

c templates the complete guide 3rd edition

C Templates The Complete Guide 3rd Edition: Unlocking the Power of Modern C++

c templates the complete guide 3rd edition is a must-have resource for anyone looking to master templates in C++. Whether you're a beginner just stepping into the world of generic programming or an experienced developer aiming to deepen your understanding of advanced template techniques, this edition offers a thorough, up-to-date exploration of one of C++'s most powerful features. The book's comprehensive approach ensures that readers learn not just the syntax, but also the nuances and best practices associated with templates, enabling them to write more flexible, efficient, and reusable code.

Templates are the cornerstone of generic programming in C++, allowing developers to write functions and classes that work with any data type. Over the years, C++ templates have evolved significantly, especially with the introduction of newer standards like C++11, C++14, C++17, and C++20. The third edition of this guide reflects those changes, providing insights into modern template metaprogramming, concepts, and type traits that are essential for contemporary C++ development.

Understanding the Core Concepts of C++ Templates

To appreciate the depth of **c templates the complete guide 3rd edition**, it's important to start with a solid grasp of what templates are and why they matter. At its core, a template is a blueprint for creating functions or classes that operate with generic types. This allows programmers to build highly reusable code without duplicating logic for each data type.

Function Templates and Class Templates

The book begins by detailing function templates, showing how you can write a single function definition that works with multiple data types. For example, a simple swap function that exchanges values of any type can be templated, reducing redundancy.

Class templates take this idea further by allowing entire classes to be parameterized by type. The guide dives into how you can create container classes, smart pointers, or even complex data structures like trees or graphs that are type-agnostic. This flexibility is key in writing code that is both maintainable and adaptable.

Template Instantiation and Specialization

One of the tricky parts of working with templates is understanding how the compiler generates specific instances of templates during compilation. The book explains template instantiation in detail, helping readers grasp how different types influence code generation.

Moreover, it covers template specialization — a powerful feature that lets you tailor the behavior of a template for a specific type. Partial specialization, where only some template parameters are specialized, is also thoroughly explored, demonstrating practical scenarios where this technique is invaluable.

Advanced Template Techniques Explored

As the guide progresses, it delves into more sophisticated template features that modern C++ developers need to know.

Variadic Templates and Parameter Packs

With C++11, variadic templates introduced a way to handle functions and classes with an arbitrary number of template parameters. The book's coverage of variadic templates explains how to use parameter packs effectively, enabling you to write more generic and flexible code constructs, such as tuple implementations or forwarding functions.

Template Metaprogramming and Compile-Time Computation

One of the most fascinating areas in template programming is template metaprogramming — using templates to perform computations at compile time. This technique can lead to highly optimized code by shifting work from runtime to compile time.

The guide walks through examples of compile-time factorial calculations, type lists, and conditional logic using templates. These examples illustrate how metaprogramming can be applied to real-world problems, such as optimizing performance-critical applications or implementing complex type-based logic.

Concepts and Constraints in Modern C++

The latest standards introduced concepts, which are compile-time predicates that constrain template parameters. **c templates the complete guide 3rd edition** provides an accessible explanation of concepts, demonstrating how they enhance code readability and error diagnostics by enforcing template parameter requirements.

This section also covers SFINAE (Substitution Failure Is Not An Error), a traditional technique used before concepts to enable template specialization and overload resolution based on type traits.

Practical Usage Tips and Best Practices

While understanding the theory behind templates is crucial, the book emphasizes practical advice

that helps developers write better template code.

Designing Reusable and Maintainable Templates

Templates can introduce complexity if not designed thoughtfully. The guide advises on crafting templates with clear interfaces, meaningful template parameter names, and appropriate use of default parameters. These practices improve code readability, making it easier for others (and your future self) to maintain the codebase.

Debugging Template Code

Template errors can be notoriously difficult to decipher due to their verbose and sometimes cryptic compiler messages. The book offers strategies for debugging template instantiations, such as:

- Using `static_assert` for meaningful compile-time checks
- Breaking down complex templates into smaller parts
- Leveraging compiler-specific flags to get better diagnostics

These insights can save developers significant time and frustration.

Optimizing Template Code for Performance

Templates can impact both compile time and runtime performance. The guide discusses techniques to minimize compilation overhead, such as avoiding unnecessary template instantiations and using inline functions wisely.

