

Libraries and tools for C++

...0100100100100..01010...
...0100100100100..01010...2
...0100100100100..01010...

FI MUNI
26.11. 2012

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blog: <http://georgik.sinusgear.com>
twitter: <http://twitter.com/sinusgear>

Something about me ;-)



HTML



Content



- Node.js
 - V8, Node bindings
- Gui
 - QT, FLTK, FLUID, wxWidgets
- Special HW
 - Android NDK, Arduino
- Patterns ACE
- Tools

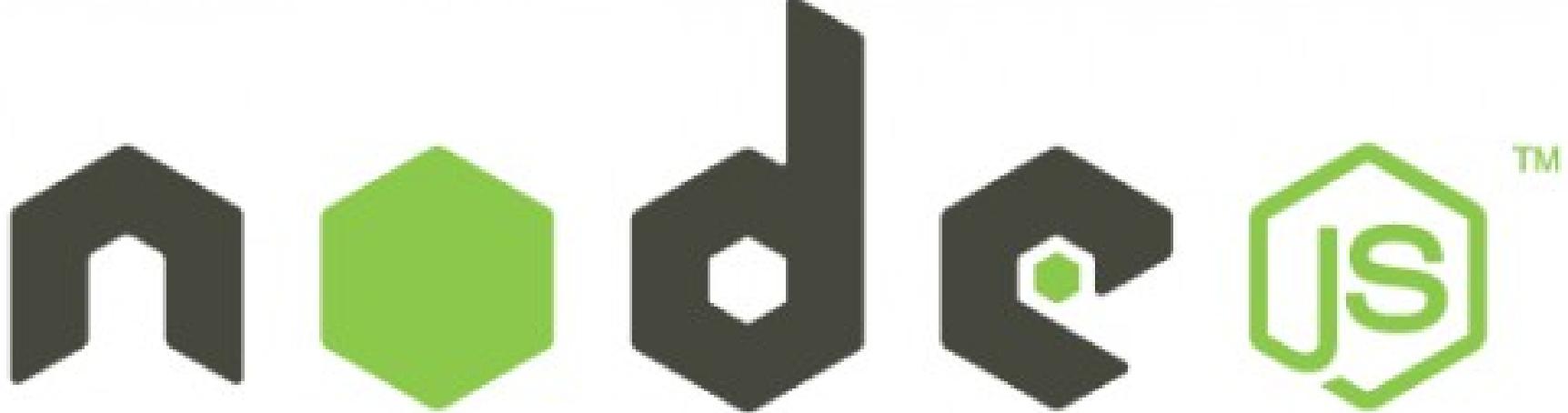
Clone examples

Available at GitHub:

<https://github.com/georgik/fimuni-c-cpp-examples>

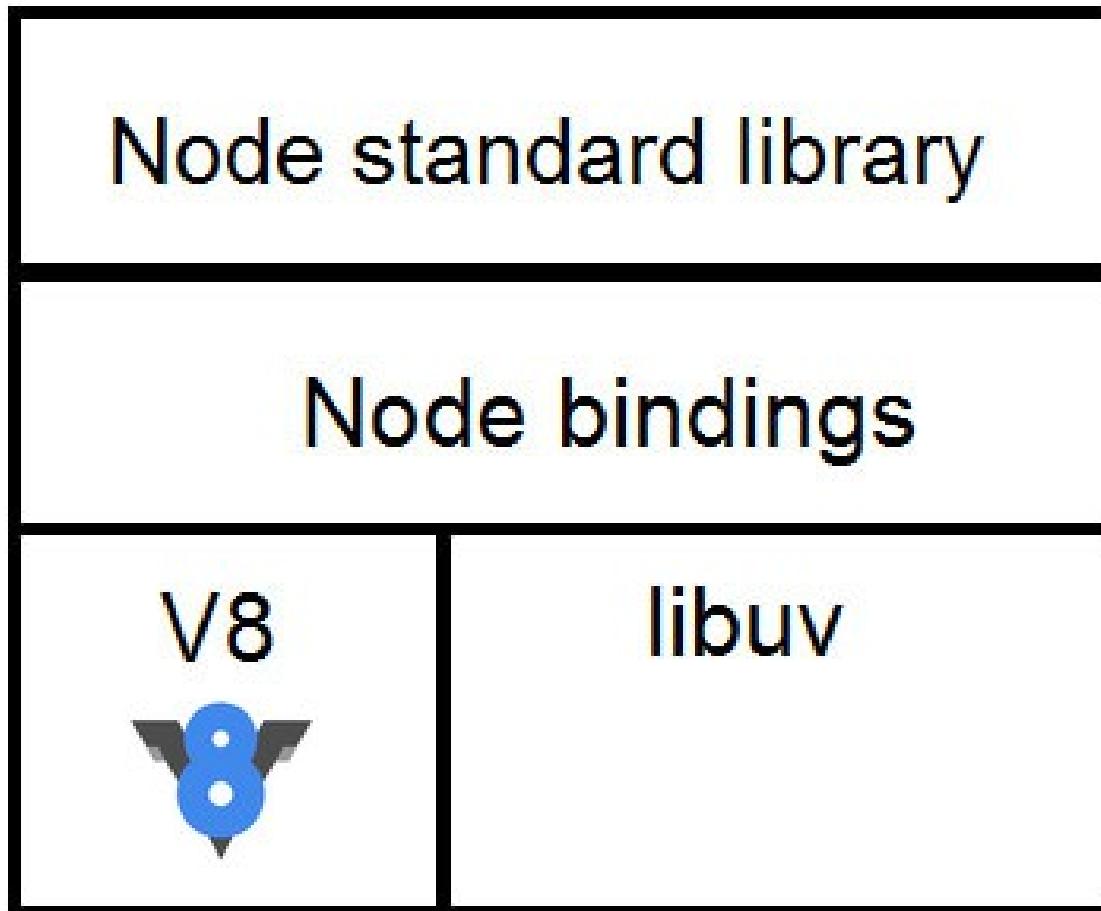
```
git clone git://github.com/georgik/fimuni-c-cpp-examples.git
```





