

# C++



# Why C++?

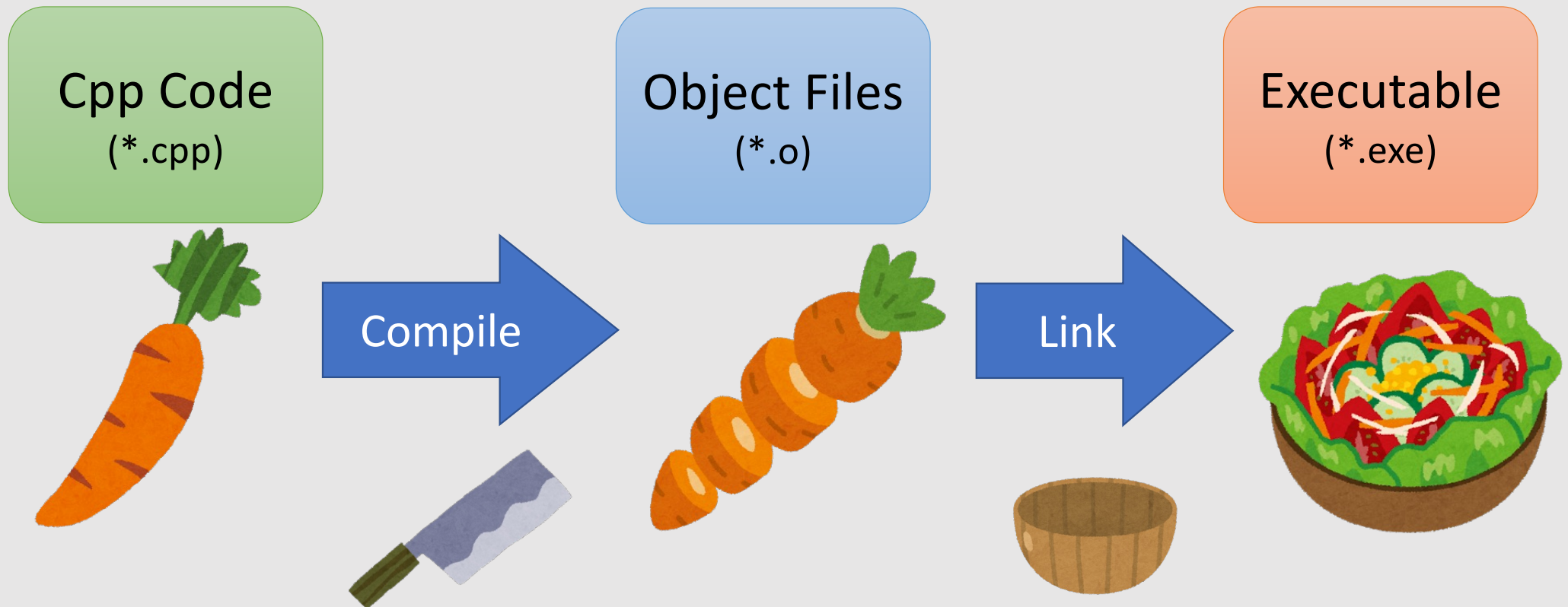
- C++ is the standard language for computer graphics industry
  - ☺ Very fast
  - ☺ Close to hardware (many low-level APIs)
  - ☹ Too much freedom, too many pitfalls, too powerful

“There are only two kinds of languages: the ones people complain about and the ones nobody uses.”  
— Bjarne Stroustrup, Father of C++