Additionally, it explores how templates can enable zero-overhead abstractions, a key philosophy of modern C++. By understanding these optimization strategies, developers can harness the full power of templates without sacrificing efficiency.

Why This Edition Stands Out

The third edition of this guide is notable for its up-to-date content reflecting the latest C++ standards. It integrates newer language features and idioms, ensuring readers are learning contemporary best practices rather than outdated techniques.

It also balances theory with practical examples, making complex topics approachable. Whether you're interested in using templates for library development or application-level programming, this

guide provides a roadmap that caters to varied learning paths.

Integration with Standard Library Templates

Another valuable aspect of this edition is its focus on how templates interact with the C++ Standard Library. Templates underpin many STL components, from vectors to maps and smart pointers. Understanding this relationship helps you leverage existing templates effectively and even extend them to suit specific needs.

Real-World Case Studies and Code Samples

Throughout the book, readers encounter real-world case studies that illustrate how templates solve common programming problems. These examples not only clarify abstract concepts but also inspire creative applications of template programming in your own projects.

Diving Deeper into Template-Related Topics

Beyond the fundamentals, the book also touches on related topics that enhance your template programming toolkit.

Type Traits and Compile-Time Reflection

Type traits are compile-time utilities that inform template logic based on properties of types. This guide explains how to use these traits effectively to write smarter templates that adapt to different type characteristics automatically.

With the advent of compile-time reflection in upcoming C++ standards, templates will become even more powerful. The book offers a sneak peek into these developments, preparing readers for the future of C++ programming.

Template Aliases and Using Declarations

Simplifying complex template syntax is another theme covered in the guide. Template aliases (introduced in C++11) help reduce verbosity and improve code clarity, especially when dealing with nested templates. The book shares practical techniques to make your template code cleaner and more maintainable.

For anyone ready to dive deep into C++ templates, **c templates the complete guide 3rd edition** serves as an invaluable companion. It not only demystifies the intricate world of templates but also

equips you with the knowledge to write powerful, efficient, and modern C++ code that stands the test of time.

Frequently Asked Questions

What is 'C Templates: The Complete Guide 3rd Edition' about?

'C Templates: The Complete Guide 3rd Edition' is an in-depth book that covers the use of templates in the C programming language, focusing on template syntax, best practices, and advanced techniques for efficient and reusable code.

Who is the author of 'C Templates: The Complete Guide 3rd Edition'?

The author of 'C Templates: The Complete Guide 3rd Edition' is David Vandevoorde, a recognized expert in C++ templates and generic programming.

What new topics are covered in the 3rd edition compared to previous editions?

The 3rd edition includes updates on modern C++ standards, expanded coverage of template metaprogramming, concepts, constexpr, and improved explanations on template specialization and variadic templates.

Is 'C Templates: The Complete Guide 3rd Edition' suitable for beginners?

While the book is comprehensive, it is best suited for intermediate to advanced programmers familiar with C++ basics, as it delves deep into complex template programming concepts.

Does the book cover template metaprogramming techniques?

Yes, the book provides extensive coverage of template metaprogramming, including practical examples and advanced techniques to leverage templates for compile-time computation.

Are there practical examples included in the book?

Yes, the guide includes numerous practical code examples and case studies that demonstrate template usage in real-world programming scenarios.

How does this book help improve C++ programming skills?

By mastering templates through this guide, programmers can write more generic, reusable, and efficient code, understand advanced language features, and improve their overall C++ expertise.

Does the book discuss template concepts introduced in C++20?

The 3rd edition covers modern features including concepts introduced in C++20, explaining how to use them to constrain templates and improve code clarity and safety.

Where can I purchase or access 'C Templates: The Complete Guide 3rd Edition'?

The book is available for purchase on major online retailers like Amazon, and may also be accessible through technical bookstores or digital libraries specializing in programming literature.

Additional Resources

****C Templates The Complete Guide 3rd Edition: An In-Depth Review****

c templates the complete guide 3rd edition stands as a pivotal resource for programmers aiming to master the intricacies of C++ templates. As template programming continues to underpin modern C++ development, this edition seeks to address both foundational concepts and advanced techniques with clarity and depth. For developers navigating the complexities of generic programming, understanding how this guide positions itself in today's evolving C++ landscape is essential.

