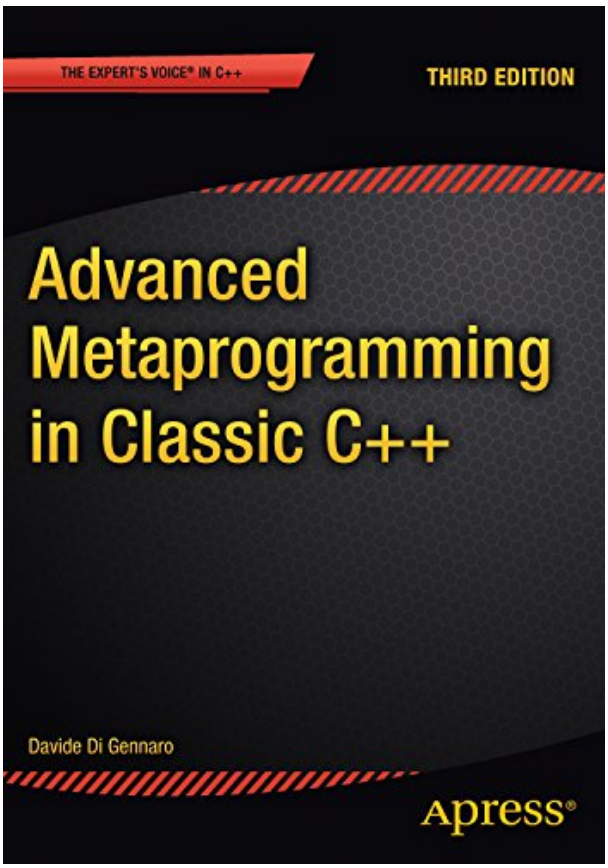
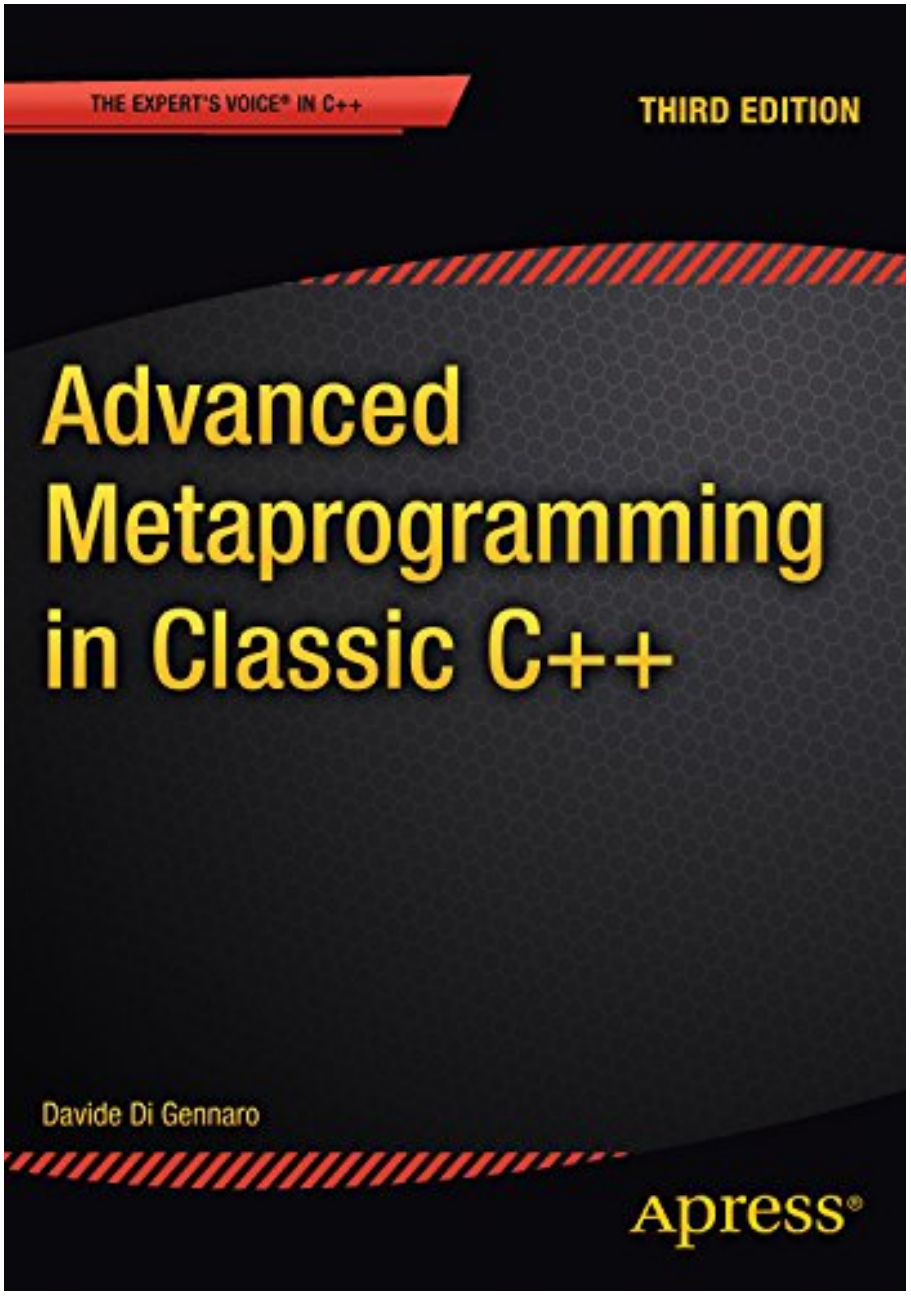
ADVANCED METAPROGRAMMING IN CLASSIC C++ BY DAVIDE DI GENNARO





