

DOWNLOAD PDF PRESENTATION MATERIALS: OVERVIEW OF THE NEW C C++11/14

Chapter 1 : Scott Meyers: URL Lookup Problem

Overview of the New C++ (C++11/14) Sample Thank you for downloading this sample from the presentation materials for Scott Meyers' Overview of the New C++ (C++11/14) training course.

Presentations Presentations and reports are ways of communicating ideas and information to a group. A report is the orderly presentation of the results of a research that seeks truth and interprets facts into constructive ideas and suggestions Gwinn, It is normally built on research that finds, develops, or substantiates knowledge. Once all the facts are collected, they are organized and presented in a report designed to meet a need for specific information. A presentation is created in the same manner as a report; however, it adds one additional element â€” The Human Element. A good presentation contains at least four elements: Content â€” It contains information that people need. Structure â€” It has a logical beginning, middle, and end. It must be sequenced and paced so that the audience can understand it. Where as reports have appendices and footnotes to guide the reader, the speaker must be careful not to loose the audience when wandering from the main point of the presentation. Packaging â€” It must be well prepared. A report can be reread and portions skipped over, but with a presentation, the audience is at the mercy of a presenter. Human Element â€” A good presentation will be remembered much more than a good report because it has a person attached to it. The Voice The voice is probably the most valuable tool of the presenter. It carries most of the content that the audience takes away. One of the oddities of speech is that we can easily tell others what is wrong with their voice, such as it is too fast, too high, or too soft, but we have trouble listening to and changing our own voices. There are five main terms used for defining vocal qualities Grant-Williams, How loud the sound is. The goal is to be heard without shouting. Good speakers lower their voice to draw the audience in, and raise it to make a point. The characteristics of a sound. An airplane has a different sound than leaves being rustled by the wind. A voice that carries fear can frighten the audience, while a voice that carries laughter can get the audience to smile. How high or low a note is. This is how long a sound lasts. Talking too fast causes the words and syllables to be short, while talking slowly lengthens them. The key is to over-act. There are two good methods for improving your voice: Practice listening to your voice while at home, driving, walking, etc. Then when you are at work or with company, monitor your voice to see if you are using it how you want to. To really listen to your voice, cup your right hand around your right ear and gently pull the ear forward. Next, cup your left hand around your mouth and direct the sound straight into your ear. This helps you to really hear your voice as others hear it Now practice moderating your voice. The Body Your body communicates different impressions to the audience. People not only listen to you, they also watch you. Slouching tells them you are indifferent or you do not care On the other hand, displaying good posture tells your audience that you know what you are doing and you care deeply about it. A good posture helps you to speak more clearly and effective. Throughout you presentation, display Smith, Bace, This helps to regulate the flow of communication. Speakers who make eye contact open the flow of communication and convey interest, concern, warmth, and credibility. Smiling is a powerful cue that transmits happiness, friendliness, warmth, and liking. So, if you smile frequently you will be perceived as more likable, friendly, warm, and approachable. Smiling is often contagious and others will react favorably. They will be more comfortable around you and will want to listen to you more. If you fail to gesture while speaking, you may be perceived as boring and stiff. A lively speaking style captures attention, makes the material more interesting, and facilitates understanding. Posture and body orientation: You communicate numerous messages by the way you talk and move. Standing erect and leaning forward communicates that you are approachable, receptive, and friendly. Interpersonal closeness results when you and your audience face each other. Speaking with your back turned or looking at the floor or ceiling should be avoided as it communicates disinterest. Cultural norms dictate a comfortable distance for interaction with others. Some of these are: Typically, in large rooms, space invasion is not a problem. In most instances there is too much distance. To counteract this, move around the room to increase interaction with your audience.

