# Assessment – C++

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CSE687 – Object Oriented Design

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#### Is very powerful

- Can program at very low level or very high level of abstraction
- Has direct access to memory
- User defined objects are first class citizens
- Supports structured design, object oriented design, and generic design
- Has a flexible memory model static, stack, and heap

#### • Language emphasizes performance

- You don't pay for features you don't use
- Almost no runtime checking

### • Is platform agnostic

- Language and standard library apply to all platfroms
- Easy to isolate platform dependencies in small modules.

#### Has a governing standard

• C++11, C++14, C++17

#### Has many useful features

- Callable objects function pointers, functors, and lambdas
  - Defining thread operations
  - Defining operations to apply to STL containers
- Templates
  - Support specialization
  - Enables defining functions that accept a wide variety of types
- Deterministic resource management
  - Allocate resources in constructors
  - Return them in destructor
  - All that happens automatically, not requiring any special handling by using code

#### Has very rich library ecosystem

- Strings, STL, Streams
- Threads, atomics
- Regular expressions

#### Is very expressive

- Namespaces and type aliases allow you to endow your code with semantic meaning
- Operators help you code algorithms with syntax close to what you use to describe them on paper
- Binding lambdas to std::function allows you to provide locally named blocks of processing that you can use in several places in a function or class methods.

## C++ is widely used

- System Programming
- Applications
- Scientific Programming

#### There are a lot of resources available:

- Stroustrup's Site
- Herb Sutter's Site
- CodeProject
- Boost C++ Library
- C++ at Microsoft

## C++ - Weaknesses!

## C++ is a complex language

- Context dependent
  - For example, the keyword static has four distinctly different meanings, depending on the context of its use.
- Has some rules not enforced by the compiler
  - Use virtual destructors
  - Use initializers in constructors
  - Don't return references to temporaries
- Some rules have exceptions
  - Compiler will automatically generate constructors:
    - All constructors? No. Which ones? That depends.
  - In fact, the language implies many implicit operations.
    - The good news is that C++ does lots of things for you!
    - The bad news is that C++ does lots of things for you!

### C++ Weaknesses?

### Safety is not automatic

- No bounds checking
- Direct access to memory
- Can break the type system with casts
- Thrown exceptions can leave program in undefined state.

## However, you are in control!

- You want bounds checking then build it into your class it's not hard.
- You can create smart, safe pointers if you want the C++11 standard library has done that.
- You can safely cast and write exception safe code. You just have to know how!
  - That's why, among other reasons, that you are here.

## C++ - Omissions

## Things not supported by the language

- Directory services
- Graphical User Interfaces
- Network programming
- Internet programming
- Database operations

### You can provide all those things.

- You will find FileSystem and Sockets packages on the college server
- You've seen how to make C# WPF code interoperate with native C++

# Resources To Help You

- Class Texts
- Website: <a href="https://ecs.syr.edu/faculty/fawcett">https://ecs.syr.edu/faculty/fawcett</a>
- For OnLine Students:
  - Weekly Synchronous lectures
- For residential students:
  - Friday help sessions:
    - 9:00am 10:30am in CST 4-201 by instructor
    - 5:30pm 7:00pm in CST 4-201 by TAs
  - Teaching Assistants:
    - Office Hours
  - Special Help Sessions
    - One or two sessions covering Visual Studio IDE

# **End of Assessment**