

## More Effective C Scott Meyers

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About the Author. Scott Meyers is one of the world's foremost authorities on C++, providing training and consulting services to clients worldwide. He is the author of the best-selling Effective C++ series of books ( Effective C++, More Effective C++, and Effective STL) and of the innovative Effective C++ CD.

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More than 150,000 copies in print! Praise for Scott Meyers' first book, Effective C++: "I heartily recommend Effective C++ to anyone who aspires to mastery of C++ at the intermediate level or above." "The C/C++ User's Journal. From the author of the indispensable Effective C++, here are 35 new ways to improve your programs and designs.. Drawing on years of experience, Meyers ...

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For more than 20 years, Scott Meyers' Effective C++ books (Effective C++, Effective Modern C++, Effective STL, and More Effective C++) have set the bar for C++ programming guidance. His clear, engaging explanations of complex technical material have earned him a worldwide following, keeping him in demand as a trainer, consultant, and conference presenter.

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Scott Meyers is a retired author and consultant on C++ software development. ... \* \* This page contains the code for the classes and class templates making up \* \* the Reference Counting Item of More Effective C++. To use this code, \* \* either copy this page and paste it into a C++ source file or save the \* \* entire page as text into a C++ ...

### ~~Scott Meyers: More Effective C++ Item 29 Source Code~~

Scott Douglas Meyers (born April 9, 1959) is an American author and software consultant, specializing in the C++ computer programming language. He is known for his Effective C++ book series. During his career, he was a frequent speaker at conferences and trade shows.

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### ~~Scott Meyers — Wikipedia~~

Scott acts as Consulting Editor for The Effective Software Development Series, a collection of books offering expert advice on all aspects of modern software development. Each book describes the critical things the experts almost always do — or almost always avoid doing — to produce outstanding software.

### ~~Scott Meyers: Books, etc.~~

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Scott Meyers Training Courses Effective C++ Programming. This intensive seminar, based on material in Meyers' landmark books (Effective C++, More Effective C++, and Effective STL), explains how to use C++ effectively: how to create libraries and programs that are correct, efficient, portable, maintainable, and extensible. Course Highlights

### ~~Scott Meyers: Effective C++ Programming~~

Scott Meyers Training Courses Effective Modern C++ Truly understanding C++11 and C++14 requires more than just familiarizing yourself with auto type declarations, move semantics, lambda expressions, concurrency support, etc.

### ~~Scott Meyers: Effective Modern C++~~

Scott Meyers, More Effective C++: 35 New Ways to Improve Your Programs and Designs Scott Meyers, Effective STL: 50 Specific Ways to Improve Your Use of the Standard Template Library Robert B. Murray, C++ Strategies and Tactics David R. Musser/Gillmer J. Derge/Atul Saini, STL Tutorial and Reference Guide, Second Edition:

### ~~Effective STL: 50 Specific Ways to Improve Your Use of the ...~~

About the Author. Scott Meyers is one of the world's foremost authorities on C++, providing training and consulting services to clients worldwide. He is the author of the best-selling Effective C++ series of books ( Effective C++, More Effective C++, and Effective STL) and of the innovative Effective C++ CD.

### ~~Effective C++: 55 Specific Ways to Improve Your Programs ...~~

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More Effective C Scott Meyers - code.gymeyes.com Download Ebook More Effective C Scott Meyers More Effective C++ ebook by Scott Meyers - Rakuten Kobo Scott Douglas Meyers (born April 9, 1959) is an American author and software consultant, specializing in the C++ computer programming language. He is known for his Effective C++ book series.

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Written for the intermediate or advanced C++ programmer, renowned C++ expert Scott Meyers provides essential techniques for getting more out of the Standard Template Library in *Effective STL*, a tutorial for doing more with this powerful library. STL is a hugely powerful feature of today's C++, but one with a well-earned reputation for complexity.

~~Effective STL: 50 Specific Ways to Improve Your Use of the ...~~

Scott Meyers Scott Meyers is a retired expert on the C++ programming language. He wrote several notable books (e.g., *Effective C++*), and he delivered training and consulting services to clients worldwide. View my complete profile

*Effective C++* has been updated to reflect the latest ANSI/ISO standards. The author, a recognised authority on C++, shows readers fifty ways to improve their programs and designs.

Presents a collection of tips for programmers on how to use the features of C++11 and C++14 effectively, covering such topics as functions, rvalue references, and lambda expressions.

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

"This is *Effective C++* volume three - it's really that good." - Herb Sutter, independent consultant and secretary of the ISO/ANSI C++ standards committee  
"There are very few books which all C++ programmers must have. Add *Effective STL* to that list." - Thomas Becker, Senior Software Engineer, Zephyr Associates, Inc., and columnist, *C/C++ Users Journal* C++'s Standard Template Library is revolutionary, but learning to use it well has always been a challenge. Until now. In this book, best-selling author Scott Meyers ( *Effective C++* , and *More Effective C++* ) reveals the critical rules of thumb

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employed by the experts - the things they almost always do or almost always avoid doing - to get the most out of the library. Other books describe what's in the STL. Effective STL shows you how to use it. Each of the book's 50 guidelines is backed by Meyers' legendary analysis and incisive examples, so you'll learn not only what to do, but also when to do it - and why. Highlights of Effective STL include: Advice on choosing among standard STL containers (like vector and list), nonstandard STL containers (like hash\_set and hash\_map), and non-STL containers (like bitset). Techniques to maximize the efficiency of the STL and the programs that use it. Insights into the behavior of iterators, function objects, and allocators, including things you should not do. Guidance for the proper use of algorithms and member functions whose names are the same (e.g., find), but whose actions differ in subtle (but important) ways. Discussions of potential portability problems, including straightforward ways to avoid them. Like Meyers' previous books, Effective STL is filled with proven wisdom that comes only from experience. Its clear, concise, penetrating style makes it an essential resource for every STL programmer.

