
Index

"binary.hpp", 1
::type, 17, 31, 33, 59
::value, 4, 17, 24, 30, 33, 39, 61
::value_type, 13, 16
<algorithm>, 115
<empty.hpp>, 298
<enum_params.hpp>, 282
<equal.hpp>, 296
<functional>, 17
<if.hpp>, 296
<iostream>, 1
<is_reference.hpp>, 22
<is_same.hpp>, 22
<iterate.hpp>, 290
<iterator>, 22
<local.hpp>, 289
<repetition.hpp>, 286
<utility>, 22
<vector20.hpp>, 92

A

abs(), 206
abstract machine, 323
abstraction, 113, 127
abstractions of the preprocessor, 283
abstractions of the problem domain, 8
abstractions, preprocessor library, 286
access adaptor, 138
access iterator
 need for random, 159
 random, 82, 92, 99, 115
 requirements, random, 83
 to the sequence element, 79
access sequence

 lazy random, 93
 limited-capacity random, 97
 random, 85, 92, 109
accumulate, 127
action, semantic, 222
adaptor
 access, 138
 iterator, 138
 traversal, 138
 views and iterator, 131
add_pointer, 49
adding extensibility, 106–108
addition and subtraction, implementing, 41
additional tools, 173
ADL (argument-dependent lookup), 206, 207
advance algorithm, 180
advance(), 182
Alexandrescu, Andrei, 194
algorithm, 113
 abstraction, 113
 advance, 180
 binary searching, 132
 compile time, 77
 counterpart, 124
 equal, 90
 filter, 137
 fold, 190
 functional, 126
 fundamental sequence, 119
 idioms, reuse and abstractions, 113
 iteration, 121
 linear traversal, 127
 MPL, 115
 querying, 122, 128
 reusability, 127
 reuse, 58

- algorithm (continued)
 - re-use the MPL, 127
 - screensaver, 197
 - sequence, 78, 109
 - sequence building, 119, 123, 125, 126, 128
 - sequence traversal, 120
 - writing your own, 127
- `<algorithm>`, 115
- alias, 39
- `always_int`, struct, 29, 57
- analysis
 - dimensional, 37, 38, 165
 - DSEL, 276
 - tools for diagnostic, 155
 - user, 7
- angle, 38
- anti-pattern, 16
- application
 - context, 313
- application, partial function, 240
- `apply_fg()`, 17
- `apply_fg()`, template, 16
- apply metafunction, 52, 59
- `apply`, `mpl::`, 52, 56, 59
- argument
 - complexity, 339
 - empty, 297
 - list, 284
 - macro, 284, 301, 303
 - metafunctions as, 16, 139
 - selection, 296
 - separators, macro, 297
 - structural complexity of metafunction, 338
 - types, 17
- argument-dependent lookup (ADL), 206–207
- arithmetic, logical, and comparison operations, 293
- arithmetic operations, preprocessor library, 293
- arithmetic operator, 72
- arity, 338
- array initialization, 236
- arrays, 304
- asserting numerical relationships, 164

- assertion
 - likely, 163
 - messages, 165
 - MPL static, 161
 - negative, 163
 - static, 160, 165
- associated types, 78
- associations, type, 11
- Associative Sequence, 86, 87, 109
- Associative Sequence, extensible, 88, 89, 94
- automate wrapper-building, 200
- automatic type erasure, 200
- auxiliary object generator function, 185
- avoiding unnecessary computation, 137

B

- backtrace, instantiation, 144, 145, 173
- Backus Naur Form, *see* BNF
- Barton and Nackman trick, 205
- base class, 316
- `begin`, 103
- `begin_impl`, struct, 85
- Bentley, Jon, 217
- bidirectional iterator, 81–82
 - requirements, 82
 - sequence, 84
- binary
 - function, 127, 296
 - implementation, 6
 - meta, 5
 - metafunction, 42, 53, 128
 - numerals, 6
 - operation, 42
 - recursion, 4, 5
 - runtime version, 5
 - search, 115
 - searching algorithm, 132
 - struct, 4
 - template, 4, 15
- "binary.hpp", 1
- `binary()`, 5, 6
- `binary<>`, 1

- binary<N>::value, 4, 7
 - BinaryOperation, 42, 44, 47
 - bit_iterator, 22
 - bit_iterator_struct, 21
 - bitwise operator, 72
 - Blitz++, 242, 264
 - and expression templates, 231, 232
 - array initialization, 236
 - compile-time parse tree, 233
 - domain, 235
 - evaluation engine, 233
 - library, 231
 - magic, 236
 - range objects, 237
 - subarray syntax, 237
 - syntactic innovations, 236
 - blob, 15, 30, 32
 - BNF (Backus Naur Form), 220
 - context-free grammar, 220
 - definition, 220
 - efficiency, 222
 - extended, 222
 - grammar, 225
 - productions, 220
 - rules, 220
 - symbols, 220
 - boilerplate code repetition, 281
 - boilerplate implementation code, 8
 - bool constants, 30
 - bool valued nullary metafunction, 162
 - bool values, 61
 - Boolean
 - conditions, inverting, 69
 - valued metafunctions, 34
 - valued operator, 71
 - wrappers and operations, 61
 - Boost
 - ::iterator_facade, 214
 - ::iterator_value, 209
 - ::mpl::, 39
 - ::mpl::vector, 39
 - Bind library, 185, 240, 244, 264
 - compressed_pair, 190
 - Concept Checking library, 173
 - DSEL libraries, 255
 - enable_if, 209
 - Function library, 203, 295
 - Graph library, 238
 - integral metafunction, 65
 - Iterator Adaptor library, 141
 - Lambda library, 114, 242–244
 - libraries, convention used by, 17
 - metafunctions, 66
 - Metaprogramming Library, 9, 15, 31, 57, 281
 - namespace, 24, 72
 - Preprocessor library, 283, 285
 - Python library, 96
 - Spirit library, 6, 243, 247
 - Type Traits, 30, 64
 - Type Traits library, 24, 30, 81, 212, 229, 301
 - BOOST_MPL_ASSERT, 162, 165
 - BOOST_MPL_ASSERT_MSG, 169
 - BOOST_PP_CAT, 300
 - BOOST_PP_EMPTY, 297
 - BOOST_PP_IDENTITY, 299
 - BOOST_PP_IF, 296
 - BOOST_PP_ITERATE, 293
 - BOOST_STATIC_ASSERT, 43, 50, 51, 79, 160
 - boundary, crossing the compile-time runtime, 175
 - bug, 144, 155
 - building anonymous functions, 239
- ## C
- _c integral shorthand, 73
 - C++
 - classes in runtime, 127
 - code, 2
 - compile time, 5
 - compiler, 2, 3, 7, 330
 - compiler diagnostics, 143
 - Generic Programming in, 8
 - host language, 229
 - iterators in, 12
 - language for building DSELS, 277
 - language note, 12, 49

