

Welcome to C++ Edinburgh

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Want to do a talk?

Want to do a talk at C++ Edinburgh?

Doing something interesting with C++ and would like to tell us about it at C++ Edinburgh? We'd love to see anything C++-related, whether personal projects, things you've learnt recently, or work you've done for your occupation. You'll be contacted at a later date to see if you'd be up for speaking at a particular event and don't worry, you can always change your mind. For questions, please contact cppedinburgh@gmail.com.

***Required**

What is your full name? *

What is your email address? *
Are you located within or around Edinburgh? *

Yes
 No

Where do you work/study and what do you do?
(Optional)

<http://goo.gl/forms/bhS0M2mtGN>

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C++ Edinburgh



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C++ Update

November 2015

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C++17 is getting closer

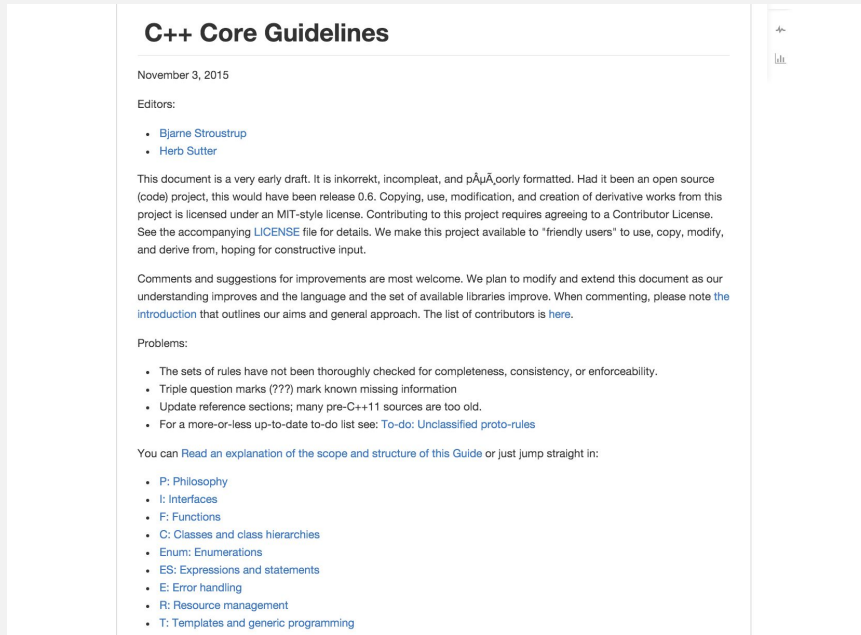
Check out STL's post on [/r/cpp](#) or Herb Sutter's blog post

Parallelism TS	Published, may merge into C++17
Concepts TS	Published, may merge into C++17
Concurrency TS	Approved for publication
Ranges TS	Working draft
Networking TS	Working draft

Design of Modules, Variants, and Contracts is being finalised.

C++ Core Guidelines

Writing great C++ by default.



The screenshot shows the top portion of the C++ Core Guidelines document. The title "C++ Core Guidelines" is at the top left. Below it is the date "November 3, 2015" and the editors "Bjarne Stroustrup" and "Herb Sutter". A paragraph of introductory text follows, mentioning that it's an early draft and licensed under MIT. Below that is a section for comments and suggestions. Further down is a "Problems:" section with a bulleted list of issues. At the bottom, there is a section for reading the guide, with a bulleted list of topics like Philosophy, Interfaces, Functions, etc.

- + Guideline Support Library
- + Checker tool

<https://github.com/isocpp/CppCoreGuidelines>

Clang for Windows in Visual Studio

Available in November

Visual C++ Team Blog

Bringing Clang to Windows

 Raman Sharma  1 May 2015 8:54 AM  52

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As you may know, Visual Studio now supports [building Android and iOS applications](#) using Clang. We realize the need of our users to write cross-platform apps and we know that C++ offers massive benefits in the cross-platform arena. Clang has made impressive strides in standards conformance and diagnostics and is fast becoming the preferred C++ compiler for non-Windows platforms. In order to extend the benefits of Clang to C++ developers building apps for Windows, we have been working on an experimental implementation of Clang on Windows. First preview of that was demonstrated in [this //build talk](#) by [Jim Radigan](#).

The Clang and LLVM community has already done tremendous work towards providing a toolchain that builds C++ code for Windows. [This blog post](#) first announced it. Subsequent progress was also noted through other posts such as [this](#) and [this](#). They have also provided neatly packaged [toolset builds for Windows](#) that integrate very nicely with Visual Studio. Our work builds on top of all the impressive work that the community has already done.

On our end, the primary motivation for doing this work is to enable the cross-platform scenario where a significant portion of your app is cross-platform C++ code.

(1) Platform Specific UI Code

(2) Cross-platform C++ code



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Questions?