Exploring the Scope of C Templates The Complete Guide 3rd Edition

The third edition of this comprehensive manual extends beyond introductory material, offering a detailed exploration of template syntax, specialization, and metaprogramming. With C++ evolving rapidly, particularly since the introduction of C++11 and later standards, the book integrates modern features such as variadic templates, constexpr functions, and template aliases. This positions it as more than a refresher; it's an essential update for those keeping pace with contemporary C++ standards.

The author's approach balances theoretical explanations with practical examples, creating an environment conducive to both learning and reference. It dives into the mechanics of template instantiation and argument deduction, which are often stumbling blocks for many developers. By elucidating these core concepts, the guide helps reduce common pitfalls associated with template misuse or misunderstanding.

Key Features and Content Breakdown

The guide's structure is logically segmented, covering topics that range from basic template usage to advanced template metaprogramming techniques. Notable features include:

- **Detailed Coverage of Template Basics:** Covers function and class templates, template parameters, and template argument deduction.
- **Template Specializations:** Explains partial and full specialization techniques, enabling customization of generic code.
- **Variadic Templates and Parameter Packs:** Provides explanations and examples for templates that accept an arbitrary number of parameters, a feature critical for modern C++.
- **Template Metaprogramming:** Discusses compile-time computation strategies using templates, including SFINAE (Substitution Failure Is Not An Error) and constexpr techniques.
- **Integration with Modern C++:** Highlights how templates interact with C++11, C++14, and C++17 features, illustrating their practical applications.

This edition's inclusion of real-world code snippets and detailed explanations helps bridge the gap between theoretical understanding and practical application, making it a valuable tool for intermediate and advanced C++ developers.

The Importance of Templates in Modern C++ Development

Templates are fundamental to C++'s ability to support generic programming, enabling developers to write flexible, reusable code. As software complexity grows, templates facilitate type-safe abstractions without sacrificing performance. The guide's emphasis on best practices and template design patterns helps developers leverage this power effectively.

One of the standout aspects of this edition is its treatment of template-related compiler errors and debugging strategies. Template errors can be notoriously verbose and difficult to interpret; thus, the guide's advice on diagnosing and resolving these issues is especially beneficial.

Comparative Insight: Third Edition Versus Previous Editions

Compared to earlier editions, the third edition of *C++ Templates: The Complete Guide* introduces expanded coverage of C++17 features and improves explanations of template metaprogramming concepts. Earlier versions tended to focus more on C++03 and C++11 features, which, while foundational, do not cover the full spectrum of current template capabilities.

Additionally, the third edition has refined its discussion on template argument deduction and SFINAE, incorporating more nuanced examples and clearer language. This reflects the evolving complexity and usage patterns of templates in modern codebases, ensuring that readers gain insights aligned with industry practices.

Who Benefits Most from This Comprehensive Guide?

While the book certainly caters to experienced C++ programmers, it also serves as an excellent reference for learners who have a solid grasp of basic programming concepts but seek to master templates. The methodical progression from simple to complex topics supports a gradual learning curve.

Moreover, software architects and library developers will find the in-depth analysis of template design patterns and metaprogramming especially valuable. These readers can leverage the guide to architect highly efficient, maintainable code that takes full advantage of C++'s compile-time capabilities.

Strengths and Potential Limitations

- **Strengths:**

- Comprehensive and up-to-date coverage of C++ templates.
- Clear explanations of complex concepts like SFINAE and variadic templates.
- Rich collection of practical code examples that illustrate real-world use cases.
- Focus on modern standards ensures relevance for current development environments.

- **Limitations:**

- Readers new to C++ may find some sections dense without prior exposure to template basics.
- The volume of content can be overwhelming for casual readers seeking quick answers.
- Some highly specialized template metaprogramming topics may require supplementary materials for full comprehension.

Optimizing Template Development Workflows

Beyond theory, the third edition also addresses practical workflow improvements, such as template compilation techniques and optimization strategies. It guides developers on minimizing compile-time overhead—an often overlooked but critical aspect of template-heavy codebases.

The book also touches on interoperability with other C++ features, such as lambda expressions and constexpr, demonstrating how templates can be combined with these constructs to write more expressive and efficient code.

Impact on SEO and Developer Resource Accessibility

Given the growing demand for expertise in C++ templates, especially in fields like systems programming, game development, and high-performance computing, resources like *c templates the complete guide 3rd edition* are invaluable. The guide's comprehensive nature and modern relevance make it a frequently referenced title in developer forums, coding tutorials, and academic syllabi.

