

Notes on C++

auto & foreach

```
int main(int, char **) {  
    vector<int> numbers(5);  
    for(auto number : numbers) {  
        cout << number << endl;  
    }  
}
```

std::thread

```
void foo() {  
    cout << "hello my world !" << endl;  
}  
  
int main(int, char **) {  
    thread t(foo);  
    t.join();  
}
```

lambdas

```
int main(int, char **) {  
    thread t([]() {  
        cout << "hi there !" << endl;  
    });  
    t.join();  
}
```

std::chrono

```
int main(int, char **) {  
    auto begin = high_resolution_clock::now();  
    usleep(123); // do some work  
    auto end = high_resolution_clock::now();  
    auto passed =  
        duration_cast<microseconds>(end-begin);  
    cout << passed.count() << endl;  
}
```

where to go next ?

a good read ...

