book is organized around 55 specific guidelines, each of which describes a way to write better C++. Each is backed by concrete examples. For this third edition, more than half the content is new, including added chapters on managing resources and using templates. Topics from the second edition have been extensively revised to reflect modern design considerations, including exceptions, design patterns, and multithreading. Important features of Effective C++ include: Expert guidance on the design of effective classes, functions, templates, and inheritance hierarchies. Applications of new “TR1” standard library functionality, along with comparisons to existing standard library components. Insights into differences between C++ and other languages (e.g., Java, C#, C) that help developers from those languages assimilate “the C++ way” of doing things.

An electrifying story of the sensational murder trial that divided a city and ignited the civil rights struggle In 1925, Detroit was a smoky swirl of jazz and speakeasies, assembly lines and fistfights. The advent of automobiles

had brought workers from around the globe to compete for manufacturing jobs, and tensions often flared with the KKK in ascendance and violence rising. Ossian Sweet, a proud Negro doctor-grandson of a slave-had made the long climb from the ghetto to a home of his own in a previously all-white neighborhood. Yet just after his arrival, a mob gathered outside his house; suddenly, shots rang out: Sweet, or one of his defenders, had accidentally killed one of the whites threatening their lives and homes. And so it began-a chain of events that brought America's greatest attorney, Clarence Darrow, into the fray and transformed Sweet into a controversial symbol of equality. Historian Kevin Boyle weaves the police investigation and courtroom drama of Sweet's murder trial into an unforgettable tapestry of narrative history that documents the volatile America of the 1920s and movingly re-creates the Sweet family's journey from slavery through the Great Migration to the middle class. Ossian Sweet's story, so richly and poignantly captured here, is an epic tale of one man trapped by the battles of his era's changing times. Arc of Justice is the winner of the 2004 National Book Award for Nonfiction.

The Daily Show (The Book)

The Big Ideas Behind Reliable, Scalable, and Maintainable Systems

The Principles and Art of Successful Business Coaching
Clean C++
Discovering Modern C++
Effective C++
Beginning C++17

Learn how to program using the updated C++17 language. You'll start with the basics and progress through step-by-step examples to become a working C++ programmer. All you need are Beginning C++17 and any recent C++ compiler and you'll soon be writing real C++ programs. There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program examples, and all chapters include exercises for you to test and practice your knowledge. Code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++17, and to all conventions and best practices of so-called modern C++. Beginning C++17 also introduces the elements of the C++ Standard Library that provide essential support for the C++17 language. What You'll Learn Define variables and make decisions Work with arrays and loops, pointers and references, strings, and more Write your own functions, types, and operators Discover the essentials of object-oriented programming Use overloading, inheritance, virtual functions and polymorphism Write generic function templates and class templates Get up to date with modern C++ features: auto type declarations, move semantics, lambda expressions, and more Examine the new additions to C++17 Who This Book Is For Programmers new to C++ and those who may be looking for a refresh primer on the C++17 programming language in general.

Public Speaking is an important skill which anyone can acquire and develop. The book consists of basic principles of effective speaking, technique of effective speaking, and the three aspects of every speech and effective methods of delivering a talk. All this relates to business, social and personal satisfaction which depend heavily upon our ability to communicate clearly to others. A must read book for effective speaking.

C++ Sale price. You will save 66% with this offer. Please hurry up! Effective Modern C++(C++ 11, C++ 14) If you are a programmer or looking to get into programming, you are probably wondering what C++11 and C++ 14 have to offer. You're probably wondering about their major differences and ultimately what it can do to help you code more effectively. This book is here to provide that information. C++11 and C++14 have made significant changes to improve not only a variety of libraries but also the core language. C++14 is the newest version of C++ which was released in August of 2014. Improvements in this version made the language not only convenient to use but also safer. This guide will provide more than just information. This guide will provide information on how the language has changed, how you can use it and examples of putting it all together in practice. This book will also provide details various problems and how to solve them from a C++11 and C++14 perspective. Use this book as your reference guide for some of the major features within C++11 and C++14. Here is a preview of what you'll learn: Multithreading support Generic programming support Uniform initialization Performance C++ Standard Library Download your copy of "C++" by scrolling up and clicking "Buy Now With 1-Click" button. Tags: C Programming, C++programming, C++ programming language, HTML, Javascript, Programming, Developers, Coding, CSS, Java, PHP, C++, Javascript, PHP, Python, Sql, HTML, Swift, C++, C Programming, Programming for beginners, c plus plus, PHP, Java, C++ Programming for Beginners, c primer plus, C Programming for Beginners, C++, C Programming, Programming for beginners, c plus plus, PHP, Java, C++ Programming for Beginners, C Programming, C++programming, C++ programming language, HTML, Javascript, Programming, Developers, Coding, CSS, Java, PHP, hackers, hacking, how to hack, hacking exposed, hacking system, hacking 101, hacking for dummies, Hacking Guide, Hacking Essentials, Computer Bugs, Security Breach, internet skills, hacking techniques, computer hacking, hacking the system, web hacking, how to hack

Presents a collection of reusable design artifacts, called generic components, together with the techniques that make them possible. The author describes techniques for policy-based design, partial template specialization, typelists, and local classes, then goes on to implement generic components for smart pointers, object factories, functor objects, the Visitor design pattern, and multimethod engines. c. Book News Inc.

