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Modern C++ Programming with Test-Driven Development
Guide to Scientific Computing in C++

TRUJILLO BRADY

Murach's C++ Programming Springer Science & Business Media
Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.
Practical Statecharts in C/C++ Packt Publishing Ltd
Improve Your Creativity, Effectiveness, and Ultimately, Your Code In Modern Software Engineering, continuous delivery pioneer David Farley helps software professionals think about their work more effectively, manage it more successfully, and genuinely improve the quality of their applications, their lives, and the lives of their colleagues. Writing for programmers, managers, and technical leads at all levels of experience, Farley illuminates durable principles at the heart of effective software development. He distills the discipline into two core exercises: learning and exploration and managing complexity. For each, he defines principles that can help you improve everything from your mindset to the quality of your code, and describes approaches proven to promote success. Farley's ideas and techniques cohere into a unified, scientific, and foundational approach to solving practical software development problems within realistic economic constraints. This general, durable, and pervasive approach to software engineering can help you solve problems you haven't encountered yet, using today's technologies and tomorrow's. It offers you deeper insight into what you do every day, helping you create better software, faster, with more pleasure and personal fulfillment. Clarify what you're trying to accomplish Choose your tools based on sensible criteria Organize work and systems to facilitate continuing incremental progress Evaluate your progress toward thriving systems, not just more "legacy code" Gain more value from experimentation and empiricism Stay in control as systems grow more complex Achieve rigor without too much rigidity Learn from history and experience Distinguish "good" new software development ideas from "bad" ones Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.
Hands-On Network Programming with C Addison-Wesley Professional
Maximize Reward and Minimize Risk with Modern C++ Embracing Modern C++ Safely shows you how to make effective use of the new and enhanced language features of modern C++ without falling victim to their potential pitfalls. Based on their years of experience with large, mission-critical projects, four leading C++ authorities divide C++11/14 language features into three categories: Safe, Conditionally Safe, and

Unsafe. Safe features offer compelling value, are easy to use productively, and are relatively difficult to misuse. Conditionally safe features offer significant value but come with risks that require significant expertise and familiarity before use. Unsafe features have an especially poor risk/reward ratio, are easy to misuse, and are beneficial in only the most specialized circumstances. This book distills the C++ community's years of experience applying C++11 and C++14 features and will help you make effective and safe design decisions that reflect real-world, economic engineering tradeoffs in large-scale, diverse software development environments. The authors use examples derived from real code bases to illustrate every finding objectively and to illuminate key issues. Each feature identifies the sound use cases, hidden pitfalls, and shortcomings of that language feature. After reading this book, you will Understand what each C++11/14 feature does and where it works best Recognize how to work around show-stopping pitfalls and annoying corner cases Know which features demand additional training, experience, and peer review Gain insights for preparing coding standards and style guides that suit your organization's needs Be equipped to introduce modern C++ incrementally and judiciously into established code bases Seasoned C++ developers, team leads, and technical managers who want to improve productivity, code quality, and maintainability will find the insights in this modular, meticulously organized reference indispensable. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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Software -- Programming Languages.

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Throw out your old ideas about C and get to know a programming language that’s substantially outgrown its origins. With this revised edition of 21st Century C, you’ll discover up-to-date techniques missing from other C tutorials, whether you’re new to the language or just getting reacquainted. C isn’t just the foundation of modern programming languages; it is a modern language, ideal for writing efficient, state-of-the-art applications. Get past idioms that made sense on mainframes and learn the tools you need to work with this evolved and aggressively simple language. No matter what programming language you currently favor, you’ll quickly see that 21st century C rocks. Set up a C programming environment with shell facilities, makefiles, text editors, debuggers, and memory checkers Use Autotools, C’s de facto cross-platform package manager Learn about the problematic C concepts too useful to discard Solve C’s string-building problems with C-standard functions Use modern syntactic features for functions that take structured inputs Build high-level, object-based libraries and programs Perform advanced math, talk to internet servers, and run databases with existing C libraries This edition also includes new material on concurrent threads, virtual tables,