- C++ (continued)
 - limitation of the language, 159
 - metaprogram, 5, 215
 - metaprogramming, 3, 9
 - metaprogramming advantages, 7
 - operator, built-in, 71
 - overloadable operator syntaxes, 229
 - preprocessors, 282
 - program, 1, 224
 - runtime, 175
 - standard library, 149
 - template syntax, 91
 - templates, 9, 270
 - view concept, 141
- categorization, primary type, 25
- categorization, secondary type, 26
- charge, 38
- checking, error, 4
- choosing a DSL, 262
- Church, Alonzo, 51
- class, 12
 - base, 316
 - composition, 190
 - customization, 198
 - eliminating storage for empty, 187
 - empty, 181, 187
 - float_function, 201
 - metafunction, 43, 77
 - namespace of the base, 205
 - runtime polymorphic base, 199
 - sequence, 91
 - structural changes to the, 186
 - template, 29
 - template specialization, 31, 179
 - templates-as-functions, 15
 - vs. typename, 310–311
- clear, 86, 88
- clone(), 202
- closures, 241, 247, 249
- code, expressive, 7
- code generation, 282
- code repetition, 281
- code, self-documenting, 226
- combining multiple sequences, 135
- Comeau C++, 155, 330, 339
- commands, Make, 218
- common interface, 32
- common syntax, 17
- comparing values computed from sequence elements, 131
- comparison
 - heterogeneous, 133
 - homogeneous, 132
 - operations, 293
 - operations, preprocessor library, 294
 - predicate, 132
 - predicate, homogeneous, 134
 - value, 71
- compilation, 143
 - error, 19, 46, 48, 170, 179, 188, 207
 - grammar, 7
 - improve, 57
 - phases, template, 308
 - slow, 16, 323
 - speed, 32
 - time and long symbols, 337
 - time, argument complexity effect on, 339
 - times, 324
 - times, compiler and, 331
- compile time, 11, 18, 33, 62, 80, 127
 - constant, 7, 269
 - constants for comparison, 276
 - error, 93, 108, 158
 - error generation, intentional, 172
 - execution log, 171
 - lambda expressions, 114
 - managing, 326
 - metaprograms, 213
 - performance, 323
 - programming, 330
 - runtime boundary, 175, 265
 - runtime differences, 92
 - STL, 77
 - wasting, 64

- compiler, 4, 16, 32
 - C++, 2, 3, 330
 - C/C++, 7
 - Comeau C++, 155, 330, 339
 - compilation times, 331
 - deep typedef substitution, 151
 - diagnostic, 158
 - diagnostic formats, 155
 - diagnostic using different, 155
 - diagnostics, C++, 143
 - EBO, 187
 - EDG-based, 173
 - erratic performance, 329
 - error, 22, 43, 145, 160, 195
 - error from VC++ 7.1, 152
 - error message, 143
 - GCC, 155, 156, 164, 166, 171
 - GCC-3.2, 154
 - GCC-3.2.2, 148
 - GCC-3.3.1, 161
 - GCCs, 330, 339
 - generating a warning, 171
 - get a second opinion, 155
 - ideal, 326
 - incomplete support for templates, 343
 - Intel C++ 7.1, 153
 - Intel C++ 8.0, 151, 169
 - Intel C++ 8.1, 161
 - known NOT to work with MPL, 344
 - memoization, 327
 - Metrowerks CodeWarrior, 24
 - Metrowerks CodeWarrior Pro 9, 155
 - Microsoft Visual C++ 6, 146
 - modern, 146
 - more work for the, 16
 - object code, 7
 - optimized space, 27
 - optimizing storage for empty subobjects, 190
 - overload resolution capability, 269
 - performance, 333
 - post processing filter, 156
 - requiring no user workarounds, 343
 - requiring user workarounds, 343
 - SGI MipsPro, 24
 - support, 24
 - support, without, 25, 26
 - supported, 162
 - test, 327
 - three different, 146
 - tip, 155
 - traits, 24
 - unable to work with MPL, 344
 - values of template parameters, 32
 - VC++ 7.0, 150
 - VC++ 7.1, 150, 168
 - Visual C++ 6 revised, 148
- complexity guarantees, 78
- complexity tests, structural, 338
- component implementations, 8
- composition, class, 190
- computation
 - avoiding unnecessary, 137
 - invalid, 57
 - naming an invalid, 57
 - numeric, 3
 - runtime, 4, 6
 - type, 5
- computational model, 323
- computed by a metaprogram, 6
- computing with types, 5
- concept, 77
- concept requirements, 77
- concerns, separation of, 115
- constant folding, 277
- constant time specialization, 103
- constant wrapper, integral, 17
- constants, integral, 74
- constants, named local, 244
- constructs, selection, 299
- context application, 313
- context-free grammar, 220
- control structures, 295
- conventions, naming, 288
- copyability, 202
- cost of instantiation, 326
- cost of memoized lookups, 327

- counterpart algorithms, 124
- Curiously Recurring Template Pattern (CRTP), 203–209, 251, 267–268
 - and type safety, 205
- custom source code generator, 8
- customize function, 197
- customized assertion messages, 165
- customized error message, 174
- customized errors, 173
- customizing the predicate, 165
- cv-qualification, 25, 27
- cv-unqualified, 61
- Czarnecki, Kristof, ix

- D**

- data types, 301
 - arrays, 304
 - lists, 305
 - sequences, 301
 - tuples, 303
- debug metaprograms, 143, 153
- debugging, 155
- debugging the error novel, 143
- declaration, single, 314
- declarative languages, 226
- decrementable iterator, 81
- deep typedef substitution, 151
- deeply-nested metafunction, 333
- default template arguments, 150
- definition, DSL, 228
- definition, metafunction, 29
- definition, point of, 308
- dependencies, Make, 218
- dependent name, 12, 49, 310
- dependent type, 310
- dependent type names, identifying, 312
- depth, nesting, 338
- deque, 93
- dereferenceable, 80
- derivation, sequence, 96
- description, grammar, 2
- design, DSEL, 257

- design of pointers, 12
- destructor, trivial, 24
- development process, DSEL, 276
- diagnostic, 143, 153
 - additional tools, 173
 - analysis, tools for, 155
 - compiler, 143, 158
 - customized assertion messages, 165
 - customized errors, 173
 - customizing the predicate, 165
 - deep typedef substitution, 151
 - earlier, 160
 - error formatting quirks, 146
 - filtering tools, 172
 - generation, intentional, 158
 - guideline, 158
 - history, 172
 - inline message generation, 167
 - instantiation backtrace, 144, 173
 - intentionally generated, 170
 - MPL static assertions, 161
 - post processing filter, 156
 - reserved identifiers, 149
 - selecting a strategy, 170
 - static assertions, 160, 173
 - tip, 155
 - type printing, 170, 174
 - typedef substitution, 173
 - unreadable type expansions in the, 169
 - using different compilers, 155
 - using filters, 158
 - using navigational aid, 155
- difference_type, 13
- dimensional analysis, 37, 38
 - code, 165
 - generating errors, 165
 - implementing addition and subtraction, 41
 - implementing division, 46
 - implementing multiplication, 42
 - representing dimensions, 38
 - representing quantities, 40
- dimensional mismatch, 165
- dimensions, 38, 41