<http://nodejs.org/>

Architecture of Node.js



V8



4x4 Ford V8 engine

V8



Google's open source JavaScript engine
<http://code.google.com/p/v8/>

V8 in context of Chrome



V8

GYP



gyp

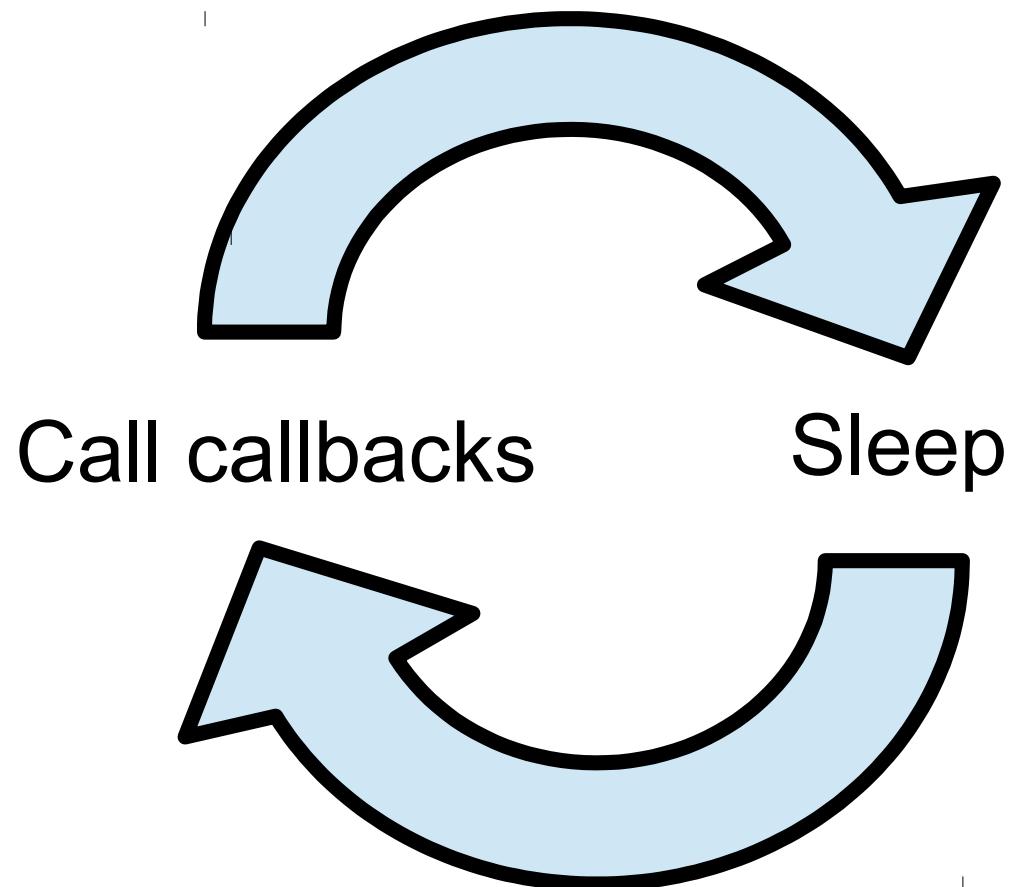
Generate Your Projects

<http://code.google.com/p/gyp/>

GYP example

```
{  
  'targets': [  
    {  
      'target_name': 'All',  
      'type': 'none',  
      'dependencies': [  
        '../preparser/preparser.gyp:*',  
        '../samples/samples.gyp:*',  
        '../src/d8.gyp:d8',  
        '../test/cctest/cctest.gyp:*',  
      ],  
    }  
  ]  
}
```

libuv – event loop



Sample server in JS

The screenshot shows a terminal window with two tabs. The active tab displays the Node.js documentation for the `net` module, specifically the `createServer` method. The code example shown is:

```
var net = require('net');

var server = net.createServer(function (socket) {
  socket.write('Echo server\r\n');
  socket.pipe(socket);
});

server.listen(1337, '127.0.0.1');
```

The terminal also shows the Node.js logo and some descriptive text about its event-driven, non-blocking I/O model.

Below the terminal, a portion of a Vim editor window is visible, showing the file `echo-server.js` with the same code. The Vim interface includes a menu bar with File, Edit, View, Search, Terminal, Tabs, Help, and a status bar indicating the current version is v0.8.14.

Node.js wraps

The image shows a code editor interface with two panes. The left pane displays a file tree and the right pane shows the corresponding code. The code is written in C++ and implements the `Connect` method for the `TCPWrap` class.

```
/* File tree */  
+* tcp_wrap.cc  
  - node  
    - AddressToJS(const sockaddr *)  
    - ConnectWrap  
  -> TCPWrap  
    - ~TCPWrap()  
    - AfterConnect(uv_connect_t *, in  
    - Bind(const Arguments &)  
    - Bind6(const Arguments &)  
    - Connect(const Arguments &)  
    - Connect6(const Arguments &)  
    - GetPeerName(const Arguments &)  
    - GetSockName(const Arguments &)  
    - Initialize(Handle<Object>)
```

```
/* Code */  
Handle<Value> TCPWrap::Connect(const Arguments& args) {  
    HandleScope scope;  
  
    UNWRAP(TCPWrap)  
  
    String::AsciiValue ip_address(args[0]);  
    int port = args[1]->Int32Value();  
  
    struct sockaddr_in address = uv_ip4_addr(*ip_address, port);  
  
    // I hate when people program C++ like it was C, and yet I do it too.  
    // I'm too lazy to come up with the perfect class hierarchy here. Let's  
    // just do some type munging.  
    ConnectWrap* req_wrap = new ConnectWrap();
```

