

C++ Insights

See your source code with the eyes of a compiler



Andreas Fertig
<https://www.AndreasFertig.Info>
post@AndreasFertig.Info
@Andreas__Fertig

fertig

adjective /'fɛrtɪç/

finished
ready
complete
completed

ferdig



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Motivation

```
MyType i{};  
i++;
```



Motivation

```
MyType i{};  
i.operator++(0);
```



Implicit Conversions

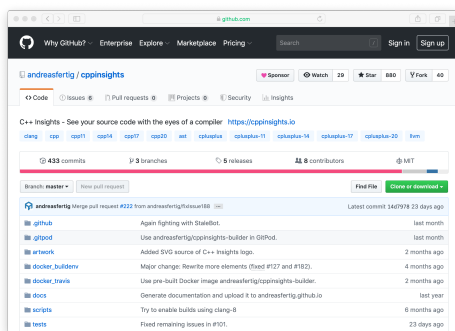
```

1
2 short int max(short int a, short int b)
3 {
4     return (a > b) ? a : b;
5 }
6
7 void Main()
8 {
9     short int      a = 1;
10    unsigned short int b = 65530;
11
12    printf("max: %d\n", max(a, b));
13 }
    
```

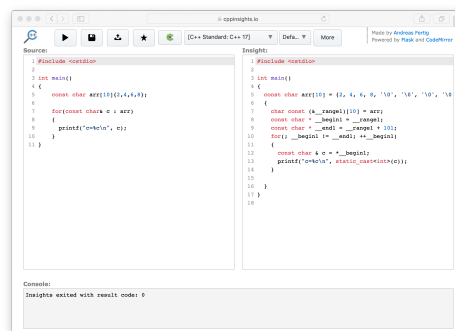
C++ Insights

- Show what is going on.
- Make invisible things visible to assist in teaching.
- Create valid code.
- Create code that compiles.
- *Of course, it is open-source.*

<https://github.com/andreasfertig/cppinsights/>



<https://cppinsights.io>



A word about limitations

- C++ Insights is a Clang based tool.
- The official builds use the latest release version of Clang.
 - Hence, not all the newest interesting features are available.
- It uses the Clang AST which shows no optimizations.
 - Hence, tuning with `-O n` does not change anything in C++ Insights.
- Not *all* statements are currently matched.



A word about limitations: Templates

- Creating code that compiles from templates is hard.
- To make it a bit easier for me there is a `#ifdef INSIGHTS_USE_TEMPLATE` to have the code, but inactive.

```
1 template<typename T>
2 void Func()
3 {}
4
5 class Demo
6 {
7 };
8
9 int main()
10 {
11     Func<Demo>();
12 }
```



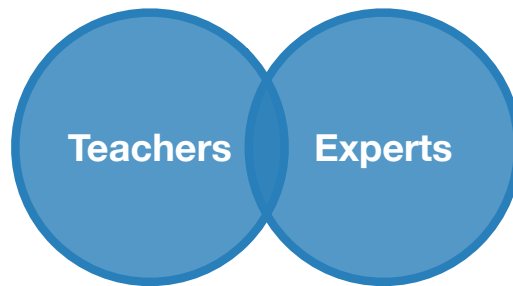
What is an AST

```
'-FunctionDecl 0x106ee15a8 <astExample0/astExample0.cpp:3:1, line:6:1> line:3:5 main 'int ()'
'-CompoundStmt 0x106ee3ed8 <line:4:1, line:6:1>
  '-CXXOperatorCallExpr 0x106ee3ea0 <line:5:3, col:16> 'basic_ostream<char, std::__1::char_traits<char> >':'std::__1::/
    basic_ostream<char>' lvalue adl
    |-ImplicitCastExpr 0x106ee3e88 <col:13> 'basic_ostream<char, std::__1::char_traits<char> > &(*) (basic_ostream<char, std::__1::/
      :char_traits<char> > &, const char *)' <FunctionToPointerDecay>
      | '-DeclRefExpr 0x106ee3df0 <col:13> 'basic_ostream<char, std::__1::char_traits<char> > &(basic_ostream<char, std::__1::/
        char_traits<char> > &, const char *)' lvalue Function 0x106ee2800 'operator<<' 'basic_ostream<char, std::__1::/
        char_traits<char> > &(basic_ostream<char, std::__1::char_traits<char> > &, const char *)'
      |-DeclRefExpr 0x106ee1698 <col:3, col:8> 'std::__1::ostream':'std::__1::basic_ostream<char>' lvalue Var 0x106ee0fb8 'cout' '/'
        std::__1::ostream':'std::__1::basic_ostream<char>'
    '-ImplicitCastExpr 0x106ee3dd8 <col:16> 'const char *' <ArrayToPointerDecay>
      '-StringLiteral 0x106ee16c8 <col:16> 'const char [13]' lvalue "Hello, C++!\n"
```