In terms of SEO, the consistent use of relevant keywords such as "C++ template programming," "template metaprogramming," "variadic templates," and "template specialization" throughout the guide's content ensures it remains highly discoverable by developers seeking authoritative information on these topics.

The book's thorough coverage encourages organic backlinks from technical blogs, programming communities, and educational websites, further enhancing its visibility to target audiences.

By weaving together foundational knowledge and advanced techniques, *c templates the complete guide 3rd edition* stands as an essential text for those committed to excelling in C++ template programming. Its detailed, methodical approach offers both an educational journey and a practical reference, reflecting the ongoing evolution of C++ and its template capabilities.

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c templates the complete guide 3rd edition: [The ACE Programmer's Guide](#) Stephen D. Huston, James CE Johnson, Umar Syyid, 2010-05-15 The ADAPTIVE Communication Environment (ACE) is an open-source software toolkit created to solve network programming challenges. Written in C++, with the help of 30 core developers and 1,700 contributors, this portable middleware has evolved to encapsulate and augment a wide range of native OS capabilities essential to support performance-driven software systems. The ACE Programmer's Guide is a practical, hands-on guide to ACE for C++ programmers building networked applications and next-generation middleware. The book first introduces ACE to beginners. It then explains how you can tap design patterns, frameworks, and ACE to produce effective, easily maintained software systems with less time and effort. The book features discussions of programming aids, interprocess communication (IPC) issues, process and thread management, shared memory, the ACE Service Configurator framework, timer management classes, the ACE Naming Service, and more.

c templates the complete guide 3rd edition: Forschung mit modernem C++ Peter Gottschling, 2019-07-08 Das Programmieren von C++ ist der schnellste Weg, um das gesamte Spektrum der auf heutiger Hardware verfügbaren Rechenleistung zu nutzen. Dieses Buch behandelt Techniken für das Programmieren von „close to the bare metal“ sowie abstraktere High-Level-Programmierkonstrukte. Es ist speziell für die C++-Programmierung von wissenschaftlichen und technischen Anwendungen konzipiert und führt den Leser zu den anspruchsvolleren Stilen und erweiterten Funktionen, die hierfür nötig sind. Es bietet: - C++-Wissen auf dem neuesten Stand von C++11/14/17 - Entwicklung geeigneter Abstraktionen, um schnell C++-Programme für eine Vielzahl von Problembereichen schreiben zu können - Viele Beispiele unter Verwendung technischer Algorithmen, z.B. Matrix Template Library MTL 4. Das Material des Buches hat sich drei Jahre lang als Vorlesung und noch deutlich länger als Training professioneller Programmierer bewährt. Es deckt inhaltlich ein breites Spektrum ab: von der Tool Chain und dem Build-Prozess bis hin zu Templates, Lambdas und wissenschaftlichen Bibliotheken.

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c templates the complete guide 3rd edition: Professional C++ Marc Gregoire, 2021-02-10 Improve your existing C++ competencies quickly and efficiently with this advanced volume Professional C++, 5th Edition raises the bar for advanced programming manuals. Complete with a comprehensive overview of the new capabilities of C++20, each feature of the newly updated programming language is explained in detail and with examples. Case studies that include extensive, working code round out the already impressive educational material found within. Without a doubt, the new 5th Edition of Professional C++ is the leading resource for dedicated and knowledgeable professionals who desire to advance their skills and improve their abilities. This book contains resources to help readers: Maximize the capabilities of C++ with effective design solutions Master little-known elements of the language and learn what to avoid Adopt new workarounds and testing/debugging best practices Utilize real-world program segments in your own applications Notoriously complex and unforgiving, C++ requires its practitioners to remain abreast of the latest developments and advancements. Professional C++, 5th Edition ensures that its readers will do just that.

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a thorough, practical, and unparalleled overview of software design with this modern language. C++ trainer and consultant Klaus Iglberger explains how you can manage dependencies and abstractions, improve changeability and extensibility of software entities, and apply and implement modern design patterns to help you take advantage of today's possibilities. Software design is the most essential aspect of a software project because it impacts the software's most important properties: maintainability, changeability, and extensibility. Learn how to evaluate your code with respect to software design Understand what software design is, including design goals such as changeability and extensibility Explore the advantages and disadvantages of each design approach Learn how design patterns help solve problems and express intent Choose the right form of a design pattern to get the most out of its advantages

