
Subject: Re: C++11

Posted by [dolik.rce](#) on Sun, 24 Jun 2012 07:51:48 GMT

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Hi everyone,

Allan McRae (one of the major devs of Arch Linux) wrote a series of nice and short articles about C++11 features. They're written for average joe programmer and I learned quite some new thing from them about the new standard. I really recommend them to anyone who haven't yet had the time yet to study C++11 changelist

From the features discussed in the first 5 articles, two would be IMHO useful for U++:

Initializer lists would be definitely a neat feature to have in U++ containers. We could than write things like "Vector v {10,3,12,8};" instead of "Vector v; v.Add(10); v.Add(3); v.Add(12); v.Add(8);". And if I understand correctly, we could also add some methods to do stuff like "v.Add({10,3,12,8});". The initializer_list works little bit similar to tuple, but it is syntactically much simpler and readable. It should be pretty easy to implement in U++, with backward compatibility assured by a flag.

Extern templates could speed up U++ compilation. The speedup should be significant for non-BLITZ case and probably noticeable even with BLITZ on. There might be however problems to implement a backward compatible usage of the extern templates...

As for the compiler support: GCC and Clang support is very good. I don't know about MSVC...

Best regards,
Honza