What is an AST

```
1 #include <iostream>
2
3 int main()
4 {
5     std::cout << "Hello, C++!\n";
6 }
```

About this talk



Default Argument

- How does a default argument take effect?

```
1 void Func(int x = 23) {}  
2  
3 int main()  
4 {  
5     Func();  
6 }
```

Initialization

```
1 int main()
2 {
3   char a[5];
4   char b[5]{};
5   char c[5]{0};
6   char d[5]{77};
7 }
```



In-Class Member Initialization

```
1 class Init
2 {
3 public:
4   Init()
5   : i{9}
6   {
7   }
8
9   int i{0};
10  std::vector<int> v{1, 2, 3};
11  std::string s{"Hello"};
12 };
```



Lambda Internals

```
1 int main()
2 {
3     const char hello[]{"Hello NDC TechTown"};
4
5     [&] { printf("%s\n", hello); }();
6 }
```

Getting the type right

```
1 int main()
2 {
3     X<int> collection{};
4
5     for(const X<const int>& x : collection) {}
6     for(const X<int>& x : collection) {}
7     for(const auto& x : collection) {}
8 }
```

Source: [1]

Range-based for statements with initializer

```

1 #include <cstdio>
2 #include <vector>
3
4 int main()
5 {
6     std::vector<int> v{2, 3, 4, 5, 6};
7
8     size_t idx{0};
9     for(const auto& e : v) {
10         printf("[%ld] %d\n", idx++, e);
11     }
12 }

```



Range-based for statements with initializer

```

1 #include <algorithm>
2 #include <cstdio>
3 #include <vector>
4
5 int main()
6 {
7     std::vector<int> v{2, 3, 4, 5, 6};
8
9     size_t idx{0};
10    std::for_each(v.begin(), v.end(), [&](int e) {
11        printf("[%ld] %d\n", idx++, e);
12    });
13 }

```



Range-based for statements with initializer

C++20

```

1 #include <cstdio>
2 #include <vector>
3
4 int main()
5 {
6     std::vector<int> v{2, 3, 4, 5, 6};
7
8     for(size_t idx{0}; const auto& e : v) {
9         printf("[%ld] %d\n", idx++, e);
10    }
11 }

```

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Range-based for statements *without* initializer

C++14

```

1 #include <algorithm>
2 #include <cstdio>
3 #include <vector>
4
5 int main()
6 {
7     std::vector<int> v{2, 3, 4, 5, 6};
8
9     std::for_each(v.begin(),
10                 v.end(),
11                 [idx = size_t{}](int e) mutable {
12                     printf("[%ld] %d\n", idx++, e);
13                 });
14 }

```

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using declaration and ...

C++17

- Since C++17 we can apply the ellipsis to a using declaration.
 - This allows us to bring a specific function from all bases classes into a derived class.

```

1  template<typename... Ts>
2  struct overload : Ts...
3  {
4      using Ts::operator()...;
5  };
6
7  // deduction guide
8  template<typename... Ts>
9  overload(Ts...) -> overload<Ts...>;
10
11 int main()
12 {
13     auto dbl = overload{[](int& v) { v *= 2; },
14                       [](double& a, int& b) {
15                           a *= 2.0;
16                           b *= 2;
17                       }};
18
19     int    i = 2;
20     double d = 3.4;
21     dbl(i);
22     dbl(d, i);
23 }

```

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constexpr if

C++17

- More constexpr'ness
 - This if is evaluated at compile-time.
 - Only the branch which is true is kept.

```

1  enum class OS
2  {
3      Linux,
4      Mac,
5      Windows,
6      native = Linux
7  };
8
9  template<typename T>
10 void RandomFunction()
11 {
12     if constexpr(OS::native == OS::Linux) {
13         // Linux specific code
14         linux_api_call();
15     } else if(OS::native == OS::Mac) {
16         // OS X specific code
17         mac_api_call();
18     } else {
19         static_assert(always_false_v<T>, "Bad OS");
20     }
21 }
22
23 }

