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Reference, you will find short, simple, and focused code examples. This book includes a well laid out table of contents and a comprehensive index allowing for easy review. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C++ programmer. What You'll Learn Use template argument deduction for class templates Declare non-type template parameters with auto-folding expressions and auto deduction from braced-init-list Apply lambdas and lambda capture by value Work with inline variables, nested namespaces, structured bindings, and selection statements with initializer Use utf-8 character literals Carry out direct-list initialization of enums Use these new C++17 library features or class templates from `std::variant`, `optional`, `any`, `string_view`, `invoke`, `apply` and more Do splicing for maps and sets, also new to C++17 Who This Book Is For Experienced C++ programmers. Additionally, this is a concise, easily-digested introduction for other programmers new to C++.

The Objective-C Quick Syntax Reference is a condensed code and syntax reference to the popular Objective-C programming language, which is the core language behind the APIs found in the Apple iOS and Mac OS SDKs. It presents the essential Objective-C syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any Objective-C programmer. In the Objective-C Quick Syntax Reference, you will find: A concise reference to the Objective-C language syntax. Short, simple, and focused code examples. A well laid out table of contents and a comprehensive index allowing easy review.

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This updated handy quick C++ 14 guide is a condensed code and syntax reference based on the newly updated C++ 14 release of the popular programming language. It presents the essential C++ syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C++ programmer. In the C++ 14 Quick Syntax Reference, Second Edition, you will find a concise reference to the C++ 14 language syntax. It has short, simple, and focused code examples. This book includes a well laid out table of contents and a comprehensive index allowing for easy review. What You'll Learn: How to Compile and Run What are C++ Variables, Operators, Pointers and References What are Arrays, Strings, Conditionals, Loops and more How to use Functions How to work with Constructors and Inheritance How to use Access Levels, Static, Enum, String and Union, and more What are Custom Conversions, Namespaces, Constants, and Preprocessor How to do Event Handling What are Type Conversions, Templates, Headers, and more Audience This book is a quick, handy pocket syntax reference for experienced C++ programmers, and a concise, easily-digested introduction for other programmers new to C++.

This quick reference is a condensed guide to the essential data structures, algorithms, and functions provided by the C++17 Standard Library. It does not explain the C++ language or syntax, but is accessible to anyone with basic C++ knowledge or programming experience. Even the most experienced C++ programmer will learn a thing or two from it and find it a useful memory-aid. It is hard to remember all the possibilities, details, and intricacies of the vast and growing Standard Library. This handy reference guide is therefore indispensable to any C++ programmer.

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It offers a condensed, well-structured summary of all essential aspects of the C++ Standard Library. No page-long, repetitive examples or obscure, rarely used features. Instead, everything you need to know and watch out for in practice is outlined in a compact, to-the-point style, interspersed with practical tips and well-chosen, clarifying examples. This new edition is updated to include all Standard Library changes in C++17, including the new vocabulary types `std::string_view`, `any`, `optional`, and `variant`; parallel algorithms; the file system library; specialized mathematical functions; and more. What You Will Learn Gain the essentials that the C++ Standard Library has to offer Use containers to efficiently store and retrieve your data Inspect and manipulate your data with algorithms See how lambda expressions allow for elegant use of algorithms Discover what the standard string class provides and how to use it Write localized applications Work with file and stream-based I/O Prevent memory leaks with smart pointers Write safe and efficient multi-threaded code using the threading libraries Who This Book Is For All C++ programmers, irrespective of their proficiency with the language or the Standard Library. A secondary audience is developers who are new to C++, but not new to programming, and who want to learn more about the C++ Standard Library in a quick, condensed manner.

The Objective-C Quick Syntax Reference is a condensed code and syntax reference to the popular Objective-C programming language, which is the core language behind the APIs found in the Apple iOS and Mac OS SDKs. It presents the essential Objective-C syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any Objective-C programmer. In the Objective-C Quick Syntax Reference, you will find: A concise reference to the

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Objective-C language syntax. Short, simple, and focused code examples. A well laid out table of contents and a comprehensive index allowing easy review. What you ' ll learn How to create an Objective-C HelloWorld How to compile and run What are the Objective-C code class definitions How to use objects in Objective-C How to effectively use categories to extend the various classes What is key-value observation How to archive an object graph How to implement the delegation design pattern with protocols How to master code blocks and much more Who this book is for This book is a quick, handy pocket syntax reference for experienced Objective-C, Mac, and iOS programmers, and a concise, easily-digested introduction for other programmers new to Objective-C. Table of Contents1. Hello World 2. Build and Run 3. Variables 4. Operators 5. Objects 6. Strings 7. Numbers 8. Arrays 9. Dictionaries 10. For Loops 11. While Loops 12. Do While Loops 13. For-Each Loops 14. If-Statements 15. Switch Statements 16. Defining Classes 17. Class Methods 18. Inheritance 19. Categories 20. Blocks 21. Key-Value Coding 22. Key-Value Observing 23. Protocols 24. Implementing Delegation 25. Implementing Singleton 26. Error Handling

The C++ Quick Syntax Reference is a condensed code and syntax reference to the C++ programming language. It presents the essential C++ syntax in a well-organized format that can be used as a handy reference. You won ' t find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C++ programmer. In the C++ Quick Syntax Reference, you will find: A concise reference to the C++ language syntax. Short, simple, and focused code examples. A well laid out table of contents and a comprehensive index allowing easy review. What you ' ll learn How to create a C++ HelloWorld How to **Compile** and Run What are C++

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The C Quick Syntax Reference is a condensed code and syntax reference to the popular C programming language, which has enjoyed some resurgence of late. C's efficiency makes it a popular choice in a wide variety of applications and operating systems with special applicability to, for instance, wearables, game programming, system level programming, embedded device/firmware programming and in Arduino and related electronics hobbies. This book presents the essential C syntax in a well-organized format that can be used as a quick and handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C programmer. In the C Quick Syntax Reference, you will find a concise reference to the C language syntax.; short, simple, and focused code examples; and well laid out table of contents and a

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This quick C++ 20 guide is a condensed code and syntax reference to the popular programming language, fully updated for C++20. It presents the essential C++20 code syntax in a well-organized format that can be used as a handy reference. This edition covers topics including designated initializers, lambdas and lambda captures, the spaceship operator, pack expressions, string literals as template parameters, atomic smart pointers, and contracts. It also covers library changes including extended futures, latches and barriers, task blocks, and text formatting. In the C++20 Quick Syntax Reference, you will find short, simple, and focused code examples. This book includes a well-laid-out table of contents and a comprehensive index allowing for easy review. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point, and highly accessible. The book is packed with useful information and is a must-have for any C++ programmer. What You'll Learn Discover the key C++20 features Work with concepts to constrain template arguments Use modules as a replacement for header files Take advantage of the three-way comparison operator Create immediate functions using the consteval keyword Make use of constexpr, constexpr and designated initializers Who This Book Is For Experienced C++ programmers. Additionally, this is a concise, easily-digested introduction for other programmers new to C++.

This quick C# 8 guide is a condensed code and syntax reference to the C# programming language, updated with the latest features of C# 8 for .NET and Windows 10. This book presents the essential C# 8 syntax in a well-organized format that can be used as a handy reference. Specifically, it covers nullable reference types, async streams, ranges and indices, default implementations of interface members, recursive patterns, switch expressions, target-typed new-

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