- dimensions, representing, 38
- disambiguating templates, 311
- disambiguating types, 310
- disambiguation, syntax, 311
- dispatching, tag, 180
- domain abstraction of FSMs, 257
- domain language, 3, 8
- domain-specific embedded language, 215, 276
- domain-specific language, 215, 216, 218, 220, 225, 228, 241, 245, 246, 254
- DSEL, 215, 229, 236, 266
 - analysis, 276
 - design, 267
 - design walkthrough, 257
 - development process, 276
 - finite state machines, 257
 - framework design goals, 260
 - highly efficient, 277
 - notations, 258
- DSL, 228–229, 235, 238, 242
 - Boost Spirit, 247
 - choosing a, 262
 - closures, 249
 - declarative language, 217
 - declarativeness, 277
 - definition, 228
 - design, 230
 - embedded, 261
 - FC++, 245
 - framework interface basics, 261
 - function object construction, 239
 - inside out, 226–229
 - language, 216
 - library, 276
 - Make, 218
 - properties, 216
 - summary, 225
 - syntax, 231, 238
- dynamic polymorphism, 17
- dynamic scoping, 250

E

- EBNF, 222
- EDG-based compilers, 173
- effectiveness of memoization, 326
- efficiency, FSM, 264
- efficiency, metaprogram, 323
- efficiency, metaprogramming, 330
- efficiency problem, 186
- Eisenecker, Ullrich, ix
- eliminating default template arguments, 150
- eliminating storage for empty classes, 187
- embedded DSL, 261
- emergent property, 138
- empty argument to the preprocessor, 297
- Empty Base Optimization (EBO), 187
- empty class, 187
- `<empty.hpp>`, 298
- `enable_if`, struct, 211
- `end`, 103
- `end_impl`, struct, 85
- `enum`, 11
- `<enum_params.hpp>`, 282
- `equal`, 45
- `equal` algorithm, 90
- `<equal.hpp>`, 296
- `equal_to`, 70
- `equal_to`, struct, 70
- equality, sequence, 89
- equivalence of iterators, 81
- `erase`, 86, 88
- erasure, automatic type, 200
- erasure, manual type, 199
- erasure, type, 196, 251, 264
- error, 101
 - checking, 4, 32
 - compilation, 19, 46, 48, 170, 179, 188, 207
 - compiler, 43, 145, 195
 - during overload resolution, 211
 - formatting quirks, 146
 - guideline, 158
 - ignoring the, 145
 - `iter_swap()`, 12

- error (continued)
 - message, 3, 144, 148
 - message, customized, 174
 - message reordering, GCC, 156
 - messages examples, 143
 - messages, STL, 156
 - novel, debugging the, 143
 - programming, 159
 - realistic, 146
 - reporting, advanced, 146
 - strategy to customize, 170
 - substitution failure is not an, 211
 - template, 320
 - typename, 316
 - VC++ 7.1, 152
 - eval_if, 65
 - eval::
 - eval, 67
 - evaluation, lazy, 59, 64
 - evaluation, semantic, 222
 - example, 197
 - explicit specialization, 31
 - explicitly managing the overload set, 209
 - expr, 6
 - expression
 - compile-time lambda, 114
 - evaluation, lazy, 234
 - lambda, 51, 52, 56, 136
 - placeholder, 47, 52
 - regular, 215
 - templates, Blitz++ and, 231, 232
 - templates, drawback of, 236
 - valid, 78
 - wrapping and indenting, 157
 - expressive code, 7
 - Extended BNF, 222
 - extensibility, 86
 - extensibility, adding, 106
 - extensible associative sequence, 88, 89, 94
 - extensible sequence, 86
 - extra level of indirection, 15
- ## F
- f(), 12
 - factor, 6
 - factorial, 161, 168
 - factorial metafunction, 160
 - faster programs, 7
 - FC++, 244
 - FC++ language design, 246
 - Fibonacci function, 324
 - Fibonacci test, 327
 - file, index.html, 285
 - file iteration, 289, 290, 293, 298
 - file, numbered header, 91
 - filter, 126
 - algorithm, 137
 - function, 137
 - post processing, 156
 - STLFilt, 156
 - STLFilt options, 157
 - TextFilt, 156
 - find, 78
 - finite state machine construction framework, 257
 - finite state machines (FSM), *see* FSM
 - five, struct, 18
 - fixed part, 31
 - float, 196, 201
 - float_function, 201
 - flyswapper, 22
 - fold, 127
 - fold algorithm, 190
 - folding, constant, 277
 - for_each, 175, 176
 - for(), 5
 - force, 38
 - Form, Backus Naur, 220
 - formal language, 216
 - formatting quirks, error, 146
 - FORTTRAN, 217, 237
 - forward iterators, 80
 - forward iterators requirements, 81
 - forward sequence, 92
 - forward sequences, 84

- friend functions property, 206
 - FSM, 257
 - class name, 268
 - classes, 261
 - construction framework, 257
 - declaration, 277
 - declarativeness, 260, 276
 - description, 266
 - design, 260
 - domain abstraction of, 257
 - efficiency, 260, 264, 276
 - events, 258
 - expressiveness, 260, 276
 - implementation, 269
 - interoperability, 260, 276
 - maintainability, 260, 277
 - scalability, 260, 277
 - states, 257
 - static type safety, 260, 277
 - transitions, 258
 - FTSE, 13, 19, 192, 263
 - full template specializations, 317
 - function, 33
 - abs, 206
 - advance, 182
 - application, partial, 53
 - auxiliary object generator, 185
 - binary, 6, 127, 296
 - building anonymous, 239
 - call, 270
 - call operator, 186
 - chaining, member, 238
 - clone, 202
 - customize, 197
 - Fibonacci, 324
 - filter, 137
 - generating, 204
 - generic, 14, 159
 - higher order, 48, 58
 - like macros, 283
 - member, 32
 - meta, 5
 - names, member, 16
 - non-member friend, 205
 - object, 114, 249, 299
 - object's signature, 177
 - object, stored, 6
 - object template, 194
 - objects, runtime, 175
 - ordinary, 15
 - overloads, 210
 - parameters, 63
 - pointer to a transformation, 197
 - pointer type, 97
 - pointers, 25
 - pointers as template arguments, 194
 - property of friend, 206
 - recursive, 4
 - references to, 11
 - runtime, 16
 - source code, 290
 - static member, 23, 179
 - static visit member, 178
 - swap, 19
 - templates, 313
 - templates and polymorphism, 196
 - types returning pointers, 153
 - unary, 296
 - yyparse, 2
 - function composition, 240
 - function, struct, 296
 - <functional>, 17
 - functional algorithms, 126
 - Functional FC++, 244
 - fundamental abstractions of the preprocessor, 283
 - fundamental sequence algorithms, 119
 - fundamental theorem of software engineering (FTSE), 13, 19, 192, 263
- ## G
- GCC, 148, 155, 156, 164, 166, 167, 171
 - GCC-3.2, 154
 - GCC-3.2.2, 148
 - GCC-3.3.1, 161
 - GCC error messages, 157

GCCs, 330, 339
 general-purpose DSEL, 237
 general purpose sequence, 93
generate, 192
 generating custom messages, 167
 generating function, 204
 generation, code, 282
 generator, object, 183
 generic function, 159
 generic loop termination, 115
 generic programming, 17
 generic programming in C++, 8
 global objects, 11
 GNU Make, 220
 grammar
 BNF, 225
 compilation, 7
 context-free, 220
 description, 2
 rules, 2
 specifications, 6
 YACC, 7
 Guzman, Joel de, 252