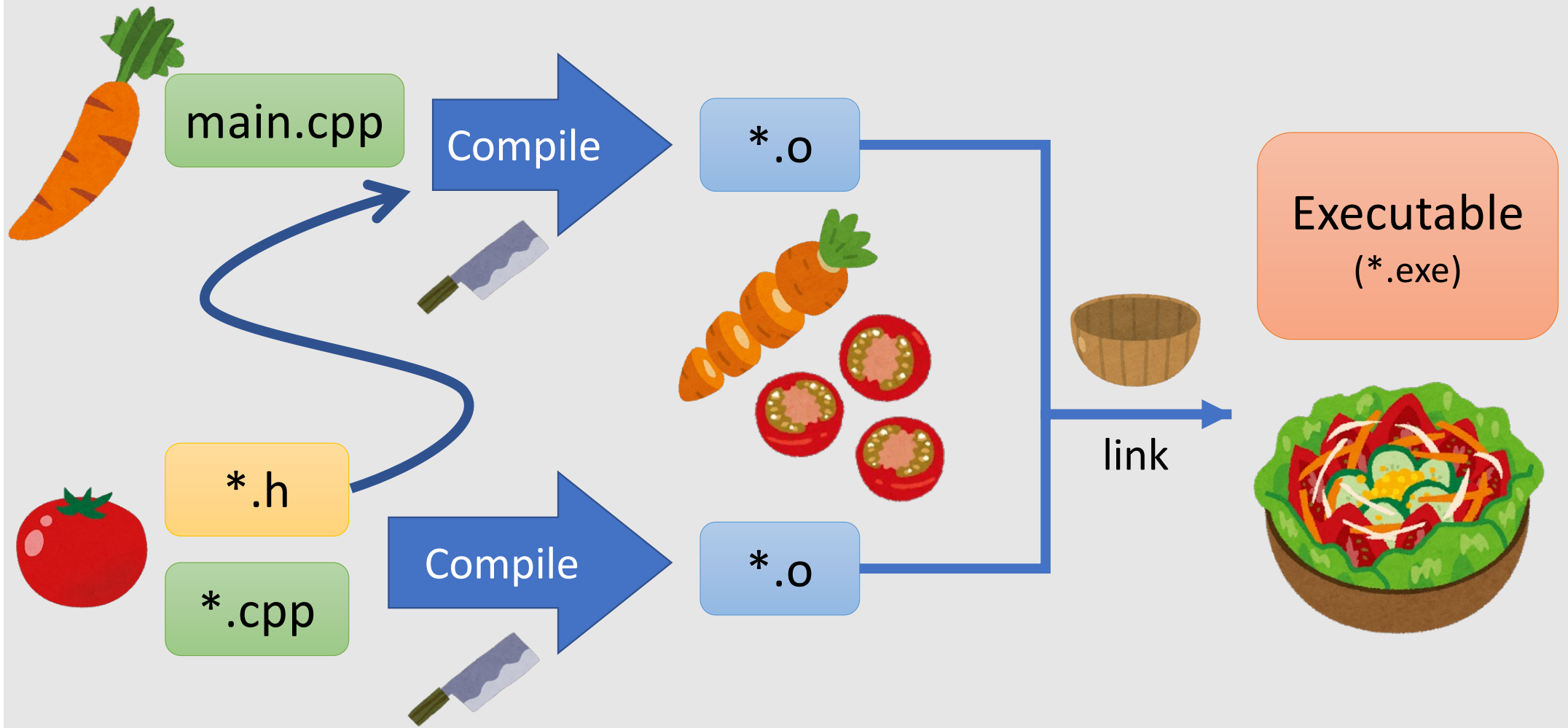


(wikipedia)