DOWNLOAD PDF PRESENTATION MATERIALS: OVERVIEW OF THE NEW C C++11/14

Increasing the proximity enables you to make better eye contact and increases the opportunities for others to speak. One of the major criticisms of speakers is that they speak in a monotone voice. Listeners perceive this type of speaker as boring and dull. People report that they learn less and lose interest more quickly when listening to those who have not learned to modulate their voices. Active Listening Good speakers not only inform their audience, they also listen to them. By listening, you know if they are understanding the information and if the information is important to them. Active listening is NOT the same as hearing! Hearing is the first part and consists of the perception of sound. Listening, the second part, involves an attachment of meaning to the aural symbols that are perceived. Passive listening occurs when the receiver has little motivation to listen carefully. Active listening with a purpose is used to gain information, to determine how another person feels, and to understand others. Some good traits of effective listeners are: Spend more time listening than talking but of course, as a presenter, you will normally be doing most of the talking, but do take time to listen when the opportunity arises. Do not finish the sentence of others. Do not answer questions with questions. We all have them. We need to control them. Never daydream or become preoccupied with their own thoughts when others talk. Let the other speaker talk. Do not dominate the conversation. Plan responses after others have finished speaking NOT while they are speaking. Their full concentration is on what others are saying, not on what they are going to respond with. Provide feedback but do not interrupt incessantly. Analyze by looking at all the relevant factors and asking open-ended questions. Walk the person through analysis summarize. Keep the conversation on what the speaker says NOT on what interest them. Listening can be one of our most powerful communication tools! Be sure to use it! Part of the listening process is getting feedback by changing and altering the message so the intention of the original communicator is understood by the second communicator. Carl Rogers listed five main categories of feedback Demos, Unwary, They are listed in the order in which they occur most frequently in daily conversations notice that we make judgments more often than we try to understand others: Attempt to assist or bolster the other communicator Probing: Attempt to gain additional information, continue the discussion, or clarify a point. Attempt to discover completely what the other communicator means by her statements. Nerves The main enemy of a presenter is tension, which ruins the voice, posture, and spontaneity. The voice becomes higher as the throat tenses. Shoulders tighten up and limit flexibility, while the legs start to shake and cause unsteadiness. The presentation becomes canned as the speaker locks in on the notes and starts to read directly from them. First, do not fight nerves â€” welcome them!

Chapter 2 : Scott Meyersâ€™™ C++11 Materials: The Best Available Overview of C++11 | Sutterâ€™™s Mill

Overview of the New C++ (C++11/14) PDF \$ Features Same content as the training course: The PDF you'll get is an exact snapshot of Scott's full-color training materials on the day he generates the PDF.

Chapter 3 : Presentation Synonyms, Presentation Antonyms | calendrieldelascience.com

This accelerated introduction to C++11/14 surveys most of the key additions to the C++ language, including support for increased code clarity (lambdas, uniform initialization, auto, new OOD.

Chapter 4 : C++11 adoption rate? (or Boost vs C++11) : cpp

Overview of the New C++ (C++11/14). ~ calendrieldelascience.com intensively technical seminar introduces the most important new features in C++11 and C++14 and explains how to get the most out of them.

Chapter 5 : Scott Meyers: Presentation Materials for Personal Use

DOWNLOAD PDF PRESENTATION MATERIALS: OVERVIEW OF THE NEW C C++11/14

These materials were originally published in , and in the ensuing five years, I've updated the C++11/14 materials nine times and the C++-in-embedded materials twice--a total of ten and three releases, respectively.

Chapter 6 : PPT "The New Seven C Tools PowerPoint presentation | free to view - id: 25f2b5-Zml00

Scott Meyers Training Courses An Overview of the New C++ (C++11/14) Specification of the latest version of C++ ("C++11") was completed in , and many compilers now offer a wealth of features from the revised language.

Chapter 7 : ISO Overview. Presentation for Training

You can currently get Scott Meyers' presentation materials for Overview of the New C++ (C++11/14), which discusses the new features of C++11/ Comes with free updates, as well. Comes with free updates, as well.

Chapter 8 : Overview of the Governor's Budget PowerPoint Presentation, PPT - DocSlides

On the design and Boost-based implementation of two new C++ libraries for atmospheric research Thinking Portable: Why and how to make your C++ cross platform Why in heaven there is no dependency management for C++?

Chapter 9 : Presentation Materials: Overview of the New C++ (C++0x)-CSDN, ½½

In my most revision of the materials, in addition to the new information on final and override that I blogged about, I also added a new slide on the potential for dangling references inside a closure when using capture-by-value inside a member function.