H

handling placeholders, 50
 Haskell, 5, 64, 119, 244
 heterogeneous comparisons, 133
 hierarchy, refinement, 181
 high-level parser, 2
 higher order function, 48, 58
 higher-order macro, 287
 higher order metafunction, 48
 homogeneous comparison, 132
 homogeneous comparison predicate, 134
 horizontal repetition, 286
 host language, 3, 229
 host language translators, 3

I

IDE, 173
 ideal compiler, 326
 identifier, 149, 283
 identifying dependent type names, 312
 identity, type, 89
 idiomatic abstraction, 113
`<if.hpp>`, 296
`if` statements, 178
 implementation of a runtime function template, 178
 implementation of placeholders, 54
 implementation selection, 178
 implementing
 addition and subtraction, 41
 at for `tiny`, 100
 division, 46
 multiplication, 42
 sequence, 138
 view, 139
 implicit pattern rules, 219
 incrementable, 80
 independent metafunctions, 32
`index.html` file, 285
`inherit_linearly`, 193
 inheritance, layers of, 191
 inline message generation, 167
insert, 86, 88
 inserter, optional, 124
 inserters, 117, 118, 125, 128
 instantiation, 32
 backtrace, 144, 145, 173
 backtrace, GCC, 148
 cost of, 326
 depth, reducing, 336
 forwarding, nested, 333
 nested template, 330
 points of, 308
 required, template, 324
 stack, 151
 template, 155, 324, 330
int_, **struct**, 69
int_<N>, 39

- int dimension, 38
- int*, 20
- integer
 - constants, 32
 - large sequences of, 94
 - values, 11, 61
 - wrappers and operations, 69
- integral
 - _c, 73
 - constant, 74
 - constant wrapper, 17, 39, 66, 176
 - operator, 71
 - sequence wrapper, 40, 70, 95
 - type, 70
 - type wrapper operation, 61
 - valued operator, 72
 - valued type traits, 183
- integral_c, struct, 70
- Intel C++ 7.1, 153
- Intel C++ 8.0, 151, 169
- Intel C++ 8.1, 161
- intensity, 38
- intentional diagnostic generation, 158
- interface basics, framework, 261
- interface, common, 32
- interface, preserving the, 201
- internal pointers, 19
- interoperability increased, 117
- interoperability of the program, 16
- intrinsic sequence operation, 90, 109
- invalid computation, 57
- invariant, 78
- inverting Boolean conditions, 69
- <iostream>, 1
- <is_reference.hpp>, 22
- <is_same.hpp>, 22
- is_scalar, 66
- iter_fold, 127
- iter_swap, 62–63
- iter_swap_impl, struct, 23
- iter_swap_impl, template, 23
- iter_swap(), 15, 18, 22
- iter_swap(), error, 12
- iter_swap(), template, 11–13, 19, 22
- <iterate.hpp>, 290
- iteration algorithms, 121
- iteration, file, 289, 290, 293, 298
- iteration, local, 289
- iterator, 19, 79
 - access, 79
 - adaptor, 138
 - Adaptor library, 141
 - adaptors, views and, 131
 - associated types, 13
 - bidirectional, 81
 - C++, 12
 - categories, 109
 - concept, 80, 109
 - decrementable, 81
 - dereferenceable, 80
 - different types, 19
 - equivalence, 81
 - forward, 80
 - handling, 114
 - incrementable, 80
 - large sequences of integers, 94
 - operate on, 127
 - output, 117
 - past-the-end, 80
 - random access, 82, 92, 159
 - reachable, 81
 - representation, 99
 - sequence, 77
 - struct bit, 21
 - tiny, 102
 - type, 9, 12
 - valid, 12
 - value type, 12
 - values, 121
 - vector<bool>, 21, 22
 - zip, 139
- <iterator>, 22
- iterator_category, 13
- iterator_range, 95
- iterator_traits, 14–16
- iterator_traits, partial specialization of, 14

- iterator_traits, struct, 13
 - iterator_traits<int*>, 31
 - Iterator::, 15
- J**
- joint_view, 137
- K**
- keywords, typename and template, 307
 - Koenig, Andrew, 13
- L**
- lambda
 - calculus, 51
 - capabilities, 53
 - details, 53
 - expression, 51, 52, 56, 58, 67, 68, 136
 - metafunction, 51, 59
 - non-metafunction template, 56
 - Lampson, Butler, 13
 - language
 - C++, 277
 - C++ as the, 229
 - declarative, 226
 - design, FC++, 246
 - directions, 277
 - domain, 3, 8
 - domain-specific embedded, 215, 276
 - DSELS, 215
 - DSL declarative, 217
 - formal, 216
 - FORTTRAN, 217
 - Haskell, 5
 - host, 3
 - Make utility, 218
 - metaprogramming in the host, 3
 - metaprogramming, native, 3
 - note, C++, 12, 49
 - pure functional, 5, 32
 - Scheme, 3
 - syntax of formal, 220
 - target, interaction, 7
 - translators, host, 3
 - large sequences of integers, 94
 - late-binding, 17
 - layer of indirection, 192
 - layers of inheritance, 191
 - lazy, 211
 - adaptor, 131
 - evaluation, 57, 59, 64
 - expression evaluation, 234
 - random access sequence, 93
 - sequence, 135, 138
 - techniques, 137
 - type selection, 64
 - legal nullary metafunction, 33
 - length, 38
 - level of indirection, extra, 15
 - library
 - abstractions, 158
 - abstractions, preprocessor, 286
 - arithmetic operations, preprocessor, 293
 - Blitz++, 231
 - Boost.Bind, 240, 264
 - Boost.Function, 203
 - Boost.Graph, 238
 - Boost.Lambda, 114, 242
 - Boost.Metaprogramming, 9, 15, 31
 - Boost.Preprocessor, 283
 - Boost.Python, 96
 - Boost.Spirit, 6, 247
 - Boost.Type Traits, 24, 30, 33
 - C++ standard, 149
 - logical operations, preprocessor, 294
 - convention used by Boost, 17
 - data structures, 302
 - headers, 92
 - integer logical operations, preprocessor, 294
 - interface boundary, 158
 - Iterator Adaptor, 141
 - Math.h++, 237

- metafunctions, 22
- metaprogramming, 5, 58, 106
- Phoenix, 243
- preprocessor, 289
- standard, 14
- structure, preprocessor, 285
- type traits, 27
- View Template, 141
- limiting nesting depth, 334
- linear traversal algorithms, 127
- list, replacement, 283, 284, 287
- lists, 92, 305
- `<local.hpp>`, 289
- local iteration, 289
- `log2()`, 17
- logical
 - coherence, 293
 - comparison operations, 293
 - operations, preprocessor library integer, 294
 - operator, 66, 71
 - operator metafunction, 67
- `long_` and numeric wrappers, 70
- long symbols, 337
- `long*`, 20
- lookup, argument dependent, 206
- loop termination, generic, 115
- low-level template metafunctions, 212

M

- machine, abstract, 323
- machines, finite state, 257
- macro
 - argument separators, 297
 - arguments, 284, 301, 303
 - function-like, 283
 - higher-order, 287
 - naming conventions, 288
 - nullary, 299
 - object-like, 283
 - parameter, 284
 - preprocessor, 283