Presents a collection of tips for programmers on ways to improve programming skills.

More than 150,000 copies in print! Praise for Scott Meyers' first book, Effective C++: "I heartily recommend Effective C++ to anyone who aspires to mastery of C++ at the intermediate level or above." "The C/C++ User's Journal From the author of the indispensable Effective C++, here are 35 new ways to improve your programs and designs. Drawing on years of experience, Meyers explains how to write software that is more effective: more efficient, more robust, more consistent, more portable, and more reusable. In short, how to write C++ software that's just plain better. More Effective C++ includes: Proven methods for improving program efficiency, including incisive examinations of the time/space costs of C++ language features Comprehensive descriptions of advanced techniques used by C++ experts, including placement new, virtual constructors, smart pointers, reference counting, proxy classes, and double-dispatching Examples of the profound impact of exception handling on the structure and behavior of C++ classes and functions Practical treatments of new language features, including bool, mutable, explicit, namespaces, member templates, the Standard Template Library, and more. If your compilers don't yet support these features, Meyers shows you how to get the job done without them. More Effective C++ is filled with pragmatic, down-to-earth advice you'll use every day. Like Effective C++ before it, More Effective C++ is essential reading for anyone working with C++.

"Every C++ professional needs a copy of Effective C++. It is an absolute must-read for anyone thinking of doing serious C++ development. If you've never read Effective C++ and you think you know everything about C++, think again." "Steve Schirripa, Software Engineer, Google "C++ and the C++ community have grown up in the last fifteen years, and the third edition of Effective C++ reflects this. The clear and precise style of the book is evidence of Scott's deep insight and distinctive ability to impart knowledge." "Gerhard Kreuzer, Research and Development Engineer, Siemens AG The first two editions of Effective C++ were embraced by hundreds of thousands of programmers worldwide. The reason is clear: Scott Meyers' practical approach to C++ describes the rules of thumb used by the experts - the things they almost always do or almost always avoid doing - to produce clear, correct, efficient code. The book is organized around 55 specific guidelines, each of which describes a way to write better C++. Each is backed by concrete examples. For this third edition, more than half the content is new, including added chapters on managing resources and using templates. Topics from the second edition have been extensively revised to reflect modern design considerations, including exceptions, design patterns, and multithreading. Important features of Effective C++ include: Expert guidance on the design of effective classes, functions, templates, and inheritance hierarchies. Applications of new "TR1" standard library functionality, along with comparisons to existing standard library components. Insights into differences between C++ and other languages (e.g., Java, C#, C) that help developers from those languages assimilate "the C++ way" of doing things.

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Scott Meyers's seminal C++ books—Effective C++ , More Effective C++ , and Effective STL —have been immensely helpful to hundreds of thousands of C++ programmers. All three are finally available together in this eBook collection. Effective C++ has been embraced by hundreds of thousands of programmers worldwide. The reason is clear: Scott Meyers's practical approach to C++ describes the rules of thumb used by the experts to produce clear, correct, efficient code. The book is organized around 55 specific guidelines, each of which describes a way to write better C++. Each is backed by concrete examples. In More Effective C++, Meyers presents 35 ways to improve your programs and designs. Drawing on years of experience, Meyers explains how to write software that is more effective: more efficient, more robust, more consistent, more portable, and more reusable. In short, how to write C++ software that's just plain better. In Effective STL, Meyers goes beyond describing what's in the STL to show you how to use it. Each of the book's 50 guidelines is backed by Meyers's legendary analysis and incisive examples, so you'll learn not only what to do, but also when to do it—and why. Together in this collection, these books include the following important features: Expert guidance on the design of effective classes, functions, templates, and inheritance hierarchies. Applications of new "TR1" standard library functionality, along with comparisons to existing standard library components. Insights into differences between C++ and other languages (e.g., Java, C#, C) that help developers from those languages assimilate "the C++ way" of doing things. Proven methods for improving program efficiency, including incisive examinations of the time/space costs of C++ language features Comprehensive descriptions of advanced techniques used by C++ experts, including placement new, virtual constructors, smart pointers, reference counting, proxy classes, and double-dispatching Examples of the profound impact of exception handling on the structure and behavior of C++ classes and functions Practical treatments of new language features, including bool, mutable, explicit, namespaces, member templates, the Standard Template Library, and more. If your compilers don't yet support these features, Meyers shows you how to get the job done without them. Advice on choosing among standard STL containers (like vector and list), nonstandard STL containers (like hash\_set and hash\_map), and non-STL containers (like bitset). Techniques to maximize the efficiency of the STL and the programs that use it. Insights into the behavior of iterators, function objects, and allocators, including things you should not do. Guidance for the proper use of algorithms and member functions whose names are the same (e.g., find), but whose actions differ in subtle (but important) ways. Discussions of potential portability problems, including straightforward ways to avoid them.

Meyers provides 50 short, specific, easy-to-remember guidelines that experienced C++ programmers either almost always do or almost always avoid. These rules are each followed by an explanation of the rule's important advice on how to implement it, and are supported by actual programming examples.

Presents a collection of reusable design artifacts, called generic components, together with the techniques that make them possible. The author describes techniques for policy-based design, partial template specialization, typelists, and local classes, then goes on to implement generic components for smart pointers, object factories, functor objects, the Visitor design pattern, and multimethod engines. c. Book News Inc.

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