

Introduction to the Boost C++ Libraries; Volume I - Foundations

Robert Demming, Daniel J. Duffy

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Introduction to the Boost C++ Libraries; Volume I - Foundations Robert Demming, Daniel J. Duffy C++ is one of the most important and influential programming languages for application development. It supports the modular, object- oriented and generic programming models and its flexibility has been one of the main reasons why it has been so successful. With the emergence of the Boost Libraries (boost.org) we see that C++ is brought to a new level, namely a set of reusable and modular template libraries that C++ developers can use in their applications.

This book is dedicated to a number of Boost libraries for higher-order functions, data types and data structures, libraries for text and string processing, multi-threading, random number generation and more. We also discuss how Boost and design patterns are used to promote the flexibility of code. Each library is described in a step-by-step manner. Numerous examples are given to show the functionality of each library. The full source code is freely available to purchasers of the book.

Coverage Includes

- Understanding and using 30 major Boost libraries.
- Learn about higher-order functions, data structures, memory management, multi-threading and more.
- Using Boost in new and existing applications.
- Integrating Boost and the Gang-Of-Four design patterns.
- Ready-to-run projects for Visual Studio.
- · Appendices and exercises.

Chapters:

- 1. Modelling Functions
- 2. Bind
- 3. Event Notification, Observer Pattern and Signals Library
- 4. Phoenix
- 5. Smart Pointers and Serialisation
- 6. Tuple
- 7. Any
- 8. Variant
- 9. Number Systems
- 10. String Algorithm
- 11. Tokenizer
- 12. Regex
- 13. An Introduction to Expression Templates and Xpressive
- 14. MultiArray and Array
- 15. Random Number Generation
- 16. Flyweight and Functional/Hash
- 17. Integrating Legacy Applications with Boost
- 18. An Introduction to Thread
- 19. Appendix A: Generic Programming

- 20. Appendix B: Boost, Design Patterns and Applications
- 21. Appendix C: Exercises and Projects
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