

C++ User Group - Talk #542

Filesystem Functions in C++ - “why is C++ so complicated compared to <insert scripting language>”

2014-04-14 08:19 - Kretz, Matthias

Status:	Presented	Start date:	2014-04-14
Priority:	Normal	Due date:	2014-07-30
Assignee:	Auvinen, Jussi	% Done:	0%
Category:		Estimated time:	0.00 hour
Talk Author(s):		Presenter:	
Description			
From time to time you want your program to interact with the rest of the world via input and output files. Compared to most scripting languages this appears to be way too complicated in C++.			
In this talk we will look at boost::filesystem and the <i>Filesystem TS</i> which is on its way to become part of the C++ standard library. A discussion about the alternatives: libc functions, POSIX functions, and Qt (QDir, QFile) will round it up.			

History

#1 - 2014-04-14 08:33 - Kretz, Matthias

- Description updated

#2 - 2014-04-30 15:49 - Auvinen, Jussi

- Assignee set to Auvinen, Jussi

#3 - 2014-07-22 08:11 - Kretz, Matthias

Jussi, next chance for presentation is next week on Wednesday 30th. Would that be possible for you?

#4 - 2014-07-22 11:50 - Auvinen, Jussi

Well, it's pretty much my only remaining chance to give the talk, so I'll try to cook something up by then :)

#5 - 2014-07-22 11:58 - Kretz, Matthias

- Due date set to 2014-04-30

#6 - 2014-07-22 12:00 - Kretz, Matthias

Alright. :) If you want, we can sit together one of the next days to talk about it. Let me know.

#7 - 2014-07-30 15:59 - Kretz, Matthias

- Status changed from New to Presented

Thanks Jussi! Can you attach your slides to this issue then?

#8 - 2014-07-30 15:59 - Kretz, Matthias

- Due date changed from 2014-04-30 to 2014-07-30

#9 - 2014-07-30 16:01 - Auvinen, Jussi

- File filesystems.pdf added

Talk slides for future reference.

Files

filesystems.pdf	122 KB	2014-07-30	Auvinen, Jussi
-----------------	--------	------------	----------------