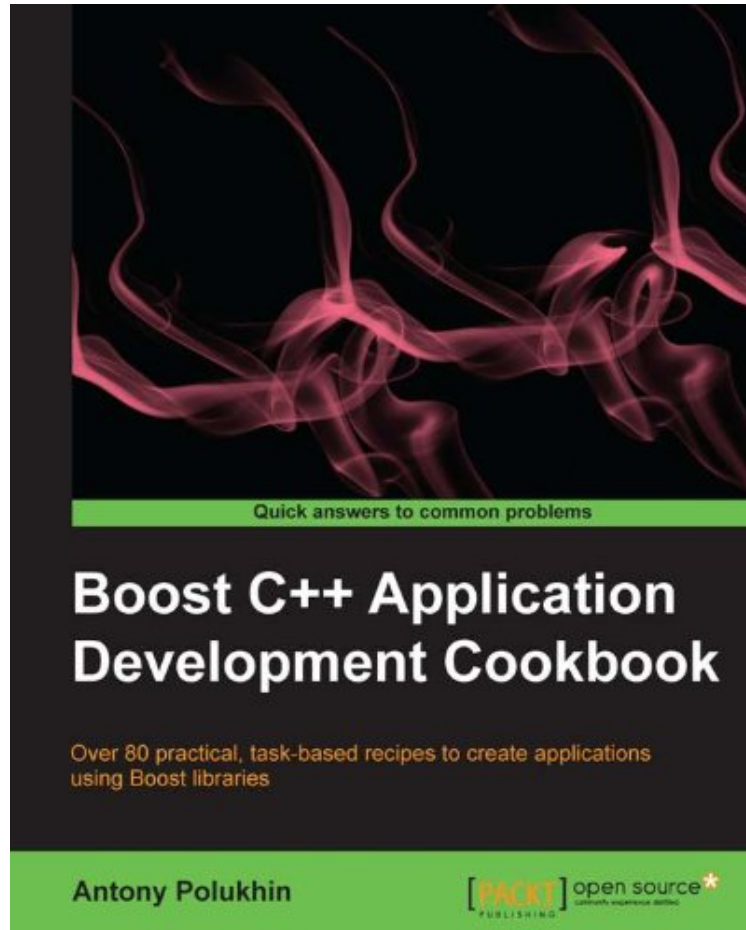


(Download pdf) Boost C++ Application Development Cookbook

Boost C++ Application Development Cookbook

Von Antony Polukhin

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Produktinformation -Verkaufsrank: #554108 in eBooksVerffentlicht am: 2013-08-26Erscheinungsdatum: 2013-08-26File Name: B00ESX18A6 | File size: 47.Mb

Von Antony Polukhin : Boost C++ Application Development Cookbook before purchasing it in order to gage whether or not it would be worth my time, and all praised Boost C++ Application Development Cookbook:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Sehr gut gelungenes BuchVon PhilippHTonerIch lese sehr viele IT-Bcher. Leider haben die wenigsten Bcher so klare Abgrenzungen wie dieses.Das Buch startet mit einem kleinen 3 Seiten Preface, in dem man genau erklrt bekommt, was das Buch ist und was nicht und vor allem was Boost ist, aber kurz und knackig. Danach geht es gleich zur Sache.Es wird ein Programmbeispiel nach dem anderen gezeigt, meistens bestehend aus einem Dreizeiler, was es ist, einem Einzeiler, was man kennen sollte (denn C++ bekommt man zum Glck nicht beigebracht, sondern eine schlaue Kombination aus STL und Boost) und danach kommt Code.Der Code ist minimalistisch, aber komplex strukturiert. Man sollte definitiv mit Templates und OOP gut umgehen knnen. Das fr mich Wichtigste ist, dass das Buch sehr gut auf Coding-Conventions und ein paar Low-Level Pattern eingeht, die es in Skriptsprachen nicht gibt. Wer aus der Java oder PHP Ecke kommt und in C++ versucht auf "altbewhrte" Konventionen zurckzugreifen, sollte sich so ein

Praxisbuch zur Hand nehmen. Ich gebe somit 5/5 Sternen: Das Buch greift ein Thema auf und vertieft dieses. Ich habe keine Lust mehr auf Bcher, dessen ersten 50 Seiten man berspringen kann, weil jeder meint erklren zu mssen, wie die historische Entwicklung ist und wie OOP funktioniert. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Langatmig und teilweise gefhrlich Von B. W. Ich hatte mir von diesem Buch erhofft, die Boost-Bibliothek kennenzulernen, da ich - hnlich wie der Autor es in der Einleitung beschreibt - wenig Lust hatte, mich zufllig durch die Dokumentation der Boost-Bibliothek zu whlen (das funktioniert nur gut, wenn man wei, wonach man sucht, oder sehr viel Zeit hat). Dazu war es mir wichtig, von einem erfahrenen Entwickler lernen zu knnen. Leider hat mich der Autor in dieser Hinsicht etwas enttuscht. Seine Verwendung des Vokabulars lsst erst einmal zu wnschen brig (er spricht von Methoden, wenn er Funktionen meint, oder schreibt von Zeigern auf Klassen, wenn es um Objekte geht). Ich verbringe beim Lesen daher zu viel Zeit damit, ihn gedanklich korrigieren zu mssen. Besonders "gefallen" hat mir allerdings, dass er ganz unbedarft einen vector in seinen Beispielen verwendet hat, ohne darauf einzugehen, dass auto_ptr mit C++11 deprecated ist (aus gutem Grund!)- auto_ptr NIEMALS in STL-Containern verwendet werden sollte. Das Buch verliert auch viel Charme dadurch, dass unglaublich viel Platz verschwendet wird fr den immer gleichen Aufbau mit Unterabschnitten fr z.B. die Voraussetzungen, bei denen dann hufig steht, dass C++-Kenntnisse vorhanden sein sollten. Ja, das Buch ist ein Kochbuch und bei Kochbchern werden auch immer Zutaten, Zubereitung und Backzeit in immer der gleichen Weise aufgelistet, aber hier nehmen diese Abschnitte teilweise erheblichen Platz ein, ohne dass sie den Leser irgendwie weiterbringen. Sie machen auf mich eher den Eindruck, als ob das Buch knstlich gefllt werden sollte. Alles in allem wrde ich das Buch nicht noch einmal kaufen oder jemandem empfehlen. Nur in einer Hinsicht hat es mich nicht enttuscht: Es gibt schon einen berblick ber viele Boost-Funktionalitten, die man dann grob kennt und aus qualifizierter Quelle richtig lernen kann.