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About the Author

Davide Di Gennaro loves to introduce himself as a mathematician, but a better definition would be a philosopher. After studying history of art and functional analysis for some years, he switched to algorithm design and C++. He has been showing the marvels of metaprogramming techniques since the late nineties: as nobody could really understand him, he was eventually nicknamed "the professor". He works for big companies, where his real identity is ignored, and he spends his free time as a photographer. Someone said that "he makes the impossible possible".

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Advanced Metaprogramming in Classic C++: Third Edition, offers a detailed and somewhat intense look into template metaprogramming (TMP) using Classic C++ code examples. The two newer standards are not used in the code so that the examples can be rich, illustrate the point, and be run with confidence. The code can be readily adapted to include the elements of the Modern C++ standards. The gain for the reader is that TMP is presented in the book as a set of techniques that will enable a new style to your C++ coding while making it exceptionally clear and efficient.

The book deals with language aspects, design patterns, examples and applications (seen as case studies). Special emphasis is put on small reusable techniques that will improve the quality of daily work. This is a book to sit with and learn from. Users of it in prior editions point out that they come back to it over and over. This edition enhances the readability and clarity of the discussion.

The approach in the book is used to maximize compatibility and clearly illustrate the techniques, enabling the reader to comprehend difficult material without the burdens of compiler errors, and other unnecessary complexities and enabling a much more intense treatment of the subject. For those interested in Modern C++, all subsequent additions to the C++ language are fully compatible with the code in this book and users familiar with them can leverage the techniques introduced in C++XX to make the patterns in this book even more powerful. There is a chapter that discusses issues regarding the two newer standards and the basics needed to program for the newer standards are readily available online.

What makes the book exceptional is the level of understanding of the concepts involved imparted by the author. This is not just a rote overview of metaprogramming. You will truly understand difficult topics like static assertions, how to write metafunctions, overload resolution, lambda expressions, and many others. More than that, you will work through them with practical examples guided by the author's frank explanations. This book requires you to think and to learn and to understand the language so that you can program at a higher level.

What you’ll learn

- What templates and the small object toolkit are, and how to use them
- How to do overload resolution
- How to do metaprogramming with interfaces, algorithms, functors and refactoring
- How to work with code generators
- What is opaque type principle and how to use it
- How to work with debugging templates and more
- A chapter devoted to issues surrounding C++0x and C++14

Who this book is forThis book is for experienced C++ programmers who want to learn more.

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Most helpful customer reviews

35 of 37 people found the following review helpful.
A Classic
By Marco Marcello
I initially approached this book with a bit of caution, as I had found other popular books I read previously on C++ templates quite heavy and mostly irrelevant to my day job.
But as soon as I read chapters 2 and 3 I realized this book is very different.
The first chapters explain in a clear way all that most people need to know about templates and template metafunctions,
and provide the reader with a very practical set of ideas that can immediately be implemented in the code you're working on.
For example, I started using static assertions and tagging almost immediately.
Then the real meat starts, with chapter 4 explaining in detail how to write metafunctions and then proceeding to overload resolution in chapter 5.
Before reading this, I thought this was mostly relevant to compiler writers, but Di Gennaro's explanation of how to exploit SFINAE was really useful
to me, in fact I started using only_if in my code on the same day I read the section.
After this, Advanced C++ Metaprogramming really gets "Advanced" and explains many practical ways of programming with templates,
ensuring that the most amount of computation is executed at compile time. There is a very good section on Lambda expressions, though I've not had the chance to use them yet.
Besides the tools that this book teaches, I think its biggest strength is that difficulty progression is so well calibrated that by the time I finished the book I really have become a better programmer. My way of thinking about my code has changed. Now I see new possibilities, and I try to see if things can be done at compile time using templates.
I will definitely put this book next to my other all-time favourite, Inside the C++ Object Model by Lippman.
Advanced C++ Metaprogramming has the potential to become a classic.