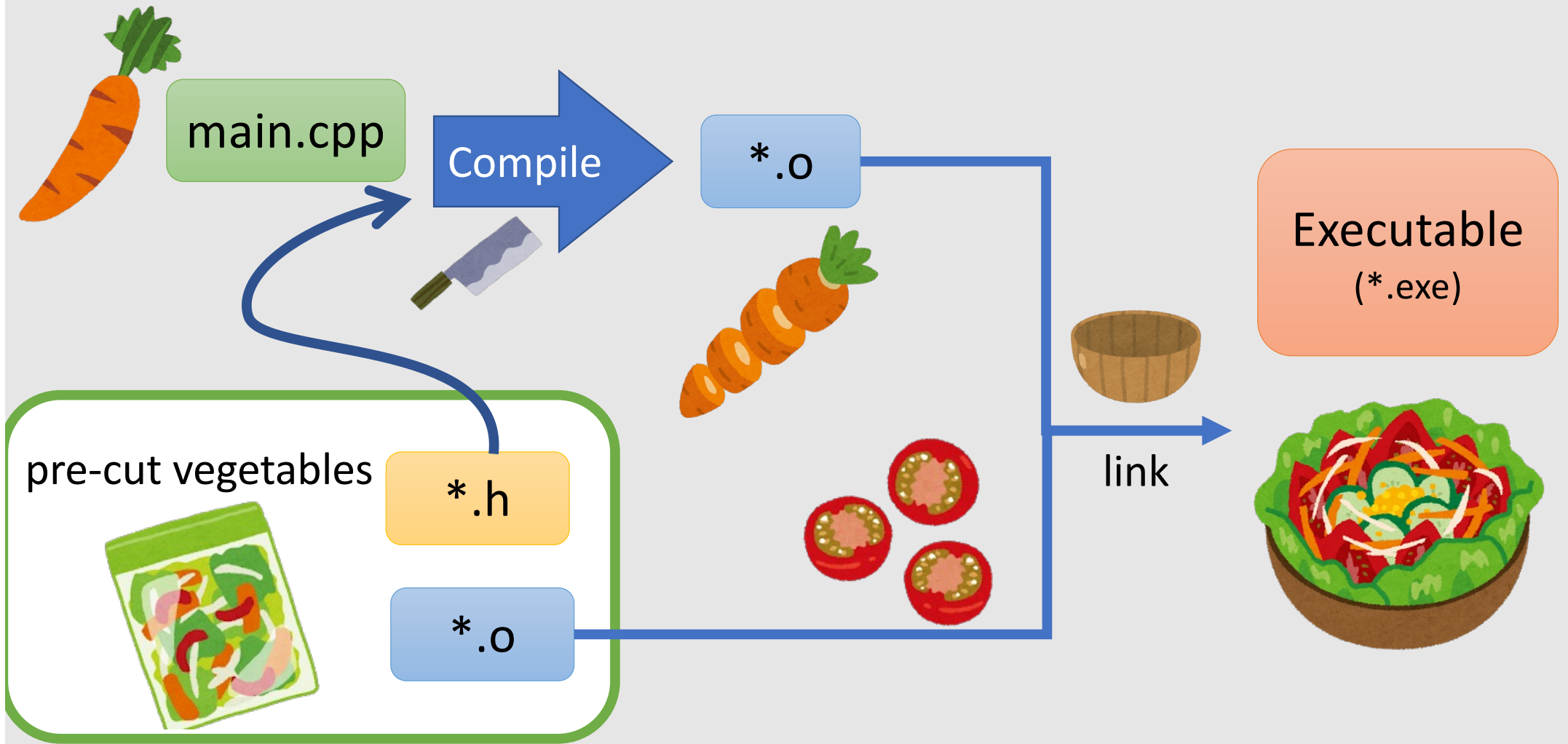
# C++ is a Compiled Language



# Compilation of Multiple Files



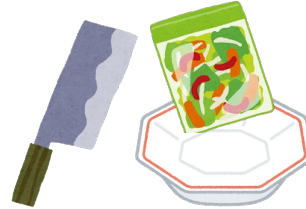
# Library: Pre-Compiled Source Codes



# CMake: Platform Independent Cooking

Let's find out the tools in our kitchen!