- Make, 227, 228, 261
 - commands, 218
 - dependencies, 218
 - GNU, 220
 - language construct, 218
 - manual, GNU, 219
 - rule, 218
 - system, 219
 - targets, 218
 - utility language, 218
- makefile, 218, 219
- managing compilation time, 326
- managing overload resolution, 207
- managing the overload set, 209
- manipulation, type, 11
- manual type erasure, 199
- map, 126
- map, 94
- mass, 38
- Math.h++ library, 237
- maximum MPL interoperability, 107
- member function bodies, 32
- member function chaining, 238
- member function names, 16
- memoization, 324
 - effectiveness of, 326
 - record, 330
- memoized lookups, cost of, 327
- mental model, reusable, 9
- mentioning specialization, 329
- message
 - compiler error, 143
 - customized, 165
 - customized assertion, 165
 - customized error, 174
 - error, 3, 144, 146, 148
 - examples, error, 143
 - formatting, 170
 - generating custom, 167
 - generation, inline, 167
 - reordering, GCC error, 156
 - STL error, 156
 - template error, 155, 158

- metadata, 32, 40
 - non-type, 11
 - numerical, 33
 - polymorphic, 61
 - pure, 277
 - traits, 33
 - type, 11
 - type wrappers, 33
- metafunction, 15, 24, 25, 28, 33, 37, 47, 77, 122
 - add_pointer, 49
 - application, partial, 53
- metafunction (continued)
 - apply, 52, 55, 59
 - arguments, structural complexity of, 338
 - as arguments, 16, 139
 - begin, 79
 - binary, 42, 53
 - blob, 16
 - bool-valued, 24
 - bool-valued nullary, 162
 - Boolean-valued, 34
 - Boost integral, 65
 - Boost's numerical, 24
 - call, 145
 - class, 43, 50, 51, 55, 58, 77
 - composition, 53, 58
 - composition of three, 53
 - deeply-nested, 333
 - definition, 29
 - deref, 79
 - efficiency issue, 16
 - equal_to, 70
 - eval_if, 65
 - factorial, 160
 - forwarding, 57, 107
 - higher-order, 48
 - implementing a, 127
 - independent, 32
 - inherit_linearly, 193
 - insert, 88
 - integral constants passed to, 18
 - integral-valued, 24
 - invoked lazily, 57
 - lambda, 51, 59
 - legal nullary, 33
 - library, 22, 33
 - low-level template, 212
 - MPL, 31, 33, 62
 - MPL logical operator, 67
 - mpl::advance, 82
 - mpl::apply, 52, 56, 59
 - mpl::end, 79
 - mpl::find, 79
 - mpl::identity, 65
 - mpl::prior, 81
 - multiple return values, 15
 - name, 17
 - next, 72
 - nullary, 29, 33, 57, 61, 64, 211
 - numerical, 17, 33, 39
 - numerical result, 18
 - operating on another metafunction, 48
 - order, 87
 - padded_size, 132
 - param_type<T>, 63
 - polymorphic, 18
 - polymorphism among, 17
 - preprocessing phase, 283
 - prior, 72
 - protocol, 9
 - returning integral constants, 61
 - returning itself, 107
 - reverse_fold, 120
 - self returning, 98
 - sequence, 90
 - single-valued, 30
 - specialization, 15
 - transform, 42
 - type categorization, 25
 - type manipulation, 28, 33
 - types of individual class members, 185
 - unary, 25
 - zero-argument, 29
- metaprogram, 56
 - C++, 5, 215
 - complexity, 324

- computed by a, 6
- correct and maintainable, 7
- debug, 143
- debugging, 156
- efficiency, 97, 323
- execution, 143
- implementation, 326
- interfacing, 8
- misbehavior, 170
- more expressive code, 7
- preprocessor, 288
- Scheme, 3
- template, 1, 24
- testing the, 282
- what is it?, 2
- metaprogramming
 - benefits, 6
 - C++, 3
 - C++, advantages of, 7
 - class generation, 193
 - compile time, 8
 - conditions, 8
 - efficiency, 330
 - in the host language, 3
 - introduction to preprocessor, 281
 - library, 5, 58, 106
 - library, why a, 9
 - native language, 3
 - techniques, 205
 - template, 156
 - type computations, 11
 - when to use, 8
- metasyntax, 220
- Metrowerks CodeWarrior Pro 9, 155
- Microsoft Visual C++ 6, 146
- minus_f, 46
- minus_f, struct, 46
- model, computational, 323
- model, reusable mental, 9
- model the concept, 77
- MPL (Boost Metaprogramming Library), 9, 31, 33, 39, 58
 - adaptor, 139
 - algorithms in the, 115
 - benefits, 9
 - class generation, 193
 - known NOT to work with, 344
 - compilers requiring no user workarounds, 343
 - compilers that require user workarounds, 343
 - deque, 93
 - forward iterator requirements, 81
 - fun, 9
 - generating custom messages, 167
 - int wrapper, 69
 - integral sequence wrappers, 40
 - interoperability, maximum, 107
 - iterator, 79
 - iterator concepts, 80
 - iterator range, 95
 - lambda, 53
 - lambda function, 51
 - logical operator metafunction, 67
 - map, 94
 - metafunction, 33, 62
 - metafunction equal to, 70
 - placeholders, 47
 - portability, 9, 343
 - productivity, 9
 - quality, 9
 - reuse, 9
 - sequence, 86, 91
 - sequence building algorithms, 123
 - sequence querying algorithms, 122
 - set, 95
 - static assertion macros, 162
 - static assertions, 161
 - transform, 42
 - type sequence, 39, 97
- mpl:::, 39
 - advance, 82, 85, 103, 142
 - and, 58, 69, 71, 74
 - apply, 52, 56, 59, 60
 - arg, 54
 - at, 85, 95, 101, 103, 110, 136
 - back, 85, 118, 124
 - begin, 84–86, 103, 117