Knižnica



- ClanLib game Simple Development Kit
- <http://www.clanlib.org>

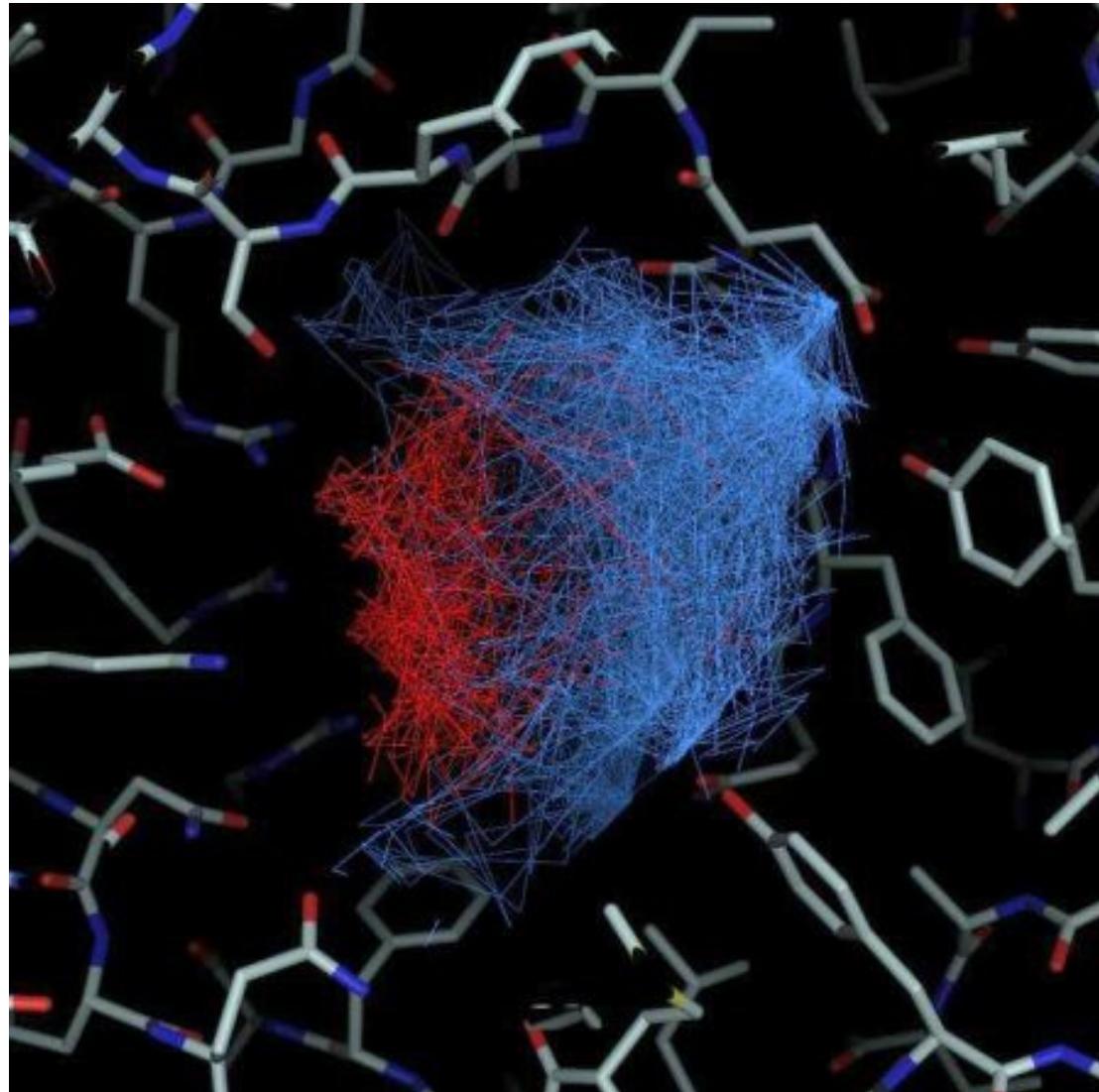
Knižnica

- Mesa



■ <http://mesa3d.sourceforge.net>

Dino



GUI



Graphic User Interface

Vhodné knižnice



QT

FLTK

wxWidgets

QT



**Code less.
Create more.
Deploy everywhere.**

Nokia:
<http://qt.nokia.com>

QT



- produkt firmy Trolltech, neskôr Nokia
- licencie: open source aj komrčné
- knižnica vznikla v roku 1996
- podporuje C++ a Javu

Platformy

- MS/Windows
- Unix/X11 - Linux, Sun Solaris, HP-UX, Compaq Tru64 UNIX, IBM AIX, IRIX, Mac OS X
- Embedded - Linux platforms with framebuffer support.

Code less. Create more. Deploy everywhere.