Windows kitchen



Ubuntu kitchen

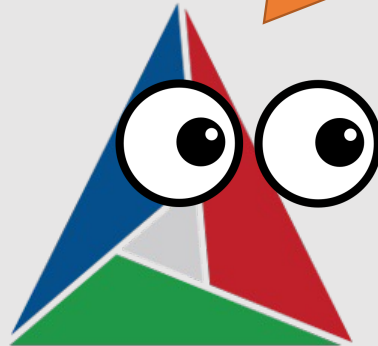


MacOS kitchen



platform independent

CMakeLists.txt



platform dependent

MakeFile

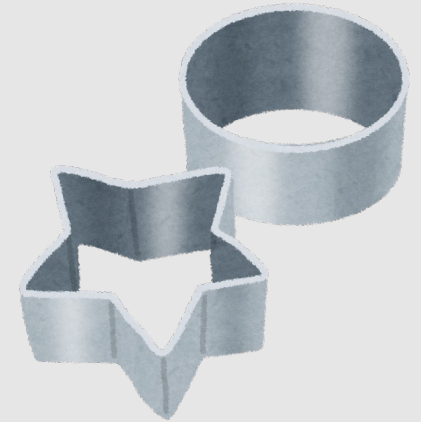
Project Files  
(\* .xcode, \* .vs, \* .proj)

Executable



# Template (Compile-time Generics)

- Programming with general types
- Template function/class automatically **generate codes** for different types upon compile



```
template <typename T>
void Hoge(T v0){
    // do something
}
```

```
Hoge<float>(3.f)
Hoge<int>(1)
```

Compile

generated invisible code

```
void Hoge(float v0){
    // do something
}
```

```
void Hoge(int v0){
    // do something
}
```

```
Hoge<float>(3.f);
Hoge<int>(1);
```

\*.o

# Example of Template Function

without template

```
void Print(int value){  
    std::cout << value << std::endl;  
}  
  
int main(){  
    Print(5);  
    Print("hello");  
    Print(3.f);  
}
```

with template

```
template <typename T>  
void Print(T value){  
    std::cout << value << std::endl;  
}  
  
int main(){  
    Print(5);  
    Print("hello");  
    Print(3.f);  
}
```



This code doesn't compile..



This code compiles !



# Non-type Template Function

- Values inside a function is determined at the compiling time

```
template <int N>
class CArray{
public:
    int m_array[N];
    int size() const { return N; }
};

CArray<5> array;
```

Non-type template parameter  
(compile time argument)



This code  
runs fast !

# Standard Template Library (STL)

- Default utility template function/classes in C++

Array of value that can change size → 

```
#include <vector>
std::vector<int> aInt;
```

Sorted set of values → 

```
#include <set>
std::set<int> aSet;
```

Function to sort array → 

```
#include <algorithm>
std::vector<int> aInt = {3,2,1};
std::sort(aInt.begin(), aInt.end());
```

# Looping Through a `std::set<int>` Container

```
// for ancient compiler where the declaration inside "for" is not allowed
std::set<int>::iterator itr;
for(itr=stack.begin();itr!=stack.end();++itr){}

// old fashion, too complicated :(
for(std::set<unsigned int>::iterator itr=stack.begin();itr!=stack.end();++itr){}

// modern, the reference suggests "ic" can be changed, is it safe to change ic?
for(auto& ic: stack){}

// modern, const reference is not bad, but "ic" is just an integer, it's too much
for(const auto& ic: stack){}

// modern, very good!
for(auto ic : stack){}
```

# Bad Practice in C++

- Global variables
- GOTO statement
- STL library without “std::” namespace
- Reference with long scope
- Raw pointer
- New/Delete



# Integrated Development Environment (IDE)

- Code Editor with Lint, suggestion, jumps
- Static program analysis
- Debugger
- ...



CLion



Visual Studio Code

# Eigen Matrix Library (<https://eigen.tuxfamily.org>)



- C++ template matrix library
- Highly optimize-able for may environment

```
#include <Eigen/Dense>

int main()
{
    Eigen::MatrixXd m(2,2);
    m(0,0) = 3;
    Eigen::VectorXd v(2);
    v(0) = 4;
    Eigen::VectorXd mv = m*v;
}
```