15 of 16 people found the following review helpful.
This is a *very* technical book, but a very good one
By willfe
This book is a mind-bender. Metaprogramming in C++ using templates is a "dark art" of its own, but this book helps demonstrate both the utility of it and shows loads of practical examples of what to do with it (and how). Do *not* expect to digest this book in a single sitting, or even in several. It is *thick* -- not just in terms of page count, but in terms of information density. It is certainly not "light reading." Expect instead to read and re-read sections at a time to fully grasp what's being discussed. Expect more success and

understanding in reading this text when done while working with a compiler to actually test the concepts being presented as they're encountered. This is fun stuff, but it's thick and heavy stuff.

The book is self-published by its author, and it shows. There are spelling and grammar errors, the margins are a bit too narrow, and some text is hard to read because of the choice to use gradient backgrounds that get a little too dark. None of this matters, however -- the content of the book is outstanding and this kind of self-publishing is to be applauded and encouraged. In fact, I'd love to collaborate with this author (or others like him) on editing a second edition both to further my own understanding of metaprogramming and to improve the already good quality of this book.

22 of 29 people found the following review helpful.
A lot of info, A lot of mistakes
By Francisco
This is not a good book, plain and simple. It's not written professionally (also check Hao Xiong review), it's like a hacker listing of a bunch of tricks, they may be useful indeed, and it's a bit sad for a language one have to know so many, but it's badly written, badly printed. It was the worst print I got in my hands ever, and I think it'll be the only one to this point, I mean, it's literally crooked, it's not rectangular, its form is like a trapezium, all page contents are "floating", which means the margins are also irregular, expected since the book itself is irregular. It's a pretty amateur job.

There's overall lack of organization, you fell like getting trick after trick endlessly.

There's none, zero, mention of variadic templates and modern stuff. This book got released at the same epoch as c++11 and I expected it would talk a bit about it but no, it's like such a thing didn't even exist.

Mailing the author I got this opinion:

Author:
>The book is written for c++03.
>Most compilers don't support c++0x, and most companies don't allow c++0x code.
>So this goes against one of the main goals of the book, which is to be
>useful TODAY.

Me:
> With variadic templates, this could be unbounded, allowing you to declare a
> variable that can hold an instance of one of 100 types.
> And as stated in [...] for GCC:
> "Available as of 2006-09-13, revised on 2006-09-19"
> And in [...] for Clang:
> "Wed Jan 19 16:11:50 2011 CST: Variadic templates are fully implemented."

Author:
>gcc is not a compiler, it's a mess.

Me (actually dreaming):
>And in Visual Studio, which I bet will be there, on the next release.

Author:
>this is what I'm waiting for: when we both have a VS on our

>workstation that implements VT, then let's discuss again.

Me:
>And when I buy a book that states that advanced, I don't expect the author
>judging what I should *not learn* of advanced technics.

Author:
>nope, the reason why you buy a book is PRECISELY because the author,
>from his experience, is usually able to "judge" (i.e. pick and sort
>topics) much better than you would do by yourself. this is exactly why
>they invented such things called universities.
>what you describe here is probably "the encyclopedia of template
>metaprogramming", which is something that I haven't written yet

I'm so glad there's clang and gcc, at last they are able to actually work, and evolve.

See all 25 customer reviews...

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Guides Advanced Metaprogramming In Classic C++ By Davide Di Gennaro, from basic to difficult one will certainly be an extremely helpful operates that you can require to transform your life. It will not give you adverse statement unless you don't get the meaning. This is surely to do in reviewing an e-book to conquer the meaning. Frequently, this publication entitled Advanced Metaprogramming In Classic C++ By Davide Di Gennaro is checked out considering that you really like this type of book. So, you could get less complicated to understand the impression and also significance. Once again to always keep in mind is by reading this book **Advanced Metaprogramming In Classic C++ By Davide Di Gennaro**, you could satisfy hat your curiosity begin by finishing this reading publication.

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