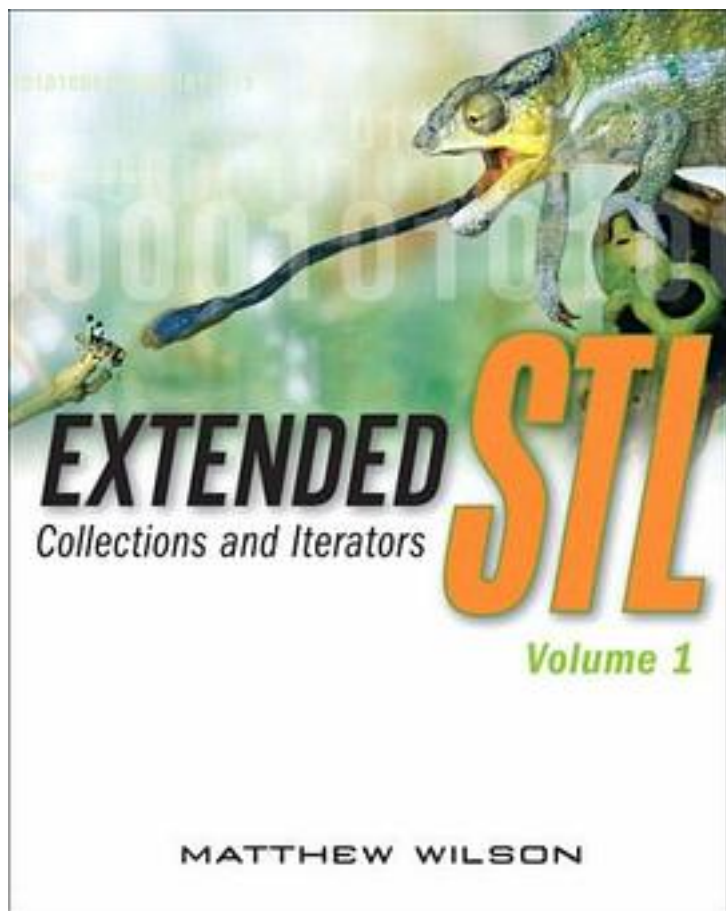


Extended STL, Volume 1



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“Wilson’ s menu of STL treatments will no doubt be good eating for generic programming adherents, ardent C programmers just now taking on STL and C++, Java programmers taking a second look at C++, and authors of libraries targeting multiple platforms and languages. Bon appetit!”

--George Frazier, Cadence Design Systems, Inc.</p>

“A thorough treatment of the details and caveats of STL extension.”

--Pablo Aguilar, C++ Software Engineer</p>

“This book is not just about extending STL, it’s also about extending my thinking in C++.”

--Serge Krynine, C++ Software Engineer, RailCorp Australia</p>

“You might not agree 100% with everything Wilson has to say, but as a whole his book is the most valuable, in-depth study of practical STL-like programming.”

--Thorsten Ottosen, M.C.S., Boost Contributor</p>

“Wilson is a master lion tamer, persuading multifarious third-party library beasts to jump through STL hoops. He carefully guides the reader through the design considerations, pointing out the pitfalls and making sure you don't get your head bitten off.”

--Adi Shavit, Chief Software Architect, EyeTech Co. Ltd</p>

“Wilson’s book provides more than enough information to change the angst/uncertainty level of extending STL from ‘daunting’ to ‘doable.’”

--Garth Lancaster, EDI/Automation Manager, Business Systems Group, MBF Australia</p>

“This book will open up your eyes and uncover just how powerful STL’s abstractions really are.”

--Nevin “:-)” Liber, 19-year veteran of C++</p>

“In the canon of C++ there are very few books that extend the craft. Wilson’s work consistently pushes the limits, showing what can and cannot be done, and the tradeoffs involved.”

--John O’ Halloran, Head of Software Development, Mediaprox</p>

“Essential concepts and practices to take the working programmer beyond the standard library.”

--Greg Peet</p>

“Extended STL is not just a book about adapting the STL to fit in with your everyday work, it’s also an odyssey through software design and concepts, C++ power techniques, and the perils of real-world software development--in other words, it’s a Matthew Wilson book. If you're serious about C++, I think you should read it.”

--Björn Karlsson, Principle Architect, ReadSoft; author of Beyond the C++ Standard Library: An Introduction to Boost</p>

In Extended STL, renowned C++ expert Matthew Wilson shows how to go beyond the C++ standard and extend the Standard Template Library into the wider C++ world of APIs and non-standard collections, to write software that is more efficient, expressive, flexible, and robust.

In Volume 1, Wilson's innovative techniques help you master STL extension in two important areas: adapting technology-specific libraries and operating system APIs to STL-compliant collections, and defining sophisticated iterator adaptors with which the latent efficiency and expressive power of STL can be realized. Using real-world examples, Wilson illustrates several powerful concepts and techniques that enable you to extend STL in directions never envisioned by its creators, including collections, element reference categories, external iterator invalidation and inferred interface adaptation.

Extended STL, Volume 1, will be an invaluable resource for every C++ programmer who is at least minimally familiar with the STL.

Learn specific principles and techniques for STL extension

Learn more about the STL by looking inside the implementation of STL extensions

Learn general techniques for implementing wrappers over operating system APIs and technology-specific libraries

Learn how to write iterator adaptors and understand the reasons behind the restrictions on their implementations and use

Specific coverage includes

Making the most of collections, and understanding how they differ from containers

Mastering element reference categories: defining them, detecting them, and using them to design STL extension collections and iterators

Working with external iterator invalidation, and understanding its surprising impact on the design of STL-compatible collections

Adapting real-world APIs ranging from file

system enumeration to scatter/gather I/O

Using standalone iterator types, from simple `std::ostream_iterator` extensions to sophisticated adaptors that filter and transform types or values

The accompanying CD-ROM contains an extensive collection of open-source libraries created by the author. Also included: several test projects, and three bonus chapters.

作者介绍:

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