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Can we evolve the C++ language itself to make C++ programming both more powerful and simpler, and if so, how? The only way to accomplish both of those goals at the same time is by adding abstractions that let programmers directly express their intent—to elevate comments and documentation to testable code, and elevate coding patterns and idioms into compiler-checkable declarations.

This talk covers one such experimental feature I'm currently working on, provisionally called "metaclasses," which aims to provide a way to generatively write C++ types more simply and flexibly, and includes design motivation and how this can affect C++ programming in the future in many domains.

Presenter: SUTTER, Herb (Microsoft Corporation)

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