C++ User Group - Talk #3119

(Some) good C++ practices

2016-01-18 13:26 - Pinke, Christopher

Status:	Presented	**Start date:**	2015-12-16
Priority:	Normal	**Due date:**	
Assignee:	Sciarra, Alessandro	**% Done:**	100%
Category:		**Estimated time:**	0.00 hour
Talk Author(s):		**Presenter:**	

Description

Good practices are in any programming language crucial in order to deliver high quality products. Moreover, languages evolve and, even if they are compatible with previous standards for obvious reasons, new syntax (and more in general new functionalities) should be preferred.

In the first part of the talk, a brief overview of C++ cast operators will be given. Then, a very frequent class hierarchy will be analysed, trying to understand why the most naive design often fails and how to proceed to have a more robust, comprehensible and extensible code in such a situation.

Files

C++_12_2015.pdf	17.2 MB	2016-01-18	Pinke, Christopher