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c templates the complete guide 3rd edition: *Die C++-Programmiersprache* Bjarne Stroustrup, 2015-04-07 DIE C++-PROGRAMMIERSPRACHE// - C++11 - zugänglich für Programmierer, die von C++98 oder anderen Sprachen kommen, wobei die vorgestellten Einblicke und Techniken selbst C++11-Spitzenprogrammierer unverzichtbar finden werden. - Referenz und Tutorial für Programmierer, die C++ möglichst effektiv einsetzen möchten. - Der neue

C++11-Standard ermöglicht es Programmierern, Ideen klarer, einfacher und direkter auszudrücken sowie schnelleren und effizienteren Code zu schreiben. Die C++-Programmiersprache ist eine akkurate, ausführlich erläuterte und ganzheitliche Darstellung der vollständigen Sprache – mit all ihren Instrumenten, Abstraktionsmechanismen, Standardbibliotheken und wichtigsten Entwurfstechniken. Stroustrup präsentiert das ganze Buch hindurch knappe, „reine C++11-Beispiele“, die sowohl den Einsatz der Sprachmittel als auch den Programmentwurf anschaulich darstellen. Zum umfassenden Verständnis gibt der Autor zahlreiche Querverweise auf andere Stellen im Buch sowie auf den ISO-Standard an. Neuigkeiten im Rahmen von C++11 sind - Unterstützung für Nebenläufigkeit, - reguläre Ausdrücke, Ressourcenverwaltungszeiger, Zufallszahlen und verbesserte Container, - Allgemeine und einheitliche Initialisierung, vereinfachte for-Anweisungen, Verschiebesemantik und Unicode-Unterstützung, - Lambda-Ausdrücke, allgemeine konstante Ausdrücke, Kontrolle über Standardwerte von Klassen, variadische Templates, Template-Alias und benutzerdefinierte Literale, - Kompatibilitätsfragen. AUS DEM INHALT // Elementare Sprachmittel: Typ, Objekt, Gültigkeitsbereich, Speicherung, arithmetische Grundlagen und weitere // Modularität, die durch Namespaces, Quelldateien und Ausnahmenbehandlung unterstützt wird // C++-Abstraktion einschließlich Klassen, Klassenhierarchien und Templates für eine Synthese von herkömmlicher, objektorientierter und generischer Programmierung // Standardbibliothek: Container, Algorithmen, Iteratoren, Utilities, Strings, Stream-E/A, Locales, Numerik und weitere // Das grundlegende C++-Speichermodell im Detail

c templates the complete guide 3rd edition: The C++ Standard Library Extensions Pete Becker, 2006-07-21 TR1 roughly doubles the size of the C++ standard library, and it introduces many new facilities and even new kinds of library components. TR1 has some classes, for example, where some nested types may or may not exist depending on the template arguments. To programmers whose experience stops with the standard library, this is strange and unfamiliar. This book is complete (it covers all TR1 facilities), it is easier to understand than TR1 itself, and it is technically accurate. --Matthew Austern, software engineer, Google TR1 will help make the C++ programmer more productive than ever. In this book, Pete Becker has written the ultimate reference guide to these components, what they are, how they work, and what they're used for. This book should be on the bookshelf of anyone who wants to use these standardized components to improve both their productivity as well as their coding quality. --John Maddock, consultant and programmer The current C++ standard library extends the core C++ language with common classes and functions. In recent years, to address limitations in that library, a number of components have been developed to extend the language even further. Compiled in a comprehensive technical report (TR1), the bulk of these extensions have been approved for the next revision of the C++ standard. In this book, Pete Becker describes in detail each component in the TR1 library, explaining new facilities for utilities, containers, call wrappers, type traits, numerics, regular expressions, and C compatibility. He draws on his own experience implementing these components to illustrate their value, clarifying the specifications when necessary and providing complete, tested code examples. Most chapters include exercises of various degrees of difficulty to help programmers get hands-on practice with the new components. Answers to the exercises, along with all code examples, are available on the Web. Appendixes comprise a summary of headers included in or extended by the TR1 library, as well as guidelines on how to use the components safely in multithreaded applications. The C++ Standard Library Extensions is for any programmer who wants to get a jump on the revised standard. It also makes the perfect companion to The C++ Standard Library, by Nicolai Josuttis, both books being tutorials and references essential for using C++ more effectively.