What Newspeople Should Know and the Public Should Expect
Mastering the C++17 STL
Design modern systems using effective architecture concepts, design patterns, and techniques with C++20
From Novice to Professional
Effective Modern C++
Modern CMake for C++
The Encyclopaedia Britannica

Discover the secret to business success--leading with emotional intelligence Success requires more than hard work and good ideas: you need to be able to understand, inspire, and motivate those around you. Emotional Intelligence for the Modern Leader helps you hone your emotional intelligence (EQ)--the ability to be aware of, control, and express your emotions, as well as handle interpersonal relationships empathetically--and enhance your ability to lead. Building off proven research, this user-friendly guide teaches you the pillars of high-EQ leadership. Whether it's developing self-awareness or bolstering empathy, discover simple and easy-to-use exercises that you can make use of on your own. You'll even learn about emotionally intelligent leaders and how they've utilized this skill as part of their successes. Emotional Intelligence for the Modern Leader includes: Emotionally intelligent leadership--Find out what it means to lead with high EQ and how you can make it part of your organization's culture. Your leadership style--Determine what your professional leadership style is and how that affects the people around you. Growing your emotional intelligence--Take advantage of exercises and self-assessment tools that allow you to effectively and efficiently improve your abilities. Become the leader you've always wanted to be with this emotional intelligence enhancing guide.

Write comprehensive, professional-standard CMake projects and ensure the quality and simplicity of your solutions Key FeaturesUnderstand and automate compilation and linking with CMakeManage internal and external dependencies easilyAdd quality checks and tests as an inherent step for your buildsBook Description Creating top-notch software is an extremely difficult undertaking. Developers researching the subject have difficulty determining which advice is up to date and which approaches have already been replaced by easier, better practices. At the same time, most online resources offer limited explanation, while also lacking the proper context and structure. This book offers a simpler, more comprehensive, experience as it treats the subject of building C++ solutions holistically. Modern CMake for C++ is an end-to-end guide to the automatization of complex tasks, including building, testing, and packaging. You'll not only learn how to use the CMake language in CMake projects, but also discover what makes them maintainable, elegant, and clean. The book also focuses on the structure of source directories, building targets, and packages. As you progress, you’ll learn how to compile and link executables and libraries, how those processes work, and how to optimize builds in CMake for the best results. You'll understand how to use external dependencies in your project – third-party libraries, testing frameworks, program analysis tools, and documentation generators. Finally, you'll get to grips with exporting, installing, and packaging for internal and external purposes. By the end of this book, you’ll be able to use CMake confidently on a professional level. What you will learnUnderstand best practices for building C++ codeGain practical knowledge of the CMake language by focusing on the most useful aspectsUse cutting-edge tooling to guarantee code quality with the help of tests and static and dynamic analysisDiscover how to manage, discover, download, and link dependencies with CMakeBuild solutions that can be reused and maintained in the long termUnderstand how to optimize build artifacts and the build process itselfWho this book is for The book is for build engineers and software developers with knowledge of C/C++ programming who are looking to learn CMake to automate the process of building small and large software solutions. If you are someone who's just getting started with CMake, a long-time GNU Make user, or simply looking to brush up on the latest best practices, this book is for you.

The 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++, thoroughly covers the details of this language and its use in his definitive reference, The C++ Programming Language, Fourth Edition. In A Tour of C++ , Stroustrup excerpts the overview chapters from that complete reference, expanding and enhancing them to give an experienced programmer–in just a few hours–a clear idea of what constitutes modern C++. In this concise, self-contained guide, Stroustrup covers most major language features and the major standard-library components–not, of course, in great depth, but to a level that gives programmers a meaningful overview of the language, some key examples, and practical help in getting started. Stroustrup presents the C++ features in the context of the programming styles they support, such as object-oriented and generic programming. His tour is remarkably comprehensive. Coverage begins with the basics, then ranges widely through more advanced topics, including many that are new in C++11, such as move semantics, uniform initialization, lambda expressions, improved containers, random numbers, and concurrency. The tour ends with a discussion of the design and evolution of C++ and the extensions added for C++11. This guide does not aim to teach you how to program (see Stroustrup's Programming: Principles and Practice Using C++ for that); nor will it be the only resource you'll need for C++ mastery (see Stroustrup's The C++ Programming Language, Fourth Edition, for that). If, however, you are a C or C++ programmer wanting greater familiarity with the current C++ language, or a programmer versed in another language wishing to gain an accurate picture of the nature and benefits of modern C++, you can't find a shorter or simpler introduction than this tour provides.

Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect forwarding, and smart pointer make functions The relationships among std::move, std::forward, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How std::atomic differs from volatile, how each should be used, and how they relate to C++'s concurrency API How best practices in "old" C++ programming (i.e., C++98) require revision for software development in modern C++ Effective Modern C++ follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. "After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of Effective C++ books. Effective Modern C++ is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now". -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

A Tour of C++

C# Programming ::

Sustainable Software Development Patterns and Best Practices with C++ 17

30 Core Guidelines for Writing Clean, Safe, and Fast Code

50 Specific Ways to Improve Your Use of the Standard Template Library

1895-Modern Times

Making Machu Picchu

Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today's best coding styles and program design techniques Understand the "rationale behind the rules": why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what

you've learned Access the source code for the extended examples from informit.com/title/0321714113 C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

First published in 1958, Diseases of Swine, Tenth Edition is a fully revised and updated version of this classic reference. Now published in association with the American Association of Swine Veterinarians, the Tenth Edition adds new knowledge throughout in a reorganized format to provide more intuitive access to information. With chapters written by more than 150 of the foremost experts in the field, Diseases of Swine remains the premier source of comprehensive information on swine production, health, and management for swine health specialists of all disciplines and at any level of expertise, including veterinarians, researchers, and students. Featuring a new content organization designed for improved navigability, the Tenth Edition adds chapters on the cardiovascular system, diagnostic tests and test performance, food safety and zoonotic diseases, show and pet pigs, and the most current information on both long-recognized and emerging pathogens. Diseases of Swine, Tenth Edition is an indispensable resource for anyone interested in swine health. Key features Detailed, comprehensive coverage of swine production, health, and management Presented in a more navigable format, with improved consistency and chapter organization, an expanded index, and a complete list of tables Authored and edited by *internationally recognized experts in their fields Includes new chapters on the cardiovascular system, diagnostic tests and test performance, food safety and zoonotic diseases, show and pet pigs, and newly emerged pathogens Now published in association with the American Association of Swine Veterinarians*

As scientific and engineering projects grow larger and more complex, it is increasingly likely that those projects will be written in C++. With embedded hardware growing more powerful, much of its software is moving to C++, too. Mastering C++ gives you strong skills for programming at nearly every level, from "close to the hardware" to the highest-level abstractions. In short, C++ is a language that scientific and technical practitioners need to know. Peter Gottschling's Discovering Modern C++ is an intensive introduction that guides you smoothly to sophisticated approaches based on advanced features. Gottschling introduces key concepts using examples from many technical problem domains, drawing on his extensive experience training professionals and teaching C++ to students of physics, math, and engineering. This book is designed to help you get started rapidly and then master increasingly robust features, from lambdas to expression templates. You'll also learn how to take advantage of the powerful libraries available to C++ programmers: both the Standard Template Library (STL) and scientific libraries for arithmetic, linear algebra, differential equations, and graphs. Throughout, Gottschling demonstrates how to write clear and expressive software using object orientation, generics, metaprogramming, and procedural techniques. By the time you're finished, you'll have mastered all the

abstractions you need to write C++ programs with exceptional quality and performance.

This book breaks down the C++ STL, teaching you how to extract its gems and apply them to your programming. About This Book Boost your productivity as a C++ developer with the latest features of C++17 Develop high-quality, fast, and portable applications with the varied features of the STL Migrate from older versions (C++11, C++14) to C++17 Who This Book Is For This book is for developers who would like to master the C++ STL and make full use of its components. Prior C++ knowledge is assumed. What You Will Learn Make your own iterator types, allocators, and thread pools. Master every standard container and every standard algorithm. Improve your code by replacing new/delete with smart pointers. Understand the difference between monomorphic algorithms, polymorphic algorithms, and generic algorithms. Learn the meaning and applications of vocabulary type, product type and sum type. In Detail Modern C++ has come a long way since 2011. The latest update, C++17, has just been ratified and several implementations are on the way. This book is your guide to the C++ standard library, including the very latest C++17 features. The book starts by exploring the C++ Standard Template Library in depth. You will learn the key differences between classical polymorphism and generic programming, the foundation of the STL. You will also learn how to use the various algorithms and containers in the STL to suit your programming needs. The next module delves into the tools of modern C++. Here you will learn about algebraic types such as

std::optional, vocabulary types such as std::function, smart pointers, and synchronization primitives such as std::atomic and std::mutex. In the final module, you will learn about C++'s support for regular expressions and file I/O. By the end of the book you will be proficient in using the C++17 standard library to implement real programs, and you'll have gained a solid understanding of the library's own internals. Style and approach This book takes a concise but comprehensive approach to explaining and applying the C++ STL, one feature at a time.