C99 numeric types, and other features.
C Programming "O'Reilly Media, Inc."
Master Java 5.0 and TDD Together: Build More Robust, Professional Software Master Java 5.0, object-oriented design, and Test-Driven Development (TDD) by learning them together. Agile Java weaves all three into a single coherent approach to building professional, robust software systems. Jeff Langr shows exactly how Java and TDD integrate throughout the entire development lifecycle, helping you leverage today's fastest, most efficient development techniques from the very outset. Langr writes for every programmer, even those with little or no experience with Java, object-oriented development, or agile methods. He shows how to translate oral requirements into practical tests, and then how to use those tests to create reliable, high-performance Java code that solves real problems. Agile Java doesn't just teach the core features of the Java language: it presents coded test examples for each of them. This TDD-centered approach doesn't just lead to better code: it provides powerful feedback that will help you learn Java far more rapidly. The use of TDD as a learning mechanism is a landmark departure from conventional teaching techniques. Presents an expert overview of TDD and agile programming techniques from the Java developer's perspective Brings together practical best practices for Java, TDD, and OO design Walks through setting up Java 5.0 and writing your first program Covers all the basics, including strings, packages, and more Simplifies object-oriented concepts, including classes, interfaces, polymorphism, and inheritance Contains detailed chapters on exceptions and logging, math, I/O, reflection, multithreading, and Swing Offers seamlessly-integrated explanations of Java 5.0's key innovations, from generics to annotations Shows how TDD impacts system design, and vice versa Complements any agile or traditional methodology, including Extreme Programming (XP)
Modern CMake for C++ "O'Reilly Media, Inc."
Take your C++ coding to the next level by leveraging the latest features and advanced techniques to building high performing, reliable applications. About This Book Get acquainted with the latest features in C++ 17 Take advantage of the myriad of features and possibilities that C++ offers to build real-world applications Write clear and expressive code in C++, and get insights into how to keep your code error-free Who This Book Is For This book is for experienced C++ developers. If you are a novice C++ developer, then it's highly recommended that you get a solid understanding of the C++ language before reading this book What You Will Learn Write modular C++ applications in terms of the existing and newly introduced features Identify code-smells, clean up, and refactor legacy C++ applications Leverage the possibilities provided by Cucumber and Google Test/Mock to automate test cases Test frameworks with C++ Get acquainted with the new C++17 features Develop GUI applications in C++ Build portable cross-platform applications using standard C++ features In Detail C++ has come a long way and

has now been adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications. The C++ 17 release will change the way developers write code, and this book will help you master your developing skills with C++. With real-world, practical examples explaining each concept, the book will begin by introducing you to the latest features in C++ 17. It encourages clean code practices in C++ in general, and demonstrates the GUI app-development options in C++. You'll get tips on avoiding memory leaks using smart-pointers. Next, you'll see how multi-threaded programming can help you achieve concurrency in your applications. Moving on, you'll get an in-depth understanding of the C++ Standard Template Library. We show you the concepts of implementing TDD and BDD in your C++ programs, and explore template-based generic programming, giving you the expertise to build powerful applications. Finally, we'll round up with debugging techniques and best practices.By the end of the book, you'll have an in-depth understanding of the language and its various facets. Style and approach This straightforward guide will help you level up your skills in C++ programming, be it for enterprise software or for low-latency applications like games. Filled with real-world, practical examples, this book will take you gradually up the steep learning curve that is C++.

No Bugs! Addison-Wesley Professional

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.

C++ Crash Course Jones & Bartlett Learning

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++.

Expert C Programming
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A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading C++ Crash Course, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for

intermediate to advanced programmers, C++ Crash Course cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including: Fundamental types, reference types, and user-defined types The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm Compile-time polymorphism with templates and run-time polymorphism with virtual classes Advanced expressions, statements, and functions Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities Containers, iterators, strings, and algorithms Streams and files, concurrency, networking, and application development With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you build a strong C++ foundation.

The The Modern C++ Challenge John Wiley & Sons

Software -- Programming Languages.

Software Architecture with C++ Pragmatic Bookshelf

This easy-to-read textbook/reference presents an essential guide to object-oriented C++ programming for scientific computing. With a practical focus on learning by example, the theory is supported by numerous exercises. Features: provides a specific focus on the application of C++ to scientific computing, including parallel computing using MPI; stresses the importance of a clear programming style to minimize the introduction of errors into code; presents a practical introduction to procedural programming in C++, covering variables, flow of control, input and output, pointers, functions, and reference variables; exhibits the efficacy of classes, highlighting the main features of object-orientation; examines more advanced C++ features, such as templates and exceptions; supplies useful tips and examples throughout the text, together with chapter-ending exercises, and code available to download from Springer.

Modern C++ Programming Cookbook John Wiley & Sons

Test your C++ programming skills by solving real-world programming problems covered in the book Key Features Solve a variety of real-world programming and logic problems by leveraging the power of C++17 Test your skills in using language features, algorithms, data structures, design patterns, and more Explore areas such as cryptography, communication, and image handling in C++ Book Description C++ is one of the most widely-used programming languages and has applications in a variety of fields, such as gaming, GUI programming, and operating systems, to

name a few. Through the years, C++ has evolved into (and remains) one of the top choices for software developers worldwide. This book will show you some notable C++ features and how to implement them to meet your application needs. Each problem is unique and doesn't just test your knowledge of the language; it tests your ability to think out of the box and come up with the best solutions. With varying levels of difficulty, you'll be faced with a wide variety of challenges. And in case you're stumped, you don't have to worry: we've got the best solutions to the problems in the book. So are you up for the challenge? What you will learn Serialize and deserialize JSON and XML data Perform encryption and signing to facilitate secure communication between parties Embed and use SQLite databases in your applications Use threads and asynchronous functions to implement generic purpose parallel algorithms Compress and decompress files to/from a ZIP archive Implement data structures such as circular buffer and priority queue Implement general purpose algorithms as well as algorithms that solve specific problems Create client-server applications that communicate over TCP/IP Consume HTTP REST services Use design patterns to solve real-world problems Who this book is for This book will appeal to C++ developers of all levels. There's a challenge inside for everyone.