```

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auto as non-type template parameter

C++17

- We can have auto as a non-type template parameter in C++17

```

1 #include <iostream>
2
3 template<auto sep = ' ', typename T, typename... Ts>
4 void Print(const T& targ, const Ts&... args)
5 {
6     std::cout << targ;
7
8     if constexpr(sizeof...(args) > 0) {
9         std::cout << sep;
10        Print<sep>(args...);
11    }
12 }
13
14 int main()
15 {
16     Print("Hello", "C++", 20);
17 }

```

Source: [2]

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auto as non-type template parameter

C++17

- We can have auto as a non-type template parameter in C++17

```

1 #include <iostream>
2
3 template<auto sep = ' ', typename T, typename... Ts>
4 void Print(const T& targ, const Ts&... args)
5 {
6     std::cout << targ;
7     auto coutSpaceAndArg = [](const auto& arg) {
8         std::cout << sep << arg;
9     };
10
11     (... , coutSpaceAndArg(args));
12 }
13
14 int main()
15 {
16     Print("Hello", "C++", 20);
17 }

```

Source: [2]

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constexpr Lambdas

C++17

```
1 int main()  
2 {  
3     auto x = [] {};  
4 }
```

Support the project



<https://github.com/andreasfertig/cppinsights>



<https://www.patreon.com/cppinsights>



<https://shop.spreadshirt.de/cppinsights>

Spreadshirt promo-code –20% 5. September: **ANYTHING20**

So it is completely "fertig"? :-)



Andreas Fertig @Andreas_Fertig · Nov 4, 2018
I've made a couple of cppinsights.io updates: it can now handle more statements, more noexcept expressions and some other tweaks. I also fixed the UI, there is new space between all buttons.

Check it out!

[#cppinsights](#) [#cplusplus](#) [#cpp11](#) [#cpp14](#) [#cpp17](#) [#cpp](#) [@isocpp](#)



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1 9 29

Nasrin @__nasrin_
Replying to @Andreas_Fertig @SoftwebCPP and @isocpp
So it is completely "fertig"? :-)
2:35 PM · Nov 5, 2018 · Twitter for iPhone

Source: [3]



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}

I am Fertig.

<https://cppinsights.io>

Available online:



<https://www.AndreasFertig.Info>

Images by Franziska Panter:



<https://panther-concepts.de>



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Used Compilers

- Compilers used to compile (most of) the examples.
 - g++ (GCC) 9.0.1 20190421 (experimental)
 - clang version 9.0.0 (<https://github.com/llvm/llvm-project.git> d6a8bc7a1258f1a938164e354601ee59618fbe1a)

References

- [1] Josuttis N., "When C++ auto is better". <https://twitter.com/nicojosuttis/status/1132620873054261256?s=21>
- [2] Josuttis N., *C++17 - The Complete Guide*. leanpub, 2019.
- [3] ___nasrin_ , "So it is completely "fertig"? :-)". <https://twitter.com/shelsLearningg/status/1059439178499452929>

Images:

31: Franziska Panter

Upcoming Events

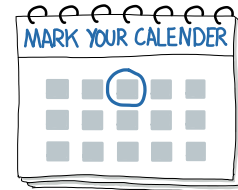
Talks

- *C++ Insights: How stuff works, Lambdas and more!*, ACCU Autum Conf, November 11, 2019
- *C++: λ Demystified*, code::dive, November 21, 2019
- *C++: λ Demystified*, ESE Kongress, December 03, 2019

Training Classes

- *C++1x für eingebettete Systeme kompakt*, QA Systems, November 14, 2019
- *C++ Templates - die richtige Dosis (kompakt)*, QA Systems, November 15, 2019

For my upcoming talks check my *Talks* (<https://andreasfertig.info/talks.html>) page.
For my training services you can check <https://andreasfertig.info/services.html>.



About Andreas Fertig



Andreas is an independent trainer and consultant for C++ specializing in embedded systems. Since his computer science studies in Karlsruhe, he has dealt with embedded systems and the associated requirements and peculiarities. He worked for about 10 years for Philips Medizin Systeme GmbH as a C++ software developer and architect with focus on embedded systems.

Andreas is involved in the C++ standardization committee, especially in SG14 which deals with embedded systems.

He also develops macOS applications and is the author of cppinsights.io.