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programming. It details some of C++'s most powerful language elements, such as class types, templates and the STL, to develop components for microcontroller register access, low-level drivers, custom memory management, embedded containers, multitasking, etc. Finally, part III describes mathematical methods and generic utilities that can be employed to solve recurring problems in real-time C++. The appendices include a brief C++ language tutorial, information on the real-time C++ development environment and instructions for building GNU GCC cross-compilers and a microcontroller circuit. For this fourth edition, the most recent specification of C++20 is used throughout the text. Several sections on new C++20 functionality have been added, and various others reworked to reflect changes in the standard. Also several new example projects ranging from introductory to advanced level are included and existing ones extended, and various reader suggestions have been incorporated. Efficiency is always in focus and numerous examples are backed up with runtime measurements and size analyses that quantify the true costs of the code down to the very last byte and microsecond. The target audience of this book mainly consists of students and professionals interested in real-time C++. Readers should be familiar with C or another programming language and will benefit most if they have had some previous experience with microcontroller electronics and the performance and size issues prevalent in embedded systems programming.

c templates the complete guide 3rd edition: Statistical Computing in C++ and R Randall L. Eubank, Ana Kupresanin, 2011-12-01 With the advancement of statistical methodology inextricably linked to the use of computers, new methodological ideas must be translated into usable code and then numerically evaluated relative to competing procedures. In response to this, *Statistical Computing in C++ and R* concentrates on the writing of code rather than the development and study of numerical algorithms per se. The book discusses code development in C++ and R and the use of these symbiotic languages in unison. It emphasizes that each offers distinct features that, when used in tandem, can take code writing beyond what can be obtained from either language alone. The text begins with some basics of object-oriented languages, followed by a boot-camp on the use of C++ and R. The authors then discuss code development for the solution of specific computational problems that are relevant to statistics including optimization, numerical linear algebra, and random number generation. Later chapters introduce abstract data structures (ADTs) and parallel computing concepts. The appendices cover R and UNIX Shell programming. Features Includes numerous student exercises ranging from elementary to challenging Integrates both C++ and R for the solution of statistical computing problems Uses C++ code in R and R functions in C++ programs Provides downloadable programs, available from the authors' website The translation of a mathematical problem into its computational analog (or analogs) is a skill that must be learned, like any other, by actively solving relevant problems. The text reveals the basic principles of algorithmic thinking essential to the modern statistician as well as the fundamental skill of communicating with a computer through the use of the computer languages C++ and R. The book lays the foundation for original code development in a research environment.

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You'll also explore how popular open source libraries provide additional weapons for attacking mathematical problems. C++ programmers unfamiliar with financial applications also benefit from this handy guide. Learn C++ basics from a modern perspective: syntax, inheritance, polymorphism, composition, STL containers, and algorithms Dive into newer features and abstractions including functional programming using lambdas, task-based concurrency, and smart pointers Implement basic numerical routines in modern C++ Understand best practices for writing clean and efficient code

c templates the complete guide 3rd edition: Touch of Class Bertrand Meyer, 2009-06-29

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Efi Fogel, Dan Halperin, Ron Wein, 2012-01-05 Arrangements of curves constitute fundamental structures that have been intensively studied in computational geometry. Arrangements have numerous applications in a wide range of areas - examples include geographic information systems, robot motion planning, statistics, computer-assisted surgery and molecular biology. Implementing robust algorithms for arrangements is a notoriously difficult task, and the CGAL arrangements package is the first robust, comprehensive, generic and efficient implementation of data structures and algorithms for arrangements of curves. This book is about how to use CGAL two-dimensional arrangements to solve problems. The authors first demonstrate the features of the arrangement package and related packages using small example programs. They then describe applications, i.e., complete standalone programs written on top of CGAL arrangements used to solve meaningful problems - for example, finding the minimum-area triangle defined by a set of points, planning the motion of a polygon translating among polygons in the plane, computing the offset polygon, finding the largest common point sets under approximate congruence, constructing the farthest-point Voronoi diagram, coordinating the motion of two discs moving among obstacles in the plane, and performing Boolean operations on curved polygons. The book contains comprehensive explanations of the solution programs, many illustrations, and detailed notes on further reading, and it is supported by a website that contains downloadable software and exercises. It will be suitable for graduate students and researchers involved in applied research in computational geometry, and for professionals who require worked-out solutions to real-life geometric problems. It is assumed that the reader is familiar with the C++ programming-language and with the basics of the generic-programming paradigm.

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