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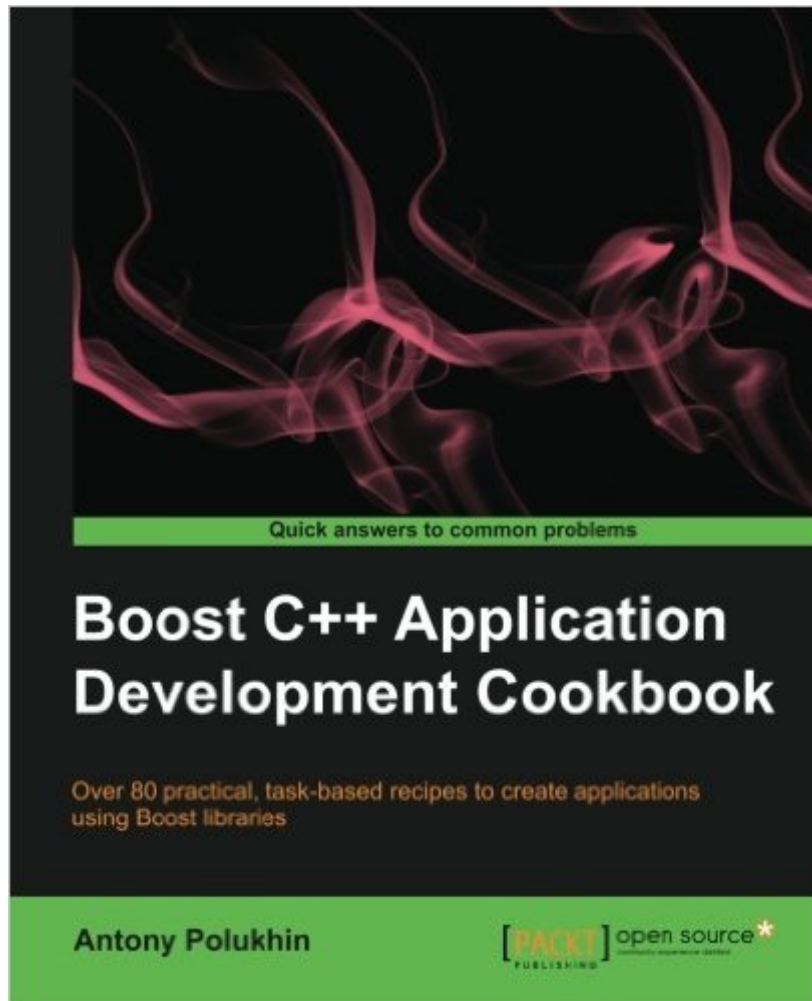
Boost C++ Application Development Cookbook

Synopsis

With Boost libraries you can really unleash the power of C++. Learn to build applications faster and better through a cookbook approach that uses tons of recipes to make it all so easy to assimilate and apply. Overview Explores how to write a program once and then use it on Linux, Windows, MacOS, and Android operating systems Includes everyday use recipes for multithreading, networking, metaprogramming, and generic programming from a Boost library developer Take advantage of the real power of Boost and C++, to get a good grounding in using it in any project 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. What you will learn from this book Get familiar with new data types for everyday use Use pointers to manage resources Get to grips with compile-time computations and assertions Use Boost libraries for multithreading Learn about Parallel execution of different task Perform common string-related tasks using Boost libraries Split all the processes, computations, and interactions to tasks and process them independently Learn the basics of working with graphs Explore different helper macros used to detect compiler, platform and Boost features Use selected C++11 features in C++03 Approach This book follows a cookbook approach, with detailed and practical recipes that use Boost libraries. Who this book is written 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.

Book Information

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I took it from [...].I think it is one of the best books on C++ that I have read. It would be perfect for new developers to move from theory to practice. Iâ ™m also sure the book will be helpful for more experienced developers. Everyone can find plenty of new helpful recipes in it.The book shows the best aspects of an extensive Boost libraryâ ™s components. By giving problems and their solutions the author reveals the options of Boost sublibraries and tools.The book is well-organized, which makes it easy for developers to read. It consists of 12 chapters, each chapter consists of recipes, which divide into following sections â œgetting readyâ •,â • how to do itâ •, â œhow it worksâ •,â • there is moreâ •, â œsee alsoâ •. The â œgetting readyâ • section lists the required knowledge level, references to other recipes, dependencies, the way the library is supplied: as a separated static/shared module(.a/.so) or just header-only. The â œhow to doâ • section contains well-selected examples. Itâ ™s noteworthy that â œhow it worksâ • briefly describes the basic issues of work and implementation details of given tool or feature The title of â œthere is moreâ • section speaks for itself. The author also highlights the features of C++11. The â œsee alsoâ • section has links to

documentations and various aspects of C++/STL. All recipes are relatively irrespective, so you can start reading from any page or use the book as a guide.The book covers a variety of practical issues which are not implemented in the standart C++03 library (and also in C++11 library), from metaprograming and compile-time tricks, to working with operating system and networking. Many things such as Boost.Move and Boost.Thread have already been added in C++11.

The Boost library is considered one of the finest examples of programming in the C++ language, there are many useful features in Boost, this book is a great introduction to them. The book recommend's some basic knowledge of C++ as well as the Standard Template Library. I've been using C++ for 6 years and have been teaching C++ at the University level for 2 years, I am comfortable using most of the C++11 features and have spent some time using some of the simpler features of Boost. With my experience I found that the book was quite easy to read and understand.The "cookbook" style of writing is well done, each "recipe" consists of the following sections:1. Introduction to a feature.2. What prerequisite knowledge you should have.3. How to use the feature(or, where/how you would integrate it into your code).4. Examples of how you would apply your implementation.The book is not shy in mentioning some of the new features in C++11, I enjoyed this as I have found some of the new C++11 features quite useful(move constructors, lambda expressions, etc..).This book does a great job of introducing the more useful features of boost. I found that there are some great tricks and topics that I was not aware of, this initial exposure broadened my view of the available features in Boost and I have found myself actively using these features in current projects.The preface does a good job explaining what's in the book -- if you are on the fence about purchasing I suggest taking a quick look at it.I like to get all the details and sometimes found that after reading a section I had a few specific questions, the book is a cookbook and not a detailed reference.

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