-
- mpl:: (continued)
 - bind1, 154
 - bool, 58, 70, 212
 - contains, 137
 - copy, 118, 128, 129
 - deref, 79–81, 84, 85, 99, 116, 133–135, 139
 - distance, 82
 - empty, 193, 299
 - empty_base, 193
 - end, 79, 84, 85, 103, 117, 141
 - equal, 45, 46, 71, 90, 109, 126, 129, 165
 - erase, 86, 91
 - eval, 65, 67–69, 73, 98, 161, 297
 - false_, 183
 - filter, 274
 - filter_view, 138
 - find, 58, 78, 79, 335
 - fold, 120, 191, 274
 - for_each, 175, 177
 - forward, 139
 - front, 84, 124
 - greater, 162, 164
 - has, 95
 - identity, 65, 68, 69, 73, 317
 - if, 62–65, 68, 74, 75, 180, 295
 - inherit, 193
 - insert, 86, 88, 89
 - inserter, 117
 - int, 39, 40, 69, 119, 144, 161, 171, 281, 287
 - integral, 70, 154
 - iterator, 141
 - joint, 141
 - lambda, 51, 55, 60
 - lambda1, 154
 - less, 116, 122, 133, 163
 - list, 84, 86, 92, 118, 124, 142, 326
 - long, 70
 - lower, 110, 132, 134, 137, 326
 - map, 87, 94
 - minus, 46, 47, 53, 103
 - multiplies, 53, 56, 161
 - next, 72, 79–81, 83, 86, 99, 100, 139
 - not, 58
 - not_, 163
 - or, 67–69, 73, 74
 - pair, 94
 - placeholders, 47, 153
 - plus, 43, 44, 52, 53, 56, 69, 72, 75, 103, 119, 136, 171
 - plus_dbg, 171
 - pop, 89
 - print, 171
 - prior, 73, 81, 83, 85
 - push, 89, 92, 117, 119
 - quote1, 154
 - random, 99
 - range, 93, 142, 171
 - replace, 117
 - reverse, 124, 125
 - set, 87
 - shift, 126
 - size, 106, 110
 - sizeof, 117, 132, 133, 135
 - transform, 42–44, 47, 50, 67, 68, 119, 124, 136, 137, 153, 177
 - transform_view, 135, 138, 141
 - true_, 183
 - unpack_args, 136
 - vector, 40, 78, 93, 119, 129, 142, 326
 - void, 97, 154
 - zip, 136
 - multiple return values, metafunctions, 15
 - multiple return values of traits templates, 15
 - multiple sequences, 135
 - multiplication, implementing, 42
- N**
- name, dependent, 12, 310
 - named class template parameters, 239
 - named local constants, 244
 - named parameters, 238
 - names, namespace, 231
 - namespace aliases, 39
 - namespace boost, 24
 - namespace names, 39, 231

- namespace `std`, 13
- naming an invalid computation, 57
- naming conventions, 288
- native language metaprogramming, 3
- negative assertions, 163
- nested instantiations without forwarding, 333
- nested template instantiations, 330
- nested types, 15, 30
- nesting depth, 338
- nodes, number of, 338
- noise, syntactic, 263
- non-empty sequence, 284
- non-member friend functions, 205
- non-qualified names, 316
- non-types, metadata, 11
- nullary macro, 299
- nullary metafunction, 29, 33, 57, 61, 64, 211
- number of nodes, 338
- number of partial specializations, 336
- numbered header file, 91
- numeric computations, 3
- numeric relation, 174
- numeric wrappers
 - `long_`, 70
 - `size_t`, 70
- numerical
 - comparison, 164
 - metadata, 33
 - metafunction, 17, 33, 39
 - relationships, asserting, 164

O

- object
 - Blitz++ range, 237
 - different types, 17
 - function, 299
 - generator, 183
 - generator function, 185
 - global, 11
 - like macros, 283
 - oriented programming, 17, 199
 - polymorphic, 34
 - polymorphic class type, 182
 - runtime function, 175
 - signature, function, 177
 - template, function, 194
 - types of the resulting function, 203
- one definition rule, 207
- operations
 - arithmetic, logical and comparison, 293
 - Boolean-valued operators, 71
 - Boolean wrappers, 61
 - comparison, 293
 - integer wrappers and, 69
 - integral operator, 71
 - integral type wrappers, 61
 - intrinsic sequence, 90, 109
 - logical, 293
 - logical operators, 66
 - preprocessor array, 304
 - preprocessor library arithmetic, 293
 - preprocessor library comparison, 294
 - preprocessor library logical, 294
 - preprocessor sequence, 302
- operator
 - arithmetic, 72
 - bitwise, 72
 - Boolean-valued, 71
 - function-call, 186
 - integral, 71
 - integral-valued, 72
 - logical, 66, 71
 - syntaxes, C++ overloadable, 229
 - token-pasting, 300
- `operator*`, 21, 22, 43, 44
- `operator=()`, 21
- optimization, 20, 24, 28, 115
- optimization, empty base, 187
- optional inserter, 124
- ordering, strict weak, 122
- ordinary functions, 15
- output iterator, 117
- overload resolution, managing, 207
- overload set, 209

P

- param_type, 66
- param_type, struct, 64, 68
- param_types, 67
- parameter, macro, 284
- parameter, template, 272
- parameters, named, 238
- parametric polymorphism, 17
- parse tables, 225
- parser construction, 6
- parser generators, 2
- parser, high-level, 2
- partial
 - function application, 53, 240
 - metafunction application, 53, 58
 - specialization, 31, 100, 105
 - specialization of `iterator_traits`, 14
- pasting, token, 299, 300
- performance, compile time, 323
- Perl, 156
- Phoenix library, 243
- placeholder, 53–54, 244
 - expression, 52, 58
 - expression definition, 56
 - handling, 50
 - implementation of, 54
 - unnamed, 55
- plus, 53
- point of definition, 308
- pointer, 11, 13–15
 - data members, 25
 - design of, 12
 - function, 25
 - internal, 19
 - member functions, 25
 - members, 11
 - pointers, 50
 - single base class, 17
 - template arguments, function, 194
 - transformation function, 197
- points of instantiation, 308
- polymorphic metadata, 61
- polymorphism, 30–32
 - definition of, 17
 - example, 39
 - function templates and, 196
 - parametric, 17
 - static, 17, 196
- portability, MPL, 343
- position, 38
- post processing filter, 156
- predicate, comparison, 132
- predicate, customizing the, 165
- preprocessing phase, metafunction of the, 283
- preprocessing tokens, 283
- preprocessor
 - array operations, 304
 - data types, 301
 - empty argument to the, 297
 - file iteration, 290
 - fundamental abstractions of the, 283
 - fundamental unit of data, 283
 - horizontal repetition, 286
 - library abstractions, 286
 - library arithmetic operations, 293
 - library comparison operations, 294
 - library integer logical operations, 294
 - library structure, 285
 - local iteration, 289
 - macro, 283
 - metaprogram, 282, 288
 - metaprogramming, 281
 - repetition, 286
 - self-iteration, 292
 - sequence operations, 302
 - vertical repetition, 288, 289
- library, 289
- preserving the interface, 201
- primary
 - template, 31
 - traits, 25
 - type categorization, 25
- print_type, struct, 176, 177
- printing, type, 176
- problem domain, abstractions of the, 8