C++

C++ Lambda Story

42 Specific Ways to Improve Your Use of C++11 and C++14

Atomic Habits

A Dictionary of Arts, Sciences, Literature and General Information

Effective STL

Make full use of the standard library components in C++17

Speaking at a 1913 National Geographic Society gala, Hiram Bingham III, the American explorer celebrated for finding the "lost city" of the Andes two years earlier, suggested that Machu Picchu "is an awful name, but it is well worth remembering." Millions of travelers have since followed Bingham's advice. When Bingham first encountered Machu Picchu, the site was an obscure ruin. Now designated a UNESCO World Heritage Site, Machu Picchu is the focus of Peru's tourism economy. Mark Rice's history of Machu Picchu in the twentieth century—from its "discovery" to today's travel boom—reveals how Machu Picchu was transformed into both a global travel destination and a powerful symbol of the Peruvian nation. Rice shows how the growth of tourism at Machu Picchu swayed Peruvian leaders to celebrate Andean culture as compatible with their vision of a modernizing nation. Encompassing debates about nationalism, Indigenous peoples' experiences, and cultural policy—as well as development and globalization—the book explores the contradictions and ironies of Machu Picchu's transformation. On a broader level, it calls attention to the importance of tourism in the creation of national identity in Peru and Latin America as a whole.

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

The #1 New York Times bestseller. Over 4 million copies sold! Tiny Changes, Remarkable Results No matter your goals, Atomic Habits offers a proven framework for improving--every day. James Clear, one of the world's leading experts on habit formation, reveals practical strategies that will teach you exactly how to form good habits, break bad ones, and master the tiny behaviors that lead to remarkable results. If you're having trouble changing your habits, the problem isn't you. The problem is your system. Bad habits repeat themselves again and again not because you don't want to change, but because you have the wrong system for change. You do not rise to the level of your goals. You fall to the level of your systems. Here, you'll get a proven system that can take you to new heights. Clear is known for his ability to distill complex topics into simple behaviors that can be easily applied to daily life and work. Here, he draws on the most proven ideas from biology, psychology, and neuroscience to create an easy-to-understand guide for making good habits inevitable and bad habits impossible. Along the way, readers will be inspired and entertained with true stories from Olympic gold medalists, award-winning artists, business leaders, life-saving physicians, and star comedians who have used the science of small habits to master their craft and vault to the top of their field. Learn how to: • make time for new habits (even when life gets crazy); • overcome a lack of motivation and willpower; • design your environment to make success easier; • get back on track when you fall off course; ...and much more. Atomic Habits will reshape the way you think about progress and success, and give you the tools and strategies you need to transform your habits--whether you are a team looking to win a championship, an organization hoping to redefine an industry, or simply an individual who wishes to quit smoking, lose weight, reduce stress, or achieve any other goal.

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers-including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

Modern Robotics

The Complete Guide

Generic Programming and Design Patterns Applied

C++ Primer

Effective Communication at Work: Speaking and Writing Well in the Modern

Workplace

Master the art of optimizing the functioning of your C++ code, 2nd Edition

Natural Ventilation for Infection Control in Health-care Settings

A modern and unified treatment of the mechanics, planning, and control of robots, suitable for a first course in robotics.

Features over 1,000 midge patterns from around the world, tying steps for 15 essential pattern styles, and fishing tips from experts on rivers, reservoirs, and lakes.

This book gives a good start and complete introduction for C# Programming for Beginner’s. While reading this book it is fun and easy to read it. This book is best suitable for first time C# readers, Covers all fast track topics of C# for all Computer Science students and Professionals. This book is targeted toward those who have little or no programming experience or who might be picking up C# as a second language. The book has been structured and written with a purpose: to get you productive as quickly as possible. I’ve used my experiences in writing applications with C# and teaching C# to create a book that I hope cuts through the fluff and teaches you what you need to know. All too often, authors fall into the trap of focusing on the technology rather than on the practical application of the technology. I’ve worked hard to keep this book focused on teaching you practical skills that you can apply immediately toward a development project. This book is divided into ten Chapters, each of which focuses on a different aspect of developing applications with C#. These parts generally follow the flow of tasks you’ll perform as you begin creating your own programs with C#. I recommend that you read them in the order in which they appear. Using C#, this book develops the concepts and theory of Building the Program Logic and Interfaces analysis, Exceptions, Delegates and Events and other important things in a gradual, step-by-step manner, proceeding from concrete examples to abstract principles. Standish covers a wide range of both traditional and contemporary software engineering topics. This is a handy guide of sorts for any computer science engineering Students, Thinking In C# Programming is a solution bank for various complex problems related to C# and .NET. It can be used as a reference manual by Computer Science Engineering students. This Book also covers all aspects of B.TECH CS, IT, and BCA and MCA, BSC IT. Preview introduced programmers to a new era called functional programming. C# focused on bridging the gap between programming languages and databases. This book covers all the language features from the first version through C# . It also provides you with the essentials of using Visual Studio 2005 to let you enjoy its capabilities and save you time by using features such as IntelliSense. Learning a new programming language can be intimidating. If you’ve never programmed before, the act of typing seemingly cryptic text to produce sleek and powerful applications probably seems like a black art, and you might wonder how you’ll ever learn everything you need to know. The answer is, of course, one step at a time. The first step to learning a language is the same as that of any other activity: building confidence. Programming is part art and part science. Although it might seem like magic, it’s more akin to illusion: After you know how things work a lot of the mysticism goes away, freeing you to focus on the mechanics necessary to produce any given desired result. Chapter 1