QT Creator IDE

- nástroj na tvorbu GUI
- rozvrhnutú plochu ukladá do XML súboru
- z XML definície sa generuje kód programu



Kompilácia



- uloženie projektu
- vytvorenie Makefile z projektu
 - qmake -o Makefile test.pro
- komplilácia
 - make

Linguist

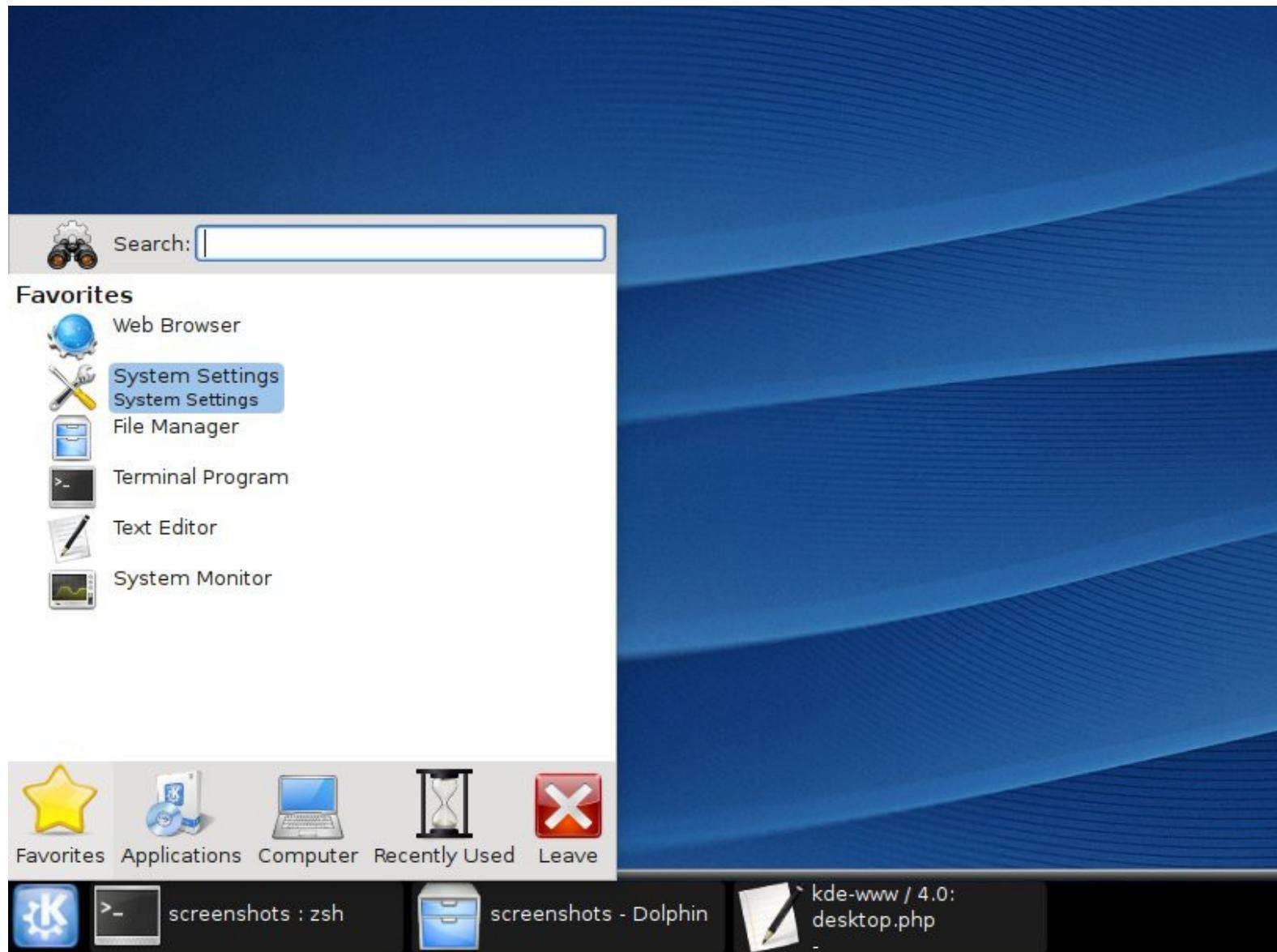


- nástroj na preklad aplikácií
- umožňuje oddeliť kód od textov
- prekladateľ a programátor pracujú samostatne

