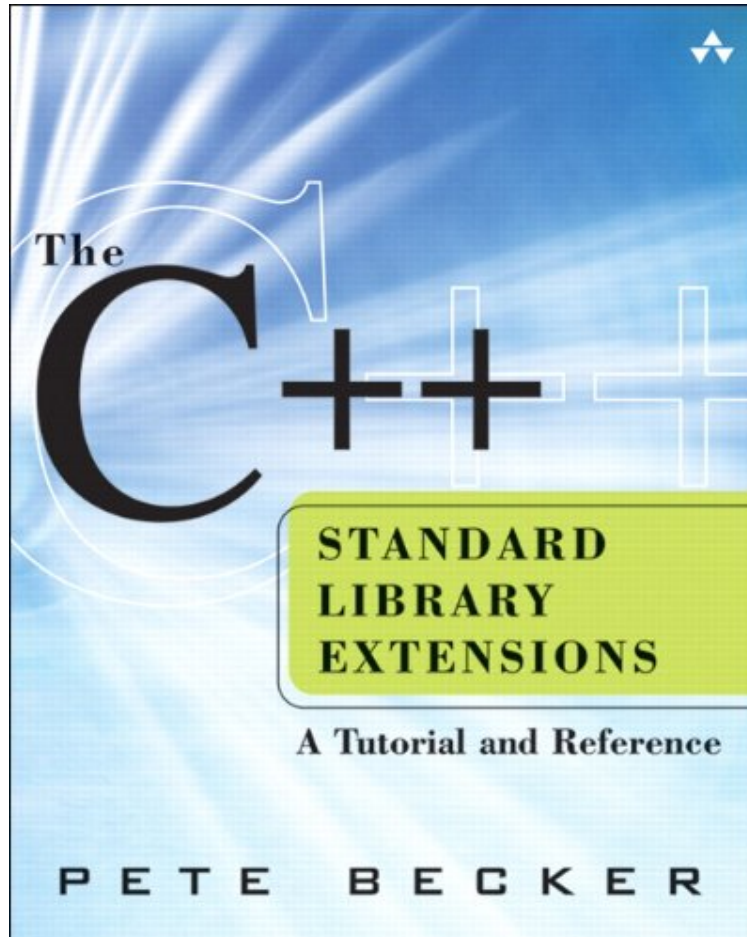


The C++ Standard Library Extensions: A Tutorial and Reference

Von Pete Becker

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Von Pete Becker : The C++ Standard Library Extensions: A Tutorial and Reference before purchasing it in order to gage whether or not it would be worth my time, and all praised The C++ Standard Library Extensions: A Tutorial and Reference:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Referenz ja, aber keine HintergrundinformationenVon helmut_zDieses Buch ist eine ausfhrliche Referenz der TR1-C++-Bibliotheksfunktionen. Der Buchautor Pete Becker hat an der Implementierung der TR1 Bibliothek von Dinkumware mitgearbeitet und ist auf diesem Gebiet sehr kompetent. Jede TR1 Klasse wird anscheinend vollstndig beschrieben und einfache Beispiele gegeben. Am Ende jedes Kapitels folgen bungsaufgaben unterschiedlichen Schwierigkeitsgrades.Von einem "Tutorial" htte ich aber erwartet, dass nicht nur das Wie erklart wird, sondern auch genauer diskutiert wird, wann welche Klasse angewendet werden soll. Solche Information findet sich aber bestenfalls in den bungsbispielen.Ebensowenig werden die Implementierungsideen behandelt. Stellenweise schaut das Verhalten der TR1-Klassen wie Zauberei aus, beispiesweise wird in Kapitel 2.9 gezeigt, dass ein shared_ptr auf die Basisklasse

den richtigen Destructor der abgeleiteten Klasse auch ohne Verwendung eines virtuellen Destructors findet. Wie dieser Trick funktioniert (und wann er nicht funktioniert) verrät das Buch nicht. Ein anderer "Zaubertrick" ist, wie `tr1::function` die Typen der Argumente eines Funktionszeigers ermittelt. Auch dieser Trick wird im Buch nicht behandelt. Große Teile der TR1-Library entstanden aus der Boost-Library, in der das Design der Klassen offen diskutiert wurde. Dieser Hintergrund, die historische Entwicklung der TR1 Klassen und die entsprechenden Designüberlegungen werden ebenfalls nicht behandelt. Wegen der fehlenden Hintergrundinformationen kann ich dem Buch nicht fünf Sterne geben. Weniger als vier wären aber auch nicht angebracht, da das Grundanliegen des Buches, nämlich eine Referenz für die TR1-Bibliothek zur Verfügung zu stellen, erfüllt ist. 2 von 5 Kunden fanden die folgende Rezension hilfreich. This book is about TR1 - NOT C++0x (C++09) Von F. Bergemann bought this book to have another description / tutorial for C++0x 'rvalue references' and 'move semantics' (MOJO - move of joint objects). But this book is about TR1 only! It does NOT deal with C++0x! (Would be good to have a "look inside" here for contents index.) So consider this. Let me give it an average rating, because this comment here is just a hint. rgds Frank

Kurzbeschreibung "TR1 roughly doubles the size of the C++ standard library, and it introduces many new facilities and even new kinds of library components. TR1 has some classes, for example, where some nested types may or may not exist depending on the template arguments. To programmers whose experience stops with the standard library, this is strange and unfamiliar. This book is complete (it covers all TR1 facilities), it is easier to understand than TR1 itself, and it is technically accurate." --Matthew Austern, software engineer, Google "TR1 will help make the C++ programmer more productive than ever. In this book, Pete Becker has written the ultimate reference guide to these components, what they are, how they work, and what they're used for. This book should be on the bookshelf of anyone who wants to use these standardized components to improve both their productivity as well as their coding quality." --John Maddock, consultant and programmer The current C++ standard library extends the core C++ language with common classes and functions. In recent years, to address limitations in that library, a number of components have been developed to extend the language even further. Compiled in a comprehensive technical report (TR1), the bulk of these extensions have been approved for the next revision of the C++ standard. In this book, Pete Becker describes in detail each component in the TR1 library, explaining new facilities for utilities, containers, call wrappers, type traits, numerics, regular expressions, and C compatibility. He draws on his own experience implementing these components to illustrate their value, clarifying the specifications when necessary and providing complete, tested code examples. Most chapters include exercises of various degrees of difficulty to help programmers get hands-on practice with the new components. Answers to the exercises, along with all code examples, are available on the Web. Appendixes comprise a summary of headers included in or extended by the TR1 library, as well as guidelines on how to use the components safely in multithreaded applications. The C++ Standard Library Extensions is for any programmer who wants to get a jump on the revised standard. It also makes the perfect companion to The C++ Standard Library, by Nicolai Josuttis, both books being tutorials and references essential for using C++ more effectively.

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