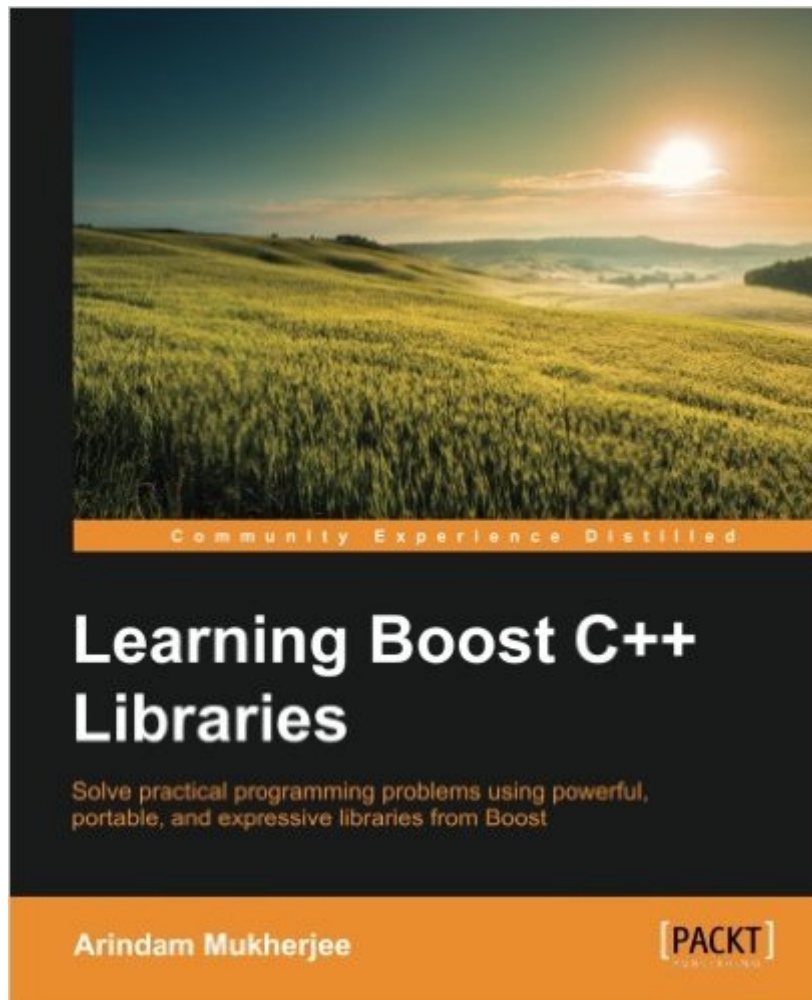


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# Learning Boost C++ Libraries



## Synopsis

Solve practical programming problems using powerful, portable, and expressive libraries from Boost  
About This Book Learn to apply the breadth of Boost libraries, including containers, smart pointers, regular expressions, threads, network I/O, and other utilities through practical programming examples  
Write clear and succinct C++ code that is efficient and maintainable  
Speed up using the Boost libraries without any prior knowledge, using an in-depth tutorial introduction  
Who This Book Is For If you are a C++ programmer who has never used Boost libraries before, this book will get you up-to-speed with using them. Whether you are developing new C++ software or maintaining existing code written using Boost libraries, this hands-on introduction will help you decide on the right library and techniques to solve your practical programming problems.  
What You Will Learn  
Write efficient and maintainable code using expressive interfaces from Boost libraries  
Leverage a variety of flexible, practical, and highly efficient containers and algorithms beyond STL  
Solve common programming problems by applying a wide array of utility libraries  
Design and write portable multithreaded code that is easy to read and maintain  
Craft highly scalable and efficient TCP and UDP servers  
Build and deploy Boost libraries across a variety of popular platforms  
Use C++11 functionality and emulate C++11 language features in C++03 code  
In Detail Filled with dozens of working code examples that illustrate the use of over 40 popular Boost libraries, this book takes you on a tour of Boost, helping you to independently build the libraries from source and use them in your own code. The first half of the book focuses on basic programming interfaces including generic containers and algorithms, strings, resource management, exception safety, and a miscellany of programming utilities that make everyday programming chores easy. Following a short interlude that introduces template metaprogramming and functional programming, the later chapters are devoted to systems programming interfaces, focusing on directory handling, I/O, concurrency, and network programming

## Book Information

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## Customer Reviews

If you qualify yourself as a proficient C++ programmer, you should have a good knowledge of the Boost libraries. This was true before C++11, and it is still true today, when a good number of Boost functionality are available in standard C++. This book is an excellent source to check what is currently available in Boost, and it offer a wide range of use cases, examples, and comparisons with what is available on the off-the-shelf C++. It is assumed you have already a good basic knowledge of C++, and this is in my opinion a plus, because it helps to keep the size of the book to a manageable 500+ pages. For the same reason, it is good that it is not too detailed in discussing complex stuff like the ASIO library. Here you would get a nice introduction (chapter 11) that would give you a good idea of it. In my opinion, you will get all the information you need on concepts like smart pointers (chapter 3) or the most commonly used string related functionality.

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