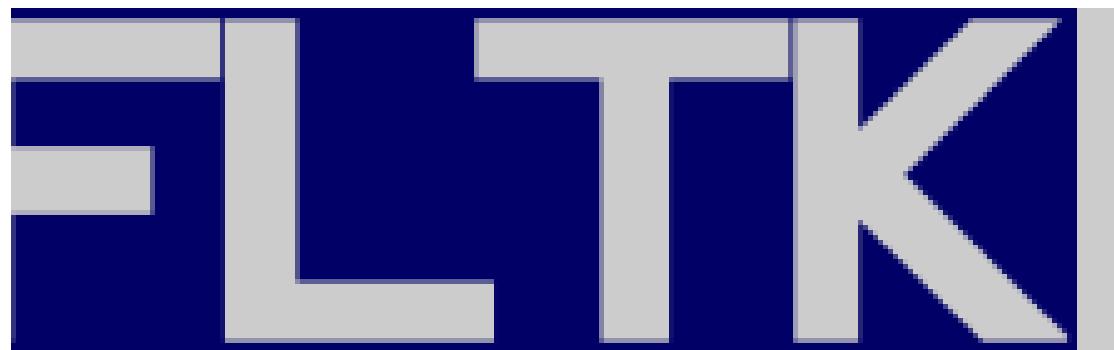
Amélia



KDE



FLTK



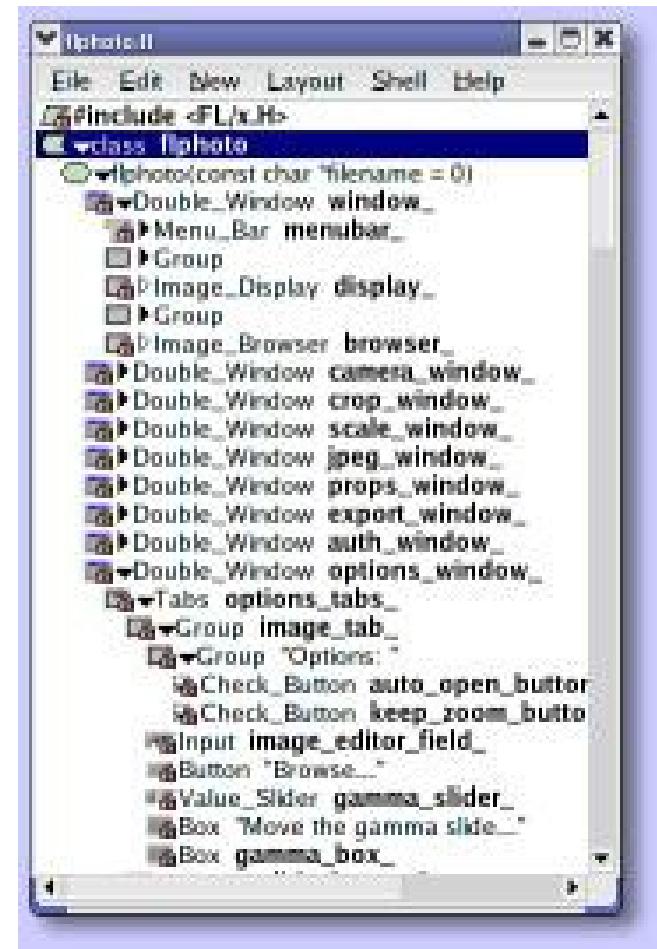
<http://www.fltk.org>

Knižnica FLTK

- The Fast Light Tool Kit
- Autor: Bill Spitzak
- venoval sa vývoju rozhraní pre Sun Microsystems
- veľa myšlienok zjednodušil a vložil do kitu
- nízko-úrovňová kompatibilita - 10% odlišnosti

