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Learning Style: Virtual Classroom

Technology:

Difficulty: Intermediate

Course Duration: 4 Days

Next Course Date: April 13, 2026

Intermediate C++ 20 Programming



About This Course:

C++ is a powerful, high-performance programming language that offers an ideal blend of low-level memory manipulation and high-level abstraction capabilities. Learning C++ is a valuable investment for developers, as it opens the door to creating efficient, versatile,

and complex applications that run on a variety of platforms. Modern companies across diverse industries – including finance, gaming, automotive, and telecommunications – rely on C++ for developing performance-critical applications, system software, and embedded systems. Renowned organizations like Google, Facebook, and Microsoft continue to leverage the power of C++ in their development practices, solidifying its status as a crucial skill for developers seeking lucrative and challenging career opportunities.

Course Objectives:

- Master intermediate to advanced C++ 20 programming techniques, enabling the development of efficient and maintainable applications using the latest features and best practices.
- Acquire in-depth knowledge of memory management in C++, including the handle/body pattern, smart pointers, and move constructors, to optimize performance and minimize memory-related issues.
- Develop proficiency in functional programming with C++, incorporating concepts such as dependency injection, functors, and lambda expressions to enhance code flexibility and modularity.
- Gain expertise in utilizing the C++ Standard Library for generic programming, mastering the use of containers, algorithms, numerics, and other features to create powerful, reusable code components.
- Learn to implement effective unit testing in C++ using GTest, ensuring the reliability and robustness of your applications through rigorous testing methodologies.
- Understand the basics of multitasking in C++, exploring threads, tasks, and async for concurrent programming, empowering developers to create scalable and high-performance applications.

Audience:

- This is an intermediate level development course designed for developers with prior C++ programming experience

Prerequisites:

- Students without prior C++ programming background should take the pre-requisite training.

Take Before: Incoming students should have practical skills equivalent to the topics in, or should have recently attended, one of these courses as a pre-requisite:

- TTCP2100: [Introduction to C++ Programming](https://www.quickstart.com/intermediate-c-20-programming.html)

Course Outline:

- Quick Review of C++
- Implementing a basic O-O design
- Implementing Classes
- Visibility & friends
- File organization
- C++ types – structs, classes, interfaces, enums
- Modern C++
- New features in C++ 11,14,17,20
- RAI - Modern memory management in C++ - overview
- Copy vs Move semantics
- Namespaces
- Strings
- Input & Output
- Implementing a linked-list - a demonstration of class, memory, pointers and complexity
- Templates
- General Purpose Functions
- Function Templates
- Template Parameters
- Template Parameter Conversion
- Function Template Problem
- Generic Programming
- General Purpose Classes
- Class Templates
- Class Template Instantiation
- Non-Type Parameter
- C++ Containers overview
- C++ 20 concepts & auto Templates
- Memory Management
- The handle/body (Bridge) pattern
- Using strings effectively
- Smart Pointers
- Move constructor in depth
- Other <memory> features
- Unit Testing in C++

- Unit testing - Quick Overview
 - Unit testing in C++
 - Using GTest
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- Inheritance and Polymorphism
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- Inheritance Concept
 - Inheritance in C++
 - Virtual Function Specification
 - Invoking Virtual Functions
 - VTable
 - Virtual Destructors
 - Abstract Class Using Pure Virtual Function
 - Design for Polymorphism
 - Interfaces
 - Design for Interface
 - A SOLID introduction
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- Exceptions
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- Review of the basics: try, catch, throw
 - The throws declaration in modern C++
 - Using noexcept
 - Overriding terminate
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- Operator Overloading & Conversion
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- Basics
 - Essential Operators
 - Conversion Operators
 - Constructor as conversion
 - Explicit vs Implicit conversion
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- Functional Programming
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- The IoC pattern
 - Dependency Injection
 - Functions as objects
 - IoC via interface
 - Functors
 - IoC with Functors
 - Implementing Functors
 - Function Pointers
 - IoC with Function Pointers
 - Lambda Expressions
 - Lambda Syntax

- IoC with Lambdas
- Standard Library
- Perspective
- History and Evolution
- New Features
- Generic Programming
- Containers
- Algorithms
- Numerics
- Dates & Times
- _INITIALIZER List
- Introduction to Multitasking
- Threads
- Tasks
- Async