Kurzbeschreibung In Detail Boost libraries are developed by professionals, tested on multiple platforms and processor architectures, and contain reliable solutions for a wide range of tasks. This Cookbook takes you on a journey of simplifying the process of application development and guides you through writing perfect applications fast. "Boost C++ Application Development Cookbook" provides you with a number of clear step-by-step recipes that will help you take advantage of the real power of Boost and C++, while giving you a good grounding in using it in any project. "Boost C++ Application Development Cookbook" looks at the Boost libraries, and breaks down the mystery and confusion about which library to use in which situation. It will take you through a number of clear, practical recipes that will help you to take advantage of the readily available solutions. Boost C++ Application Development Cookbook starts with teaching the basics of Boost libraries that are now mostly part of C++11 and leave no chance for memory leaks. Managing resources will become a piece of cake. We'll see what kind of work can be done at compile time and what Boost containers can do. Do you think multithreading is a burden? Not with Boost. Think writing portable and fast servers is impossible? You'll be surprised! Compilers and operating systems differ too much? Not with Boost. From manipulating images to graphs, directories, timers, files, strings everyone will find an interesting topic. You will learn everything for the development of high quality fast and portable applications. Write a program once and then you can use it on Linux, Windows, MacOS, Android operating systems. Approach This book follows a cookbook approach, with detailed and practical recipes that use Boost libraries. Who this book is for This book is great for developers new to Boost, and who are looking to improve their knowledge of Boost and see some undocumented details or tricks. It's assumed that you will have some experience in C++ already, as well being familiar with the basics of STL. A few chapters will require some previous knowledge of multithreading and networking. You are expected to have at least one good C++ compiler and compiled version of Boost (1.53.0 or later is recommended), which will be used during the exercises within this book. Kurzbeschreibung In Detail Boost libraries are developed by professionals, tested on multiple platforms and processor architectures, and contain reliable solutions for a wide range of tasks. This Cookbook takes you on a journey of simplifying the process of application development and guides you through writing perfect applications fast. "Boost C++ Application Development Cookbook" provides you with a number of clear step-by-step recipes that will help you take advantage of the real power of Boost and C++, while giving you a good grounding in using it in any project. "Boost C++ Application Development Cookbook" looks at the Boost libraries, and breaks down the mystery and confusion about which library to use in which situation. It will take you through a number of clear, practical recipes that will help you to take advantage of the readily available solutions. Boost C++ Application Development Cookbook starts with teaching the basics of Boost libraries that are now mostly part of C++11 and leave no chance for memory leaks. Managing resources will become a piece of cake. We'll see what kind of work can be done at compile time and what Boost containers can do. Do you think multithreading is a burden? Not with Boost. Think writing portable and fast servers is impossible? You'll be surprised! Compilers and operating systems differ too much? Not with Boost. From manipulating images to graphs, directories, timers, files, strings everyone will find an interesting topic. You will learn everything for the development of high quality fast and portable applications. Write a program once and then you can use it on Linux, Windows, MacOS,

Android operating systems. Approach This book follows a cookbook approach, with detailed and practical recipes that use Boost libraries. Who this book is for This book is great for developers new to Boost, and who are looking to improve their knowledge of Boost and see some undocumented details or tricks. It's assumed that you will have some experience in C++ already, as well as being familiar with the basics of STL. A few chapters will require some previous knowledge of multithreading and networking. You are expected to have at least one good C++ compiler and compiled version of Boost (1.53.0 or later is recommended), which will be used during the exercises within this book.

ber den Autor und weitere Mitwirkende Antony Polukhin Antony Polukhin was born in Russia. As a child, he could speak the Russian and Hungarian languages and learned English at school. Since his school days, he was participating in different mathematics, physics, and chemistry competitions and winning them. He was accepted into University twice: once for taking part in a city mathematics competition and again for gaining high score in an internal Universities mathematics and physics challenge. In his university life, there was not a year when he did not participate in an exam: he gained 'A's in all disciplines by writing highly difficult programs for each teacher. He met his future wife in university and graduated with honors. For more than three years, he worked in a VoIP company developing business logic for a commercial alternative to Asterisc. During those days he started contributing to Boost and became a maintainer of the Boost.LexicalCast library. He also started making translations to Russian for Ubuntu Linux at that time. Today, he develops a query engine for graph-oriented databases and continues to contribute to the open source. You may find his code in Boost libraries such as Any, LexicalCast, TypeTraits, Variant, and others. He has been happily married for a year now.