(Introduction To C# AND .NET) Chapter 2 (Your First Go at C# Programming) Chapter 3 (C# Data Types)’ Chapter 4 (Building the Program Logic) Chapter 5 (Using Classes) Chapter 6 (Function Members) Chapter 7 (Structs, Enums, and Attributes) Chapter 8 (Interfaces) Chapter 9 (Exceptions) Chapter 10 (Delegates and Events)

Summary This bestseller has been updated and revised to cover all the latest changes to C++ 14 and 17! C++ Concurrency in Action, Second Edition teaches you everything you need to write robust and elegant multithreaded applications in C++17. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You choose C++ when your applications need to run fast. Well-designed concurrency makes them go even faster. C++ 17 delivers strong support for the multithreaded, multiprocessor programming required for fast graphic processing, machine learning, and other performance-sensitive tasks. This exceptional book unpacks the features, patterns, and best practices of production-grade C++ concurrency. About the Book C++ Concurrency in Action, Second Edition is the definitive guide to writing elegant multithreaded applications in C++. Updated for C++ 17, it carefully addresses every aspect of concurrent development, from starting new threads to designing fully functional multithreaded algorithms and data structures. Concurrency master Anthony Williams presents examples and practical tasks in every chapter, including insights that will delight even the most experienced developer. What's inside Full coverage of new C++ 17 features Starting and managing threads Synchronizing concurrent operations Designing concurrent code Debugging multithreaded applications About the Reader

Written for intermediate C and C++ developers. No prior experience with concurrency required. About the Author Anthony Williams has been an active member of the BSI C++ Panel since 2001 and is the developer of the just::thread Pro extensions to the C++ 11 thread library. Table of Contents Hello, world of concurrency in C++! Managing threads Sharing data between threads Synchronizing concurrent operations The C++ memory model and operations on atomic types Designing lock-based concurrent data structures Designing lock-free concurrent data structures Designing concurrent code Advanced thread management Parallel algorithms Testing and debugging multithreaded applications

Seven Highly Effective Police Leaders

An Easy & Proven Way to Build Good Habits & Break Bad Ones

Discover a better approach to building, testing, and packaging your software

Modern C++ Programming with Test-Driven Development

C++ High Performance

Tying and Fishing the World's Most Effective Patterns

Emotional Intelligence for the Modern Leader

Templates are among the most powerful features of C++, but they remain misunderstood and underutilized, even as the C++ language and development community have advanced. In C++ Templates, Second Edition, three pioneering C++ experts show why, when, and how to use modern templates to build software that’s cleaner, faster, more efficient, and easier to maintain. Now extensively updated for the C++11, C++14, and C++17 standards, this new edition presents state-of-the-art techniques for a wider spectrum of applications. The authors provide authoritative explanations of all new language features that either improve templates or interact with them, including variadic templates, generic lambdas, class template argument deduction, compile-time if, forwarding references, and user-defined literals. They also deeply delve into fundamental language concepts (like value categories) and fully cover all standard type traits. The book starts with an insightful tutorial on basic concepts and relevant language features. The remainder of the book serves as a comprehensive reference, focusing first on language details and then on coding techniques, advanced applications, and sophisticated idioms. Throughout, examples clearly illustrate abstract concepts and demonstrate best practices for exploiting all that C++ templates can do. Understand exactly how templates behave, and avoid common pitfalls Use templates to write more efficient, flexible, and maintainable software Master today's most effective idioms and techniques Reuse source code without compromising performance or safety Benefit from utilities for generic programming in the C++ Standard Library Preview the upcoming concepts feature The companion website, tmplbook.com, contains sample code and additional updates.

If you program in C++ you've been neglected. Test-driven development (TDD) is a modern software development practice that can dramatically reduce the number of defects in systems, produce more maintainable code, and give you the confidence to change your software to meet changing needs. But C++ programmers have been ignored by those promoting TDD--until now. In this book, Jeff Langr gives you hands-on lessons in the challenges and rewards of doing TDD in C++. Modern C++ Programming With Test-Driven Development, the only comprehensive treatment on TDD in C++ provides you with everything you need to know about TDD, and the challenges and benefits of implementing it in your C++ systems. Its many detailed code examples take you step-by-step from TDD basics to advanced concepts. As a veteran C++ programmer, you're already writing high-quality code, and you work hard to maintain code quality. It doesn't have to be that hard. In this book, you'll learn: how to use TDD to improve legacy C++ systems how to identify and deal with troublesome system dependencies how to do dependency injection, which is particularly tricky in C++ how to use testing tools for C++ that aid TDD new C++11 features that facilitate TDD As you grow in TDD mastery, you'll discover how to keep a massive C++ system from becoming a design mess over time, as well as particular C++ trouble spots to avoid. You'll find out how to prevent your tests from being a maintenance burden and how to think in TDD without giving up your hard-won C++ skills. Finally, you'll see how to grow and sustain TDD in your team. Whether you're a complete unit-testing novice or an experienced tester, this book will lead you to mastery of test-driven development in C++. What You Need A C++ compiler running under Windows or Linux, preferably one that supports C++11. Examples presented in the book were built under gcc 4.7.2. Google Mock 1.6 (downloadable for free; it contains Google Test as well) or an alternate C++ unit testing tool. Most examples in the book are written for Google Mock, but it isn't difficult to translate them to your tool of choice. A good programmer's editor or IDE. cmake, preferably. Of course, you can use your own preferred make too. CMakeLists.txt files are provided for each project. Examples provided were built using cmake version 2.8.9. Various freely-available third-party libraries are used as the basis for examples in the book. These include: cURL JsonCpp Boost (filesystem, date_time/gregorian, algorithm, assign) Several examples use the boost headers/libraries. Only one example uses cURL and JsonCpp.