Googletest in Practice Packt Publishing Ltd
Another day without Test-Driven Development means more time wasted chasing bugs and watching your code deteriorate. You thought TDD was for someone else, but it's not! It's for you, the embedded C programmer. TDD helps you prevent defects and build software with a long useful life. This is the first book to teach the hows and whys of TDD for C programmers. TDD is a modern programming practice C developers need to know. It's a different way to program---unit tests are written in a tight feedback loop with the production code, assuring your code does what you think. You get valuable feedback every few minutes. You find mistakes before they become bugs. You get early warning of design problems. You get immediate notification of side effect defects. You get to spend more time adding valuable features to your product. James is one of the few experts in applying TDD to embedded C. With his 1.5 decades of training,coaching, and practicing TDD in C, C++, Java, and C# he will lead you from being a novice in TDD to using the techniques that few have mastered. This book is full of code written for embedded C programmers. You don't just see the end product, you see code and tests evolve. James leads you through the thought process and decisions made each step of the way. You'll learn techniques for test-driving code right nextto the hardware, and you'll learn design principles and how to apply them to C to keep your code clean and flexible. To run the examples in this book, you will need a C/C++ development environment on your machine, and the GNU GCC tool chain or Microsoft Visual Studio for C++ (some project conversion may be needed).

Exploring C Mike Murach and Associates, Incorporated
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.

The C++ Programming Language Addison-Wesley Professional

What others in the trenches say about The Pragmatic Programmer... “The cool thing about this book is that it’s great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there.” — Kent Beck, author of Extreme Programming Explained: Embrace Change “I found this book to be a great mix of solid advice and wonderful analogies!” — Martin Fowler, author of Refactoring and UML Distilled “I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost.” — Kevin Ruland, Management Science, MSG-Logistics “The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike.” — John Lakos, author of Large-Scale C++ Software Design “This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients.” — Eric Vought, Software Engineer “Most modern books on software development fail to cover the basics of what makes a great software developer, instead

spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." — Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." — Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." — Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." — Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer. *Pragmatic Unit Testing in Java 8 with JUnit* Apress 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

Modern C++ Programming with Test-Driven Development Pragmatic Bookshelf

The Pragmatic Programmers classic is back! Freshly updated for modern software development, Pragmatic Unit Testing in Java 8 With JUnit teaches you how to write and run easily maintained unit tests in JUnit with confidence. You'll learn mnemonics to help you know what tests to write, how to remember all the boundary conditions, and what the qualities of a good test are. You'll see how unit tests can pay off by allowing you to keep your system code clean, and you'll learn how to handle the stuff that seems too tough to test. Pragmatic Unit Testing in Java 8 With JUnit steps you through all the important unit testing topics. If you've never written a unit test, you'll see screen shots from Eclipse, IntelliJ IDEA, and NetBeans that will help you get past the hard part--getting set up and started. Once past the basics, you'll learn why you want to write unit tests and how to effectively use JUnit. But the meaty part of the book is its collected unit testing wisdom from people who've been there, done that on production systems for at least 15 years: veteran author and developer Jeff Langr, building on the wisdom of Pragmatic Programmers Andy Hunt and Dave Thomas. You'll learn: How to craft your unit tests to minimize your effort in maintaining them. How to use unit tests to help keep your system clean. How to test the tough stuff. Memorable mnemonics to help you remember what's important when writing unit tests. How to help your team reap and sustain the benefits of unit testing. You won't just learn about unit testing in theory--you'll work through numerous code examples. When it comes to programming, hands-on is the only way to learn!

Agile Java¿ Pragmatic Bookshelf

Software -- Programming Languages.

Hands-On System Programming with C++ Packt Publishing Ltd

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Test Fixtures __3.4 How to Apply Various Test Data to Test Fixtures 4. Using gMock __4.1 Introduction __4.2 Difficulties with First-Time Use __4.3 Implementation Method According to the Type of Target Function 5. Specifying Expectations Through Expectations __5.1 Introduction __5.2 Expectation and Clause __5.3 Various Actions __5.4 Various Matchers 6. Understanding Compilers and Linkers for Unit Tests __6.1 Introduction __6.2 Translation Unit __6.3 Storage-class Specifier __6.4 Declaration and Definition __6.5 Linkage __6.6 ODR 7. Case Study __7.1 Introduction __7.2 IPC - Luna Service API #1 __7.3 C++ Standard File I/O __7.4 IPC - Luna Service API #2 __7.5 Testing Asynchronous Operations

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