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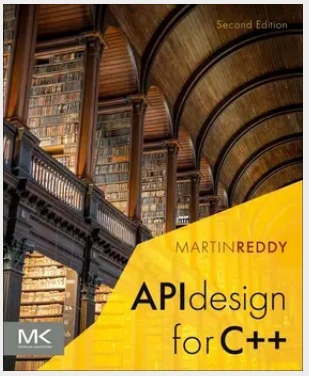
API Design for C++



API Design for C++, Second Edition provides a comprehensive discussion of Application Programming Interface (API) development, from initial design through implementation, testing, documentation, release, versioning, maintenance, and deprecation. It is the only book that teaches the strategies of C++ API development, including interface design, versioning, scripting, and plug-in extensibility. Drawing from the author's experience on large scale, collaborative software projects, the text offers practical techniques of API design that produce robust code for the long-term. It presents patterns and practices that provide real value to individual developers as well as organizations. The Second Edition includes all new material fully updated for the latest versions of C++, including a new chapter on concurrency and multithreading, as well as a new chapter discussing how Objective C++ and C++ code can co-exist and how a C++ API can be accessed from Swift programs. In addition, it explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that produce high quality, robust, and long-lived APIs. It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries. A discussion on testing strategies concentrates on automated API testing techniques rather than attempting to include end-user application testing techniques such as GUI testing, system testing, or manual testing.

Auf Anfrage

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Neumannstraße 10, 40235 Düsseldorf | kundenservice@otto-schmidt.de | 0221-93738-997 (Inland)