This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming

languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.
A comprehensive guide to help aspiring and professional C++ developers elevate the performance of their apps by allowing them to run faster and consume fewer

resources Key FeaturesUpdated to C++20 with completely revised code and more content on error handling, benchmarking, memory allocators, and concurrent programmingExplore the latest C++20 features including concepts, ranges, and coroutinesUtilize C++ constructs and techniques to carry out effective data structure optimization and memory managementBook Description C++ High Performance, Second Edition guides you through optimizing the performance of your C++ apps. This allows them to run faster and consume fewer resources on the device they're running on without compromising the readability of your codebase. The book begins by introducing the C++ language and some of its modern concepts in brief. Once you are familiar with the fundamentals, you will be ready to measure, identify, and eradicate bottlenecks in your C++ codebase. By following this process, you will gradually improve your style of writing code. The book then explores data structure optimization, memory management, and how it can be used efficiently concerning CPU caches. After laying the foundation, the book trains you to leverage algorithms, ranges, and containers from the standard library to achieve faster execution, write readable code, and use customized iterators. It provides hands-on examples of C++ metaprogramming, coroutines, reflection to reduce boilerplate code, proxy objects to perform optimizations under the hood, concurrent programming, and lock-free data structures. The book concludes with an overview of parallel algorithms. By the end of this book, you will have the ability to use every tool as needed to boost the efficiency of your C++ projects. What you will learnWrite specialized data structures for performance-critical codeUse modern metaprogramming techniques to reduce runtime calculationsAchieve efficient memory management using custom memory allocatorsReduce boilerplate code using reflection techniquesReap the benefits of lock-free concurrent programmingGain insights into subtle optimizations used by standard library algorithmsCompose algorithms using ranges libraryDevelop the ability to apply metaprogramming aspects such as constexpr, constraints, and conceptsImplement lazy generators and asynchronous tasks using C++20 coroutinesWho this book is for If you're a C++ developer looking to improve the efficiency of your code or just keen to upgrade your skills to the next level, this book is for you.

50 Specific Ways to Improve Your Programs and Designs

Effective Modern Coaching

The ultimate way to learn the fundamentals of the C# language.

The Politics of Tourism in Twentieth-Century Peru

Diseases of Swine

C++ Concurrency in Action

Modern Midges

This book provides a valuable addition to the policing literature by detailing the backgrounds and histories of seven important police leaders: Teddy Roosevelt, August Vollmer, O.W. Wilson, Penny Harrington, Bill Bratton, Chuck Ramsey, and Chris Magnus. Seven Highly Effective Police Leaders teaches important history, highlighting the impact on the evolution of American policing by academia and social science. Each historical biography demonstrates the importance of each leader’s decision-making and how it continues to shape the future of U.S. law enforcement. Readers are informed about each police leader's background and how their leadership was shaped by the political and historical environments in which they led. The book is useful for educational courses in policing, American history, leadership, and strategic planning. Additionally, the general public will find this book insightful regarding contemporary mass social justice protests linked to the unique history of the United States.

"This is Effective C++ volume three - it's really that good." - Herb

Sutter, independent consultant and secretary of the ISO/ANSI C++ standards committee "There are very few books which all C++ programmers must have. Add Effective STL to that list." - Thomas Becker, Senior Software Engineer, Zephyr Associates, Inc., and columnist, C/C++ Users Journal C++'s Standard Template Library is revolutionary, but learning to use it well has always been a challenge. Until now. In this book, best-selling author Scott Meyers (Effective C++ , and More Effective C++) reveals the critical rules of thumb employed by the experts - the things they almost always do or almost always avoid doing - to get the most out of the library. Other books describe what's in the STL. Effective STL shows you how to use it. Each of the book's 50 guidelines is backed by Meyers' legendary analysis and incisive examples, so you'll learn not only what to do, but also when to do it - and why. Highlights of Effective STL include: Advice on choosing among standard STL containers (like vector and list), nonstandard STL containers (like hash_set and hash_map), and non-STL containers (like bitset). Techniques to maximize the efficiency of the STL and the programs that use it. Insights into the behavior of iterators, function objects, and allocators, including things you should

not do. Guidance for the proper use of algorithms and member functions whose names are the same (e.g., find), but whose actions differ in subtle (but important) ways. Discussions of potential portability problems, including straightforward ways to avoid them. Like Meyers' previous books, Effective STL is filled with proven wisdom that comes only from experience. Its clear, concise, penetrating style makes it an essential resource for every STL programmer.

