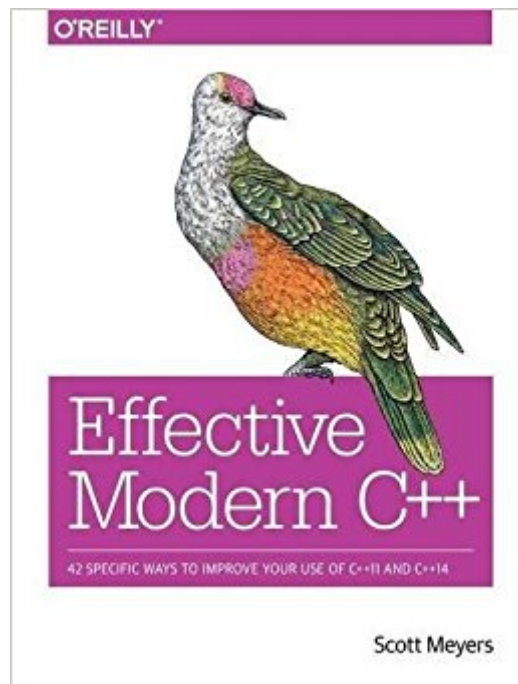




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# Effective Modern C++: 42 Specific Ways To Improve Your Use Of C++11 And C++14



## Synopsis

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

## Book Information

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## Customer Reviews

[View larger](#) From the Introduction If you're an experienced C++ programmer and are anything like me, you initially approached C++11 thinking, "Yes, yes, I get it. It's C++, only more so." But as you learned more, you were surprised by the scope of the changes. auto declarations, range-based for loops, lambda expressions, and rvalue references change the face of C++, to say nothing of the new concurrency features. And then there are the idiomatic changes. 0 and typedefs are out, nullptr and alias declarations are in. Enums should now be scoped. Smart pointers are now preferable to built-in ones. Moving objects is normally better than copying them. There's a lot to learn about C++11, not to mention C++14. More importantly, there's a lot to learn about making effective use of the new capabilities. If you need basic information about "modern C++ features, resources abound, but if you're looking for guidance on how to employ the features to create software that's correct, efficient, maintainable, and portable, the search is more challenging. That's where this book comes in. It's devoted not to describing the features of C++11 and C++14, but instead to their effective application. The information in the book is broken into guidelines called Items. Want to understand the various forms of type deduction? Or know when (and when not) to use auto declarations? Are you interested in why const member functions should be thread safe, how to implement the Pimpl Idiom using std::unique\_ptr, why you should avoid default capture modes in lambda expressions, or the differences between std::atomic and volatile? The answers are all here. Furthermore, they're platform-independent, Standards-conformant answers. This is a book about portable C++. The Items in this book are guidelines, not rules, because guidelines have exceptions. The most important part of each Item is not the advice it offers, but the rationale behind the advice. Once you've read that, you'll be in a position to determine whether the circumstances of your project justify a violation of the Item's guidance. The true goal of this book isn't to tell you what to do or what to avoid doing, but to convey a deeper understanding of how things work in C++11 and C++14.

For more than 20 years, Scott Meyers's Effective C++ books (Effective C++, More Effective C++, and Effective STL) have set the bar for C++ programming guidance. His clear, engaging explanations of complex technical material have earned him a worldwide following, and they keep him in demand as a trainer, consultant, and conference presenter. Winner of the 2009 Dr. Dobbs's Excellence in Programming Award, he has a Ph.D. in Computer Science from

Brown University. His web site is [aristeia.com](http://aristeia.com).

Excellent guide for the experienced C++ coming to grips with the "modern" additions to the language in C++ 11/14. Like Mr. Meyers other well known works, this is not an introductory text for learning the C++ language. This is a set of guidelines to help the experienced C++ programmers make effective use of the newest features in the C++ language.

As the title suggests, it seems that it's not written for a person who is unfamiliar with general ideas of new standards. Concequently, i believe, the author mentions differerent subjects at different places to make the text "accurate" witch is i believe again, is not best resource for a person described earlier. But for a person who followed the isocpp documents or youtube videos, i think it sums up the features pretty well.

To my opinion, people grade books too high. After reading half of it, I can say with full heart, that this book is an adequate book for "jumping" from old C++ to modern C++. the writer (Scott Meyers) presents these differences, and he does it successfully. The writer presents deep knowledge in C++ and the various motivations for different encoding. Though it is a successful book, I can't say everything is understood to me, yet C++ is not an easy language and many iterations are needed. I recommend this book with full heart. Just for reference, I graded Stroustrup "The C++ programming language" a two stars, which to me seems a terrible book!

This book consists of a number of practical recommendations to make use of elegant C++ features that many C++ programmers, like me, have only vague understanding and sometimes prefer sticking to the old fashion. The book also gives readers detailed descriptions of why the C++ committee has added the feature into C++11/14, how it works internally, and the benefits programmers receive in an enjoyable writing style with lots of examples. Unlike the dry cold C++ standard which is not readable for most human being, this book is a perfect guide to master modern C++ and to be a better C++ programmer. I should elaborate one thing for people who consider purchasing this book. This book does NOT immediately give you a solution to the piece of code you are developing, the bug you are fighting, or the homework you have to turn in this week. That's not what this book is about. Instead, this book helps you cultivate your internals as a C++ programmer to write more correct, compact, and maintainable code, which you would appreciate over time, not today.

This is a very technical book, not at all for someone who is not already confident with C++. For example, you need to know the difference between an lvalue and an rvalue, which is TOUGH. They go into great detail on each little thing. Just keep in mind that it is a dense read for advanced programmers with a lot of patience. Does it really need to be written like a legal document? I've been programming for 30 years and really have to go slowly through this book.

An instant jump start into the modern world of C++. I immediately applied many of the items in the book to software I was writing before completing the book. Each item is nicely compartmentalized unless it depends on a concept previously introduced that is required to understand the one being presented.

For C++ programmers with little or no exposure to the recent language revisions, this book is the perfect primer. For C++ programmers who think they know their way around the new language (but may know just enough to be dangerous), this book will point out some subtle and not so subtle traps. And for C++ programmers of all caliber, this book showcases how to communicate effectively --- with both the machine and the next maintainer --- using C++. (None of this will be surprising to anyone who has read Meyers's other "Effective C++" books.)

Don't get the Kindle version. It's hard to read.

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