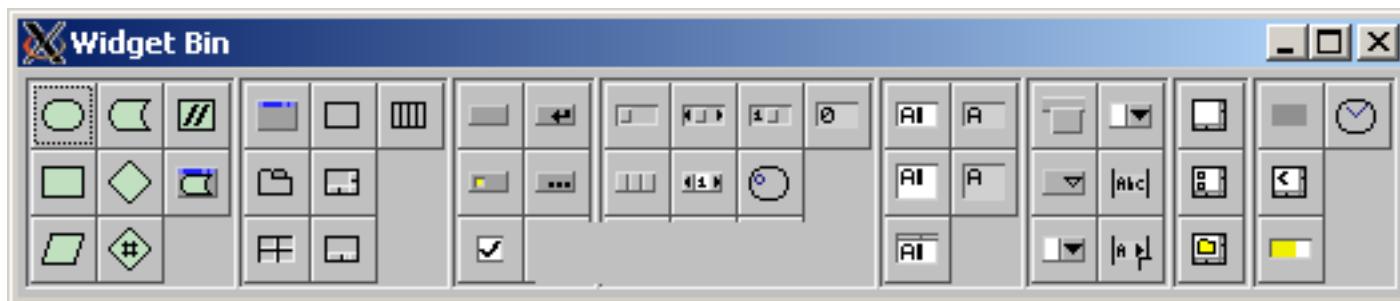
Platformy

- Unix, Linux
- Microsoft Windows
- MacOS
- s podporou OpenGL a GLUT



FLUID

- Fast Light User-Interface Designer
- jednoduchý designer na tvorbu GUI

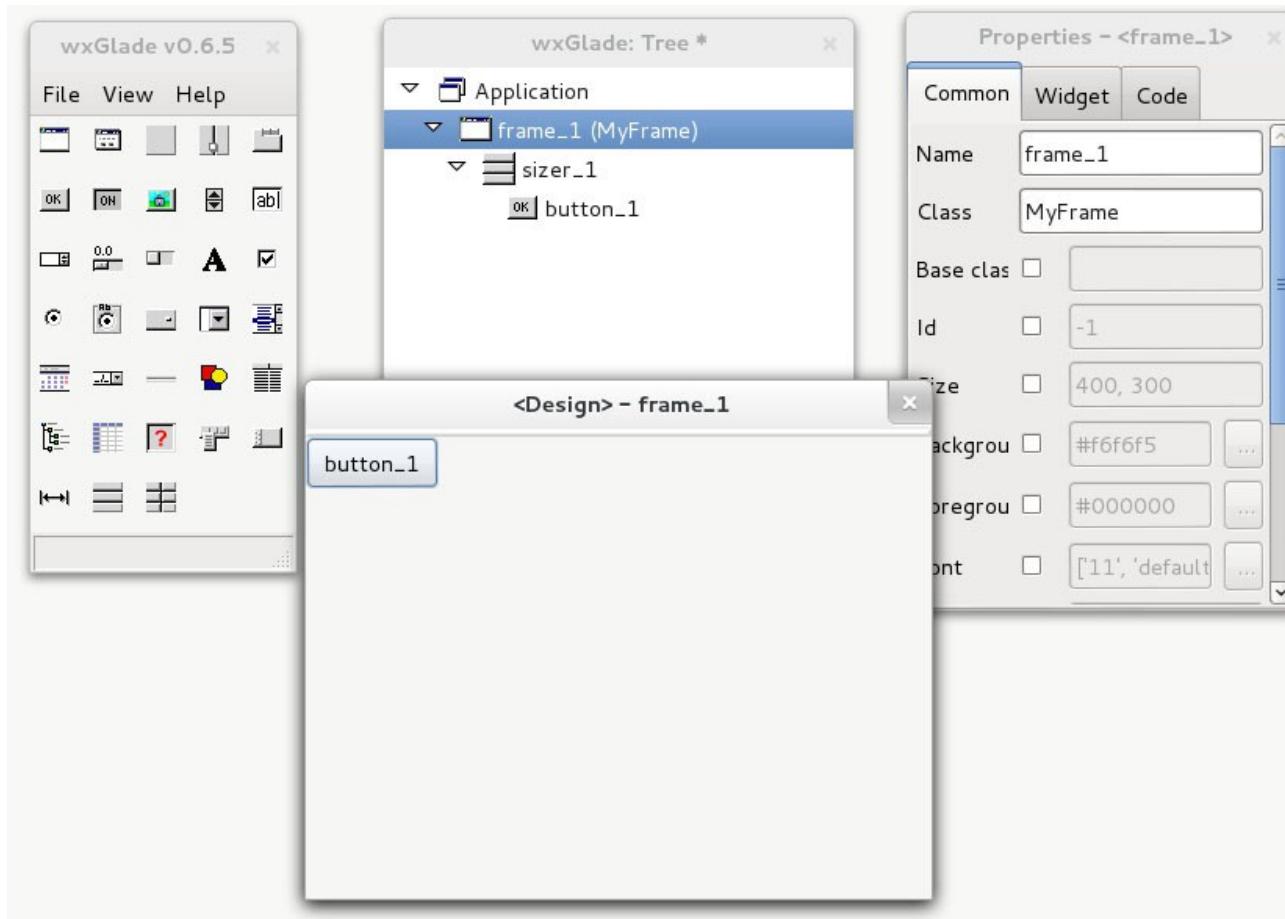


wxWidget



<http://www.wxwidgets.org/>

wxGlade



Android – Native Development Kit



- <http://developer.android.com/sdk/ndk/>
- Pozor!
 - App nemusí byť optimálnejšia než napísaná v Java

NDK



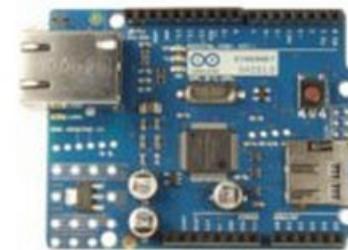
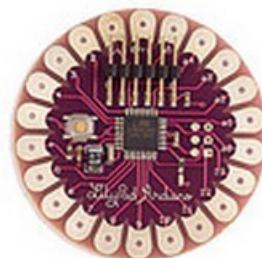
- stiahnut' SDK a NDK
- export PATH=\$PATH:/cesta/sdk/tools:/cesta/ndk
- cd /cesta/ndk/samples/hello-jni
- android update project -p . -s
- ndk-build
- ant debug

Adobe Alchemy

- zaujímavý experiment
- C/C++ kód skompilovaný pre FlashPlayer
 - AVM2
- prenositeľnosť
 - príklad: Doom
 - <http://labs.adobe.com>



Arduino



- <http://www.arduino.cc/playground/Interfacing/CPPWindows>

ACE

- ✚ The ADAPTIVE Communication Environment
 - <http://www.cs.wustl.edu/~schmidt/ACE.html>
- ✚ Open source C++ framework
 - reactor, proactor
 - acceptor, connector



Java Native Interface - JNI



```
public class HelloWorld {  
    private native void sayHello();  
  
    public static void main(String[] args) {  
        System.loadLibrary("library");  
        new HelloWorld().sayHello();  
    }  
}
```



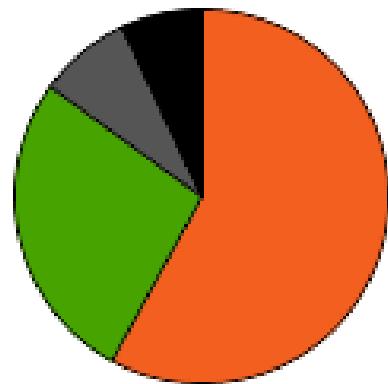
<http://www.boost.org>

- “...one of the most highly regarded and expertly designed C++ library projects in the world.”
 - Herb Sutter and Andrei Alexandrescu

Boost

LANGUAGES

| | | |
|---------------------------------------|-------|-----|
| █ | C++ | 58% |
| █ | HTML | 27% |
| █ | XML | 8% |
| █ | Other | 7% |



Boost C++ Libraries, updated 01 Oct 2010

more at [ohloh](#)

PROJECT COST

This calculator estimates how much it would cost to hire a team to write this project from scratch.

| | |
|---------------|--|
| Include | <input style="border: 1px solid black; padding: 2px 10px; width: 150px; height: 20px;" type="button" value="Markup And Code"/> |
| Codebase | 17,215,641 LOC |
| Effort (est.) | 5426 Person Years |
| Avg. Salary | \$ <input type="text" value="55000"/> /year |
| | \$298,442,657 |

Boost C++ Libraries, updated 01 Oct 2010 more at [ohloh](#)

Boost Test Library

- Test everything that could possibly break
- jednoduchá tvorba tescasov
- TestSuite – TestCase
- test je spustiteľný program
- bjam integruje spúšťanie testov



TestCase

```
using namespace boost::unit_test_framework;
```

```
/**  
 * Test basic marshaller functionality  
 */  
void testServerQuery()  
{  
    ServerQuery query = ServerQuery();  
  
    query.session = "112";  
    query.userId = "janko";  
  
    BOOST_CHECK_EQUAL( query.sessionAsChar(), "112" );  
    BOOST_CHECK_EQUAL( query.userIdAsChar(), "janko" );  
}
```



Jam



- náhrada Makefile
- rozšíritelné funkcie
- automatická detekcia header files
- prenositeľné: Unix, Windows, VMS, Mac
- malý CPU overhead
- build obrovských projektov
- škálovateľné

jam + TestCase



- Jamfile (Jamroot)
 - import testing ;
 - run tests/testServerQuery.cpp server ;
- Shell
 - \$ bjam
 - ...patience...
 - ...found 2 targets...
 - ...updating 2 targets...
 - *** test passed ***

