

C++ Package Manager

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Code Synthesis

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Which IDE?

Visual Studio

Which IDE?

Qt Creator

Which IDE?

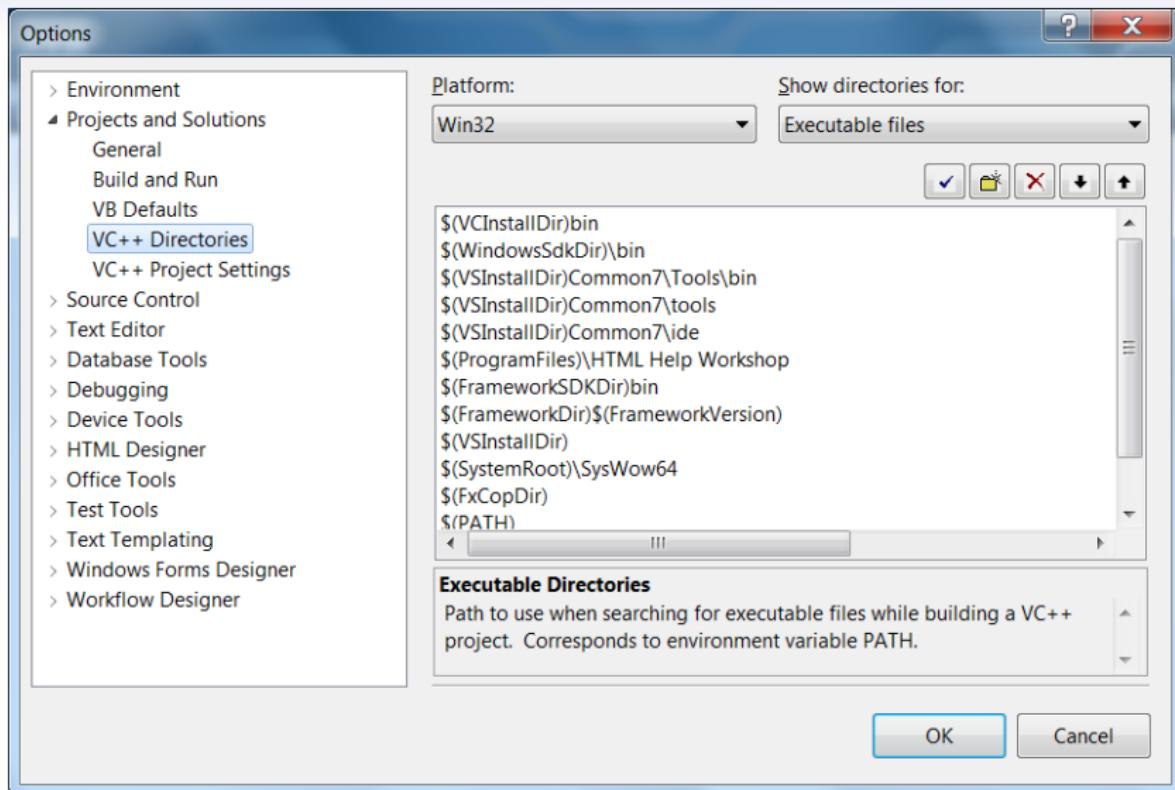
XCode

Which IDE?

Another IDE

Which IDE?

No IDE (emacs & make)



Visual Studio

/MD /MDd /MT /MTd

Qt Creator

Where is GCC?

XCode

XCode

Library

- Visual Studio
- Qt Creator
- XCode

Using a Library – Now

1. Download library

Using a Library – Now

1. Download library
2. Build library

Using a Library – Now

1. Download library
2. Build library
3. Add include and link paths

Using a Library – Now

1. Download library
2. Build library
3. Add include and link paths
4. Link to library

Using a Library – Now

1. Download library
2. Build library
3. Add include and link paths
4. Link to library
5. Build application

Using a Library – Now

1. Download library
2. Build library
3. Add include and link paths
4. Link to library
5. Build application
6. ... and realize we built wrong library config

Using a Library – Now

1. Download library
2. Build library
3. Add include and link paths
4. Link to library
5. Build application
6. ... and realize we built wrong library config
7. Try to build required library config

Using a Library – Now

1. Download library
2. Build library
3. Add include and link paths
4. Link to library
5. Build application
6. ... and realize we built wrong library config
7. Try to build required library config
8. ... and realize this config is not there

Using a Library – Now

1. Download library
2. Build library
3. Add include and link paths
4. Link to library
5. Build application
6. ... and realize we built wrong library config
7. Try to build required library config
8. ... and realize this config is not there
9. Try to add required config ourselves

Using a Library – Now

1. Download library
2. Build library
3. Add include and link paths
4. Link to library
5. Build application
6. ... and realize we built wrong library config
7. Try to build required library config
8. ... and realize this config is not there
9. Try to add required config ourselves
10. ... but build fails for some reason

Using a Library – Now

1. Download library
2. Build library
3. Add include and link paths
4. Link to library
5. Build application
6. ... and realize we built wrong library config
7. Try to build required library config
8. ... and realize this config is not there
9. Try to add required config ourselves
10. ... but build fails for some reason
11. Give up in frustration

Using a Library – Package Manager

1. Link to library
2. Build application

Using a Library – Package Manager

1. Link to library
2. Build application
3. VC++ asks PM for library

Using a Library – Package Manager

1. Link to library
2. Build application
3. VC++ asks PM for library
4. ... and provides exact build config

Using a Library – Package Manager

1. Link to library
2. Build application
3. VC++ asks PM for library
4. ... and provides exact build config
5. PM downloads library

Using a Library – Package Manager

1. Link to library
2. Build application
3. VC++ asks PM for library
4. ... and provides exact build config
5. PM downloads library
6. PM builds library for required config

Using a Library – Package Manager

1. Link to library
2. Build application
3. VC++ asks PM for library
4. ... and provides exact build config
5. PM downloads library
6. PM builds library for required config
7. PM returns library to VC++

Using a Library – Package Manager

1. Link to library
2. Build application
3. VC++ asks PM for library
4. ... and provides exact build config
5. PM downloads library
6. PM builds library for required config
7. PM returns library to VC++
8. VC++ builds application

What Do You Think?

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