This book shows the story of lambda expressions in C++. You'll learn how to use this powerful feature in a step-by-step manner, slowly digesting the new capabilities and enhancements that come with each revision of the C++ Standard. This is a Black and White version. The full-colour print is also available but more expensive. We'll start with C++98/03, and then we'll move on to the latest C++ Standards. C++98/03 - how to code without lambda support. What was the motivation for the new modern C++ feature? C++11 - early days. You'll learn about all the elements of a lambda expression and even some tricks. This is the longest chapter as we need to cover a lot. C++14 - updates. Once lambdas were adopted, we saw some options to improve

them. C++17 - more improvements, especially by handling this pointer and allowing constexpr. C++20 - in this section we'll have a look at the latest and very fresh C++20 Standard. Additionally, throughout the chapters, you'll learn about the following techniques: Immediately Invoked Functional Expressions (IIFE) How to instrument a default functor to gather extra information Replacing std:: bind1st, std:: bind2nd and removed functional stuff The Overloaded Pattern and how to inherit from a lambda Passing C++ captureless lambda as a function pointer to C API LIFTING with lambdas Storing lambdas in a container Variadic templates and arguments packs Lambdas and asynchronous execution and many more All equipped with more than 85 runnable code samples!

How to become a great business coach and get the best out of your people.

The Quick and Easy Way to Effective Speaking

Modern C++ Design

The Elements of Journalism

A Guide to Cultivating Effective Leadership and Organizations

A Saga of Race, Civil Rights, and Murder in the Jazz Age

55 Specific Ways to Improve Your Programs and Designs
C++ Templates

In July 1997, twenty-five of America's most influential journalists sat down to try and discover what had happened to their profession in the years between Watergate and Whitewater. What they knew was that the public no longer trusted the press as it once had. They were keenly aware of the pressures that advertisers and new technologies were putting on newsrooms around the country. But, more than anything, they were aware that readers, listeners, and viewers — the people who use the news — were turning away from it in droves. There were many reasons for the public's growing lack of trust. On television, there were the ads that looked like news shows and programs that presented gossip and press releases as if they were news. There were the "docudramas," television movies that were an uneasy blend of fact and fiction and which purported to show viewers how events had "really" happened. At newspapers and magazines, celebrity was replacing news, newsroom budgets were being slashed, and editors were pushing journalists for more "edge" and "attitude" in place of reporting. And, on the radio, powerful talk personalities led their listeners from sensation to sensation, from fact to fantasy, while deriding traditional journalism. Fact was blending with fiction, news with entertainment, journalism with rumor. Calling themselves the Committee of Concerned Journalists, the twenty-five determined to find how the news had found itself in this state. Drawn from the committee's years of intensive research, dozens of surveys of readers, listeners, viewers, editors, and journalists, and more than one hundred intensive interviews with journalists and editors, The Elements of Journalism is the first book ever to spell out —

both for those who create and those who consume the news — the principles and responsibilities of journalism. Written by Bill Kovach and Tom Rosenstiel, two of the nation's preeminent press critics, this is one of the most provocative books about the role of information in society in more than a generation and one of the most important ever written about news. By offering in turn each of the principles that should govern reporting, Kovach and Rosenstiel show how some of the most common conceptions about the press, such as neutrality, fairness, and balance, are actually modern misconceptions. They also spell out how the news should be gathered, written, and reported even as they demonstrate why the First Amendment is on the brink of becoming a commercial right rather than something any American citizen can enjoy. The Elements of Journalism is already igniting a national dialogue on issues vital to us all. This book will be the starting point for discussions by journalists and members of the public about the nature of journalism and the access that we all enjoy to information for years to come. Apply business requirements to IT infrastructure and deliver a high-quality product by understanding architectures such as microservices, DevOps, and cloud-native using modern C++ standards and features Key FeaturesDesign scalable large-scale applications with the C++ programming languageArchitect software solutions in a cloud-based environment with continuous integration and continuous delivery (CI/CD)Achieve architectural goals by leveraging design patterns, language features, and useful toolsBook Description Software architecture refers to the high-level design of complex applications. It is evolving just like the languages we use, but there are architectural concepts and patterns that you can learn to write high-performance apps in a high-level language without sacrificing readability and maintainability. If you're working with modern C++, this practical guide will help you put your *knowledge to work and design distributed, large-scale apps. You'll start by getting up to speed with architectural concepts, including established patterns and rising trends, then move on to understanding what software architecture actually is and start exploring its components. Next, you'll discover the design concepts involved in application architecture and the patterns in software development, before going on to learn how to build, package, integrate, and deploy your components. In the concluding chapters, you'll explore different architectural qualities, such as maintainability, reusability, testability, performance, scalability, and security. Finally, you will get an overview of distributed systems, such as service-oriented architecture, microservices, and cloud-native, and understand how to apply them in application development. By the end of this book, you'll be able to build distributed services using modern C++ and associated tools to deliver solutions as per your clients' requirements. What you will learnUnderstand how to apply the principles of software architectureApply design patterns and best practices to meet your architectural goalsWrite elegant, safe, and performant code using the latest C++ featuresBuild applications that are easy to maintain and deployExplore the different architectural approaches and learn to apply them as per your requirementSimplify development and operations using application containersDiscover various techniques to solve common problems in software design and developmentWho this book is for This software architecture C++ programming book is for experienced C++ developers looking to become software architects or develop enterprise-grade applications.*