Valgrind

debugging a profiling

memcheck

helgrind - race condition, thread profiling



Modes debugger



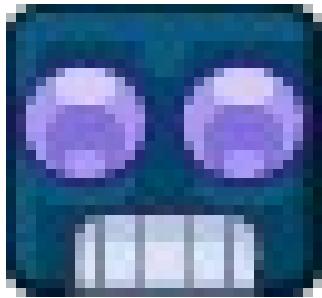
Local application

Attach to local process

Attach to remote process

Post-mortem

Application crashed

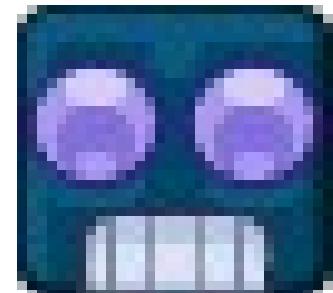


Post-mortem analysis

Image from memory: coredump

Quick analysis of core dump

```
(georgik@traper:pts/6)-
(10:43: )— ulimit -c unlimited
(georgik@traper:pts/6)-
(10:44: )— xeyes&
[1] 532
(georgik@traper:pts/6)-
(10:44: )— pkill -3 -f xeyes
[1] + quit (core dumped) xeyes
(georgik@traper:pts/6)-
(10:44: )— gdb /usr/bin/xeyes core
(no debugging symbols found)
Core was generated by `xeyes'.
Program terminated with signal 3, Quit.
#0 0xb802f424 in __kernel_vsyscall ()
(gdb) bt full ←
#0 0xb802f424 in __kernel_vsyscall ()
No symbol table info available.
#1 0xb7dbd42b in poll () from /lib/i686/cmov/libc.so.6
No symbol table info available.
#2 0xb7fdb2f7 in _XtWaitForSomething () from /usr/lib/libXt.so.6
No symbol table info available.
#3 0xb7fdc75b in XtAppNextEvent () from /usr/lib/libXt.so.6
```



Strace

Mutextrace



- mutextrace ./mutex-tester-app param1 param2
 - lock #1, free -> thread 1
 - init #2
 - lock #2, free -> thread 1
 - unlock #1
 - lock #1, free -> thread 1
 - init #3
 - lock #3, free -> thread 1
 - unlock #1

Maven pre C++



- web: <http://maven.apache.org>
 - mvn [parametre|ciele]
- súbor s definíciou projekt
 - pom.xml
- plugin pre C++
 - native-maven-plugin

Kontinuálna integrácia

- rýchla kontrola po committe
- Jenkins CI – príklad:
 - <http://ci.sinusgear.com>

The screenshot shows the Jenkins web interface for the 'games' project. The top navigation bar includes links for 'People', 'Build History', 'Project Relationship', and 'Check File Fingerprint'. Below the navigation is a 'Build Queue' section stating 'No builds in the queue.' On the left, there's a sidebar with sections for 'Build Executor Status' (two entries: '#1 Idle' and '#2 Idle') and a cartoon character holding a coffee cup.

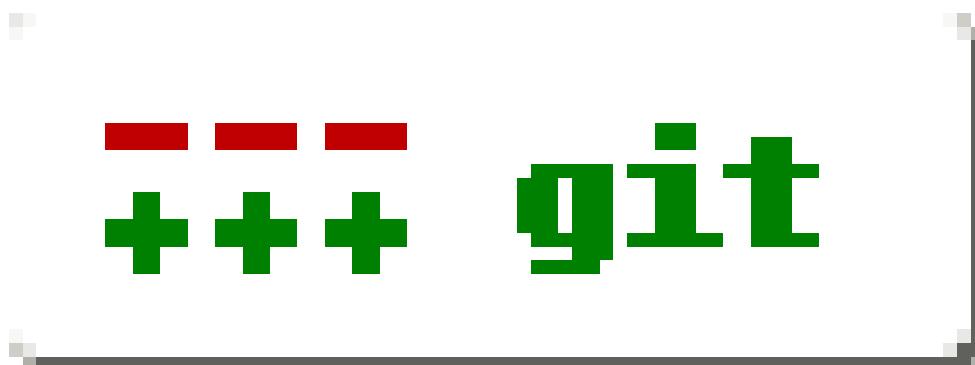
The main content area displays a table of build information for the 'games' project. The columns are labeled: S (Status), W (Last Result), Name (flixF), Last Success (4 mo 5 days (#15)), Last Failure (8 mo 9 days (#14)), and Last Duration (46 sec). A second row shows another build for 'pushbuttonengine' with similar details.

At the bottom of the table, there are icons for 'S' (Small), 'M' (Medium), and 'L' (Large) and three RSS feed links: 'RSS for all', 'RSS for failures', and 'RSS for just latest builds'.

The page footer indicates it was generated on Nov 17, 2011, at 6:06:44 PM, and the Jenkins version is 1.420.

GIT

- oproti SVN možnosť lokálných commitov
- Social Coding
 - <http://www.github.com>



git



- Source Control & Project Management
 - <http://trac.edgewall.org>
 - <http://trac-hacks.org/>

The screenshot shows the Twisted Matrix Labs Trac instance's timeline. The top navigation bar includes links for HOME, FAQ, DOCS, DOWNLOAD, and a search bar. Below the navigation is a secondary menu with links for Login, Help/Guide, About Trac, Register, Wiki, Timeline (which is currently selected), Roadmap, Browse Source, View Tickets, and another Search bar.

The main content area is titled "Timeline". It displays a list of recent events:

- 12/04/2009:
 - 08:34 Ticket #3199 (enhancement) closed by thijs
fixed: In [27678]: Merge news-generator-2884-3 Author: exarkun Reviewer: glyph ...
 - 08:33 Ticket #2884 (enhancement) closed by thijs
fixed: In [27678]: Merge news-generator-2884-3 Author: exarkun Reviewer: glyph ...
 - 01:02 Changeset [27678] by exarkun
Merge news-generator-2884-3 Author: exarkun Reviewer: glyph Fixes: ...
 - 00:32 Changeset [27677] by exarkun
parameter docs for the rest of the NewsBuilder? methods
 - 00:27 Ticket #4116 (enhancement) closed by exarkun
fixed: (In [27676]) Merge amp-listof-4116 Author: exarkun Reviewer: therive, radix ...
 - 00:27 Changeset [27676] by exarkun
Merge amp-listof-4116 Author: exarkun Reviewer: therive, radix Fixes: ...