- processing, selective element, 137
 - productions, BNF, 220
 - program
 - C++, 1, 224
 - faster, 7
 - interoperability, 16
 - test, 326
 - programming
 - compile time, 330
 - error, 159
 - generic, 17
 - higher-order functional, 48
 - language, FORTRAN, 217
 - object-oriented, 17, 199
 - properties, DSL, 216
 - properties, type, 27
 - property, emergent, 138
 - proxy reference, 21
 - proxy, struct, 21
 - pseudo-English, 35
 - pure functional language, 5, 32
 - pure, metadata, 277
- Q**
- quantities, representing, 40
 - quantity, 41
 - quantity, struct, 41, 45
 - quantity<float, force>, 45
 - querying algorithm, 122, 128
- R**
- r1, typedef, 22
 - r2, typedef, 23
 - Random Access Iterator, 82, 99, 115, 159
 - Random Access Iterator requirements, 83
 - Random Access Sequence, 85, 92, 109
 - range_c, 93
 - reachable iterator, 81
 - realistic error, 146
 - recurring template pattern, curiously, 203, 208
 - recursion, 5
 - recursion unrolling to limit nesting depth, 334
 - recursive function, 4
 - recursive sequence traversal, 121
 - reducing instantiation depth, 336
 - reference, 13, 63
 - bit, 21
 - functions, 11
 - ness, 22
 - non-const, 22
 - proxy, 21
 - to references, 66
 - types, 22
 - refine, 77
 - refinement hierarchy, 181
 - regular expressions, 215
 - relation, numeric, 174
 - relationship between types, 28
 - repetition
 - boilerplate code, 281
 - horizontal, 286
 - preprocessor, 286
 - specialization generated by horizontal, 289
 - specialization using horizontal, 286
 - vertical, 288, 289
 - <repetition.hpp>, 286
 - replacement-list, 283, 284, 287
 - representation, iterator, 99
 - representing dimensions, 38
 - representing quantities, 40
 - reserved identifiers, 149
 - resolution, overload, 207
 - return type, 133
 - reusable mental model, 9
 - reuse and abstraction, 113
 - reverse_fold, metafunction, 120
 - reverse, struct, 120
 - reverse_unique, 126
 - rule, 207, 218
 - rules, BNF, 220
 - rules for template and typename, 312
 - rules, grammar, 2
 - rules, implicit pattern, 219

- runtime, 42, 109
 - boundary, 277
 - boundary, crossing compile-time, 175
 - C++, 175
 - call stack backtrace, 145
 - class template specialization, 179
 - complexity, 323
 - computation, 6
 - constructs, 213
 - data corruption, 171
 - dispatch, 17
 - dispatching, 196
 - function, 16
 - function objects, 175
 - if statements, 178
 - implementation selection, 178
 - linked list, 305
 - polymorphic base class, 199
 - polymorphism, 252
 - tag dispatching, 180
- S**
- Scheme, 3
- Scheme metaprogrammer, 3
- scoping, dynamic, 250
- screensaver algorithm, 197
- secondary traits, 26
- secondary type categorization, 26
- selection
 - argument, 296
 - constructs, 299
 - implementation, 178
 - lazy type, 64
 - structure, 185
 - type, 62
- selective element processing, 137
- self-documenting code, 226
- self-iteration, 292
- self-returning metafunction, 98
- semantic action, 222
- semantic evaluation, 222
- semantic value, 222
- semantics, 133
- separation of concerns, 115
- sequence, 115
 - algorithm, 78, 109
 - algorithms, fundamental, 119
 - associative, 86, 87, 109
 - bidirectional, 84
 - building a tiny, 97
 - building algorithms, 119, 123, 125, 126, 128
 - combining multiple, 135
 - comparing, 96
 - concept, 83, 109
 - derivation, 96
 - derivation to limit structural complexity, using, 339
 - elements, 131
 - equality, 89–90
 - extensible, 86
 - extensible associative, 88, 89, 94
 - forward, 84, 92
 - general purpose type, 93
 - implementing a, 138
 - integers, large, 94
 - integral constant wrappers, 176
 - iterator, 77
 - lazy, 135, 138
 - lazy random access, 93
 - map, 94
 - MPL, 86
 - MPL type, 97
 - mpl::list, 92
 - non-empty, 284
 - operation, intrinsic, 90, 109
 - operations, preprocessor, 302
 - querying algorithms, 122
 - random access, 85, 92
 - sequences, 119
 - sorted, 132
 - tag, 102
 - tiny, 97
 - traversal algorithms, 120
 - traversal concept, 83
 - traversal, recursive, 121

- vector, 92
- view, 131
- wrapper, integral, 95
- writing your own, 97
- sequence classes, 91
 - deque, 93
 - iterator_range, 95
 - list, 92
 - map, 94
 - range_c, 93
 - set, 95
 - vector, 92
- set, 95
- SFINAE, 211
- SGI type traits, 30
- signature, struct, 300
- single declaration, 314
- single template, 30
- size_t and numeric wrappers, 70
- sizeof trick, 212
- slow, compilation, 323
- sorted sequence, 132
- source code, function, 290
- specialization, 31, 89
 - class template, 31, 179
 - constant time, 103
 - explicit, 31
 - full template, 317
 - generate, 292
 - generated by horizontal repetition, 289
 - mentioning, 329
 - metafunctions, 15
 - number of partial, 336
 - omitted, 144
 - partial, 31, 105
 - pattern, 293
 - terminating, 5
 - tiny_size, 105
 - traits template, 15
 - using horizontal repetition, 286
- specifications, grammar, 6
- standard library, 14
- state transition table, 259
- state vector, 198
- static
 - assertions, 160, 165, 173
 - assertions, MPL, 161
 - condition, 178
 - interfaces, 173
 - member function, 23, 179
 - noise, 56
 - polymorphism, 17, 196
 - type checking operations, 37
 - type safety, 260, 277
 - visit member function, 178
- static_cast, 205
- std, namespace, 13
- std:::
 - abs, 15
 - binary_function, 296
 - for_each, 115
 - iterator_traits, 15
 - lower_bound, 115
 - negate, 17
 - reverse_iterator, 138
 - stable_sort, 115
 - swap(), 19, 22, 23
 - unary_function, 296
- STL, 58, 77, 79, 128
- STL error messages, 156
- STLFilt, 172
- STLFilt options, 157
- storage, eliminating, 187
- stored function object, 6
- strategy to customize error, 170
- strict weak ordering, 122
- strings, vectors of, 19
- struct
 - always_int, 29, 57
 - begin_impl, 85
 - binary, 4
 - bit_iterator, 21
 - enable_if, 211
 - end_impl, 85
 - equal_to, 70
 - five, 18

- struct (continued)
 - function, 296
 - int_, 69
 - integral_c, 70
 - iter_swap_impl, 23
 - iterator_traits, 13, 14
 - minus_f, 46
 - padded_size, 132
 - param_type, 64, 68
 - print_type, 176, 177
 - proxy, 21
 - quantity, 40, 45
 - reverse, 120
 - signature, 300
 - tiny_size, 281, 282, 286, 287, 290, 291
 - transform, 42
 - twice, 49
 - type_traits, 30
 - visit_type, 178
 - wrap, 177
 - structural
 - changes to the class, 186
 - complexity of metafunction arguments, 338
 - complexity tests, 338
 - complexity, using sequence derivation to limit, 339
 - variation, 188
 - structure, preprocessor library, 285
 - structure selection, 185, 188
 - structures, control, 295
 - STT, 259, 262, 264, 276
 - subrules, 251, 252
 - Substitution Failure Is Not An Error, 211
 - substitution, typedef, 147
 - subtleties, 314
 - subtraction, addition and, 41
 - Sutter, Herb, xi, 21
 - swap(), std, 19, 22, 23
 - swap(), template, 19
 - symbols, BNF, 220
 - symbols, long, 337
 - syntactic constructs, 229
 - syntactic noise, 263
 - syntax, common, 17
 - syntax disambiguation, 311
 - syntax of formal languages, 220
- ## T
- tables, parse, 225
 - tag dispatching, 180
 - tag dispatching technique, 106
 - tag type, 101, 180
 - target language interaction, 7
 - targets, Make, 218
 - temperature, 38
 - template
 - allowed, 320
 - and typename, rules, 312
 - apply_fg(), 16
 - arguments, eliminating default, 150
 - arguments, function pointers as, 194
 - binary(), 4, 15
 - Blitz++ and expression, 231, 232
 - boost::function, 203
 - C++, 9
 - class, 29
 - compilation phases, 308
 - compilers with incomplete support for, 343
 - dependent names, 319
 - disambiguating, 311
 - drawback of expression, 236
 - error, 143, 320
 - error message, 155, 158
 - features, traits, 15
 - forbidden, 320
 - function, 313
 - function object, 194
 - functions, class, 15
 - how to apply, 307
 - implementation of a runtime function, 178
 - instantiated, 16
 - instantiation, 32, 155, 324, 330
 - instantiations, nested, 330
 - instantiations required, 324
 - iter_swap_impl, 23
 - iter_swap(), 11–13, 19, 22