Discover the Beauty of Modern C++ Beautiful C++ presents the C++ Core Guidelines from a developer's point of view with an emphasis on what benefits can be obtained from following the rules and what nightmares can result from ignoring them. For true geeks, it is an easy and *entertaining read. For most software developers, it offers something new and useful. --Bjarne Stroustrup, inventor of C++ and co-editor of the C++ Core Guidelines Writing great C++ code needn't be difficult. The C++ Core Guidelines can help every C++ developer design and write C++ programs that are exceptionally reliable, efficient, and well-performing. But the Guidelines are so jam-packed with excellent advice that it's hard to know where to start. Start here, with Beautiful C++. Expert C++ programmers Guy Davidson and Kate Gregory identify 30 Core Guidelines you'll find especially valuable and offer detailed practical knowledge for improving your C++ style. For easy reference, this book is structured to align closely with the official C++ Core Guidelines website. Throughout, Davidson and Gregory offer useful conceptual insights and expert sample code, illuminate proven ways to use both new and longstanding language features more successfully, and show how to write programs that are more robust and performant by default. Avoid bikeshedding: stop wasting valuable time on trivia Don't hurt yourself by writing code that will cause problems later Know which legacy features to avoid and the modern features to use instead Use newer features properly, to get their benefits without creating new problems Default to higher-quality code that's statically type-safe, leak resistant, and easier to evolve Use the Core Guidelines with any modern C++ version: C++20, C++17, C++14, or C++11 There's something here to improve virtually every program you write, design, or maintain. For ease of experimentation, all sample code is available on Compiler Explorer at https: //godbolt.org/z/cg30-ch0.0. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.*

Write maintainable, extensible, and durable software with modern C++. This book is a must for every developer, software architect, or team leader who is interested in good C++ code, and *thus also wants to save development costs. If you want to teach yourself about writing clean C++, Clean C++ is exactly what you need. It is written to help C++ developers of all skill levels and shows by example how to write understandable, flexible, maintainable, and efficient C++ code. Even if you are a seasoned C++ developer, there are nuggets and data points in this book that you will find useful in your work. If you don't take care with your code, you can produce a large, messy, and unmaintainable beast in any programming language. However, C++ projects in particular are prone to be messy and tend to slip into bad habits. Lots of C++ code that is written today looks as if it was written in the 1980s. It seems that C++ developers have been forgotten by those who preach Software Craftsmanship and Clean Code principles. The Web is full of bad, but apparently very fast and highly optimized C++ code examples, with cruel syntax that completely ignores elementary principles of good design and well-written code. This book will explain how to avoid this scenario and how to get the most out of your C++ code. You'll find your coding becomes more efficient and, importantly, more fun. What You'll Learn Gain sound principles and rules for clean coding in C++ Carry out test driven development (TDD) Discover C++ design patterns and idioms Apply these design patterns Who This Book Is For Any C++ developer and software engineer with an interest in producing better code.*

Beautiful C++

Designing Data-Intensive Applications

An Introduction to Professional C Programming

Arc of Justice

Effective C

Code Better, Sleep Better

Learn to Program with C

Offers information on using the C++ programming languge using the new C++11 standard, covering such topics as concurrency, facilities, standard libraries, and design techniques.

A detailed introduction to the C programming language for experienced programmers. The world runs on code written in the C programming language, yet most schools begin the curriculum with Python or Java. Effective C bridges this gap and brings C into the modern era--covering the modern C17 Standard as well as potential C2x features. With the aid of this instant classic, you'll soon be writing professional, portable, and secure C programs to power robust systems and solve real-world problems. Robert C. Seacord introduces C and the C Standard Library while addressing best practices, common errors, and open debates in the C community. Developed together with other C Standards committee experts, Effective C will teach you how to debug, test, and analyze C programs. You'll benefit from Seacord's concise explanations of C language constructs and behaviors, and from his 40 years of coding experience. You'll learn: How to identify and handle undefined behavior in a C program The range and representations of integers and floating-point values How dynamic memory allocation works and how to use nonstandard functions How to use character encodings and types How to perform I/O with terminals and filesystems using C Standard streams and POSIX file descriptors How to understand the C compiler's translation phases and the role of the preprocessor How to test, debug, and analyze C programs Effective C will teach you how to write professional, secure, and portable C code that will stand the test of time and help strengthen the foundation of the computing world.

Software Architecture with C++

Effective Modern C++ - C++ 11, - C++ 14

The C++ Programming Language

Everything You Need to Know about Lambda Expressions in Modern C++!

An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests

An Intensive Course for Scientists, Engineers, and Programmers