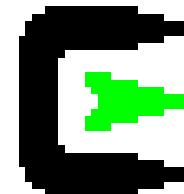
To the right of the timeline, there is a sidebar with the following controls:

- View changes from and days back.
- Ticket changes
- Ticket details
- Milestones
- Repository checkins
- Wiki changes

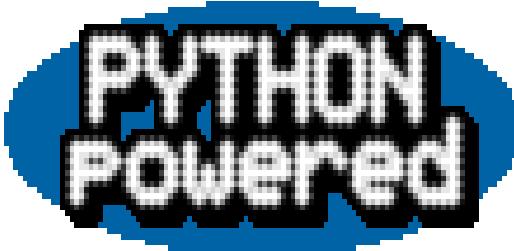
A blue "Update" button is located at the bottom right of the sidebar.

GNU a Windows

- Minimalist GNU For Windows
 - <http://www.mingw.org>
- Cygwin
 - <http://www.cygwin.com>
 - <http://cygwinports.dotsrc.org/>



Python



- silný objektovo orientovaný jazyk
- platformovo nezávislý
- integrovateľný s C a C++
 - <http://www.python.org>
 - <http://www.py.cz>



Twisted

- udalosťami riadený sietový framework
- podpora TCP, UDP, SSL/TLS, multicast
- Unix sockets
- veľké množstvo protokolov
 - HTTP, NNTP, IMAP, SSH, IRC, FTP...
 - <http://twistedmatrix.com/trac/>

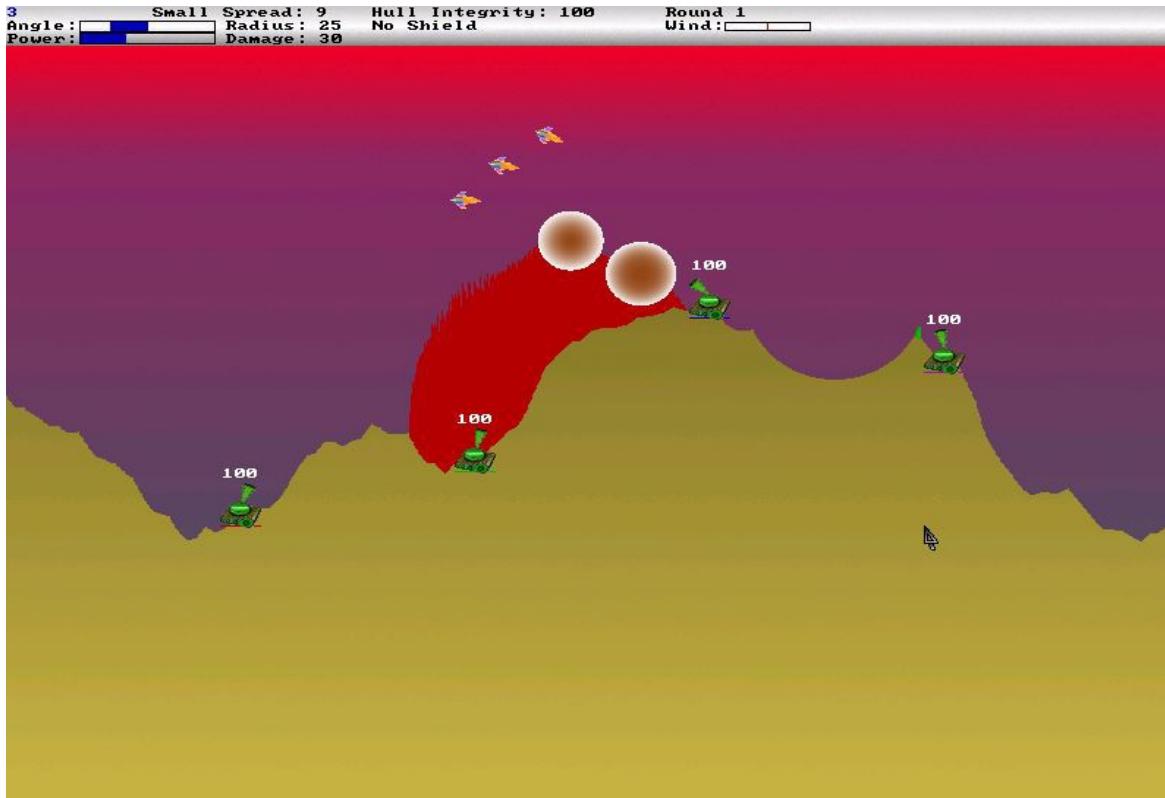


Project

- GitHub
 - <http://www.github.com>
- Google Code
 - <http://code.google.com/opensource>
- SourceForge
 - <http://sourceforge.net>
- FreeCode
 - <http://freecode.com>
- CodePlex – MS Platforma
 - <http://codeplex.com>



Atomic Tanks as open source



Open source it.
Somebody can continue in your work
<http://atanks.sf.net>

Ohloh

Compare open source projects
<http://www.ohloh.net>



| Include | Markup And Code |
|---------------|------------------|
| Codebase | 385,818 |
| Effort (est.) | 102 Person Years |
| Avg. Salary | \$ 55000 year |
| \$ 5,598,652 | |



se-radio.net



<http://www.se-radio.net>

A je tu záver



Otázky?

EOF



...0100100100100..01010...
...0100100100100..01010...2
...0100100100100..01010...

FI MUNI, Brno 2012
Juraj Michálek

blog: <http://georgik.sinusgear.com>
twitter: <http://twitter.com/sinusgear>