- iterator_traits, 14
- keywords, typename and, 307
- lambda non-metafunction, 56
- mechanism, 3
- members, 91
- metaprogram, 1, 24
- metaprogram misbehavior, 170
- metaprogramming, 5, 9, 57, 156
- metaprograms interpretation, 323
- multiple return values of traits, 15
- name, 31
- parameter, 16, 32, 272
- parameter lists, 311, 313
- parameters, named class, 239
- pattern, curiously recurring, 203, 208, 251, 267
- primary, 31
- required, 319
- single, 30
- specialization, 31, 55, 338
- specialization, class, 31, 179
- specialization of traits, 15
- specializations, full, 317
- struct param_type, 64
- swap(), 19, 20
- syntax, C++, 91
- traits, feature of, 13
- type_traits, 30
- when to use, 319
- wrapper, 177
- term, 6
- terminating specializations, 5
- test programs, 326
- testing the metaprogram, 282
- tests, structural complexity, 338
- TextFilt, 156
- theorem of software engineering, fundamental, 13, 19, 263
- time, 38
- time, compile, 18
- tiny, 97
- tiny_iterator implementation, 102
- tiny_size, 105
- tiny_size.hpp, 292
- tiny_size, struct, 281, 282, 286, 287, 291
- token pasting, 299, 300
- token-pasting operator, 300
- tokens, preprocessing, 283
- tools for diagnostic analysis, 155
- traits, 33
 - blob, 16
 - boost type, 64
 - integral valued type, 183
 - primary, 25
 - secondary, 26
 - SGI type, 30
 - templates feature, 13, 15
 - type, 31, 33
 - type manipulation, 11
- traits1, typedef, 22
- traits2, typedef, 22
- transform, 42–44, 46, 48, 114, 119, 185
- transform, struct, 42
- transform_view, 135
- transformations, type, 28
- transition table, 262
- translators, host language, 3
- traversal, 79
- traversal adaptor, 138
- traversal, recursive sequence, 121
- trivial destructor, 24
- tuples, 303
- twice, struct, 49
- type, 17, 29, 39, 77, 168
 - ::value, 18
 - arguments, 17
 - associated, 78
 - associations, 11
 - associations short cut, 14
 - categorization metafunctions, 25
 - categorization, primary, 25
 - categorization, secondary, 26
 - computating with, 5
 - computation, 15
 - data, 301
 - dependent, 310

- type (continued)
 - difference, 13
 - different argument, 17
 - disambiguating, 310
 - element, 86
 - erasure, 196, 201, 251, 264
 - erasure, automatic, 200
 - erasure example, 197
 - erasure, manual, 199
 - expression, 6
 - float, 196
 - function pointer, 97
 - generate, 192
 - identity, 89
 - integral, 70
 - integral constant wrapper, 17
 - iterator, 9, 12
 - iterators of different, 19
 - iterator's value, 12
 - key, 86
 - manipulation, traits and, 11
 - manipulations, 28
 - nested, 15, 30
 - non-intrusively, 13
 - object, 17
 - object of polymorphic class, 182
 - of the resulting function object, 203
 - parameters, 8
 - printing, 170, 174, 176
 - properties, 27
 - relationships between, 28
 - results, 28
 - return, 133
 - returning a type called, 33
 - safety, CRTP and, 205
 - selection, 62
 - selection, lazy, 64
 - sequence general purpose, 93
 - sequences, 39
 - specifier, 312
 - tag, 101, 180
 - traits, 30, 31, 33
 - traits library, 27
 - transformations, 28
 - two type members, 117
 - value_type, 12–14, 21
 - visitation, 177
 - wrapper, 33, 39
 - ::type, 31, 59
 - type_traits, struct, 30
 - typedef
 - boost::function, 203
 - r1, 22
 - r2, 23
 - s, 91, 177
 - substitution, 147, 151, 169, 173
 - traits1, 22
 - traits2, 22
 - type, 29
 - v1, 22
 - v2, 23
 - value_type, 14
 - typename, 12, 13, 310
 - allowed, 315
 - base class, 316
 - class, 310
 - error, 316
 - forbidden, 316
 - full template specializations, 317
 - function templates, 313
 - how to apply, 307
 - iterator_traits, 20, 23
 - non-qualified names, 316
 - notes, 317
 - outside of templates, 316
 - required, 312
 - single declaration, several, 314
 - template keywords, 307
 - template parameter lists, 313
 - when to use, 312
 - typeof operator, 213
- ## U
- unary_function, 296
 - unary lambda expression, 53

- unary metafunctions, 25
- unique, 126
- unit, 60
- Unix tools, 172
- unnamed placeholder, 55
- unpack_args, 136
- use_swap, 23
- user analysis, 7
- using recursion unrolling to limit nesting depth, 334
- using sequence derivation to limit structural complexity, 339
- <utility>, 22

V

- v1, typedef, 22
- v2, typedef, 23
- valid expression, 78
- valid iterators, 12
- value, 32
- ::value, 4, 17, 24, 30, 33, 61
- value comparison, 71
- value, semantic, 222
- ::value_type, 13, 16
- value_type, 12–15, 21, 22
- value_type, typedef, 14
- values computed from sequence elements, 131
- variable part, 31
- VC++ 7.0, 150
- VC++ 7.1, 150, 159, 168
- vector, 19, 92
- vector-building inserter, 118
- vector properties, 124
- <vector20.hpp>, 92
- vector<bool>, 21
- vectors of strings, 19
- Veldhuizen, Todd, 229
- vertical repetition, 288, 289
- view
 - concept, 138
 - definition, 131

- examples, 131
- history, 141
- implementing a, 139
- iterator adaptor, 131
- Template library, 141
- writing your own, 139
- visit member function, 178
- visit_type, struct, 178
- visitation, type, 177
- Visitor pattern, 177
- Visitor::visit(), 178
- VTL, 141

W

- with clauses, 148, 149
- wrap, struct, 177
- wrapper, 18
 - building, automate, 200
 - integral constant, 17, 39, 66
 - integral sequence, 40, 70, 95
 - MPL Boolean constant, 67
 - operations, Boolean, 61
 - operations, integer, 69
 - operations, integral type, 61
 - sequence of integral constant, 176
 - template, 177
 - type, 33, 39
- writing your own view, 139

Y

- YACC, 2, 6, 7, 222, 226–228, 257, 261
- YACC grammar, 7
- yyparse(), 2

Z

- zip iterator, 139
- zip_view, 140
- zip_with, 126