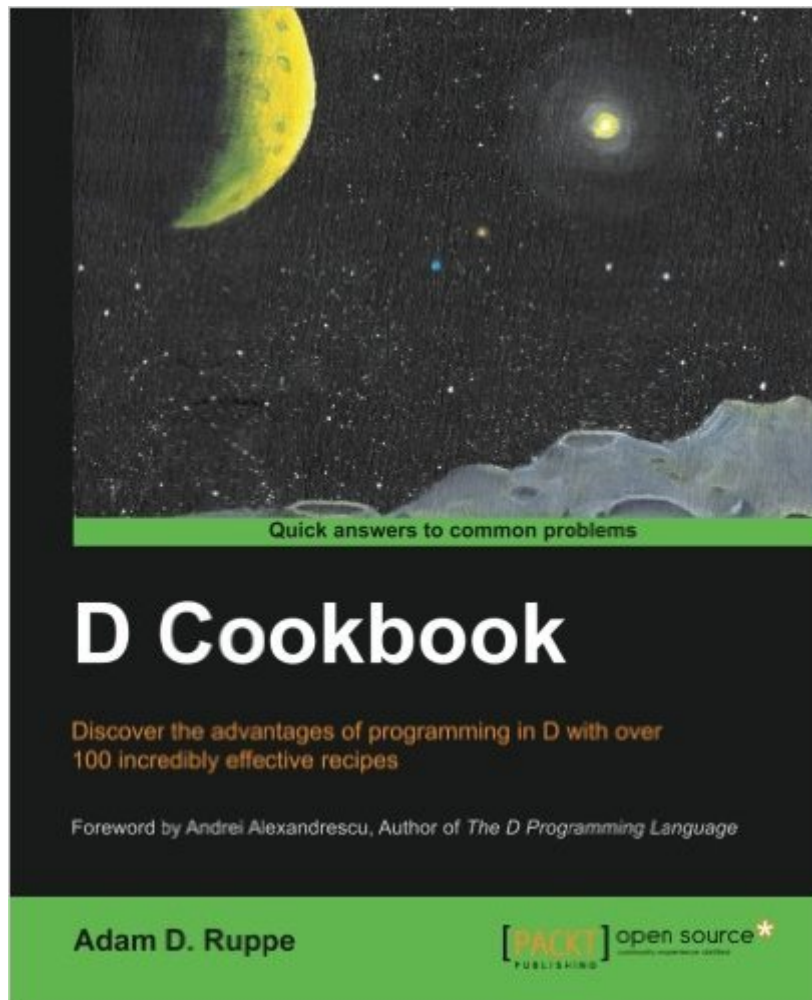


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# D Cookbook



## Synopsis

Discover the advantages of programming in D with over 100 incredibly effective recipes  
About This Book Leverage D to write efficient and correct programs with minimum code Learn advanced code generation techniques to automate programming tasks See how to apply D idioms to real-world problems and understand how it can benefit you Who This Book Is For If you are an experienced programmer who is looking to explore a language that offers plenty of advantages over more established programming languages, this is the book for you. We assume that you are already familiar with general programming language basics, but you do not need to be a proficient user of D.  
What You Will Learn Use the D programming language from "Hello World" to bare metal code Gain an insight into avoiding the garbage collector and understand its pros and cons in real-world code examples Discover how to use D's abstraction abilities to make the most of its efficient and easy resource management capabilities Implement and use ranges, a D idiom for lazy sequence implementation with decoupled generic algorithms Explore a variety of third-party libraries available to get your work done faster Integrate D into existing C, C++, and other environments Prove program correctness with static analysis and test-driven development In Detail D is a modern programming language that uses the familiar C family syntax while offering advanced modeling capabilities, safety guarantees, programmer productivity, and high efficiency. It helps you to get the most out of your hardware and your programmers simultaneously, saving both development and deployment costs. This practical guide will walk you through getting the work done with D, from writing your first program to writing advanced autogenerated objects, with notes based on real-world experiences telling you about potential pitfalls and how to avoid them. You'll use some of the third-party libraries available for D to get code working fast, including access to database engines, image processing, and more.

## Book Information

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## Customer Reviews

Adam Ruppe's "D cookbook" introduces the reader to programming in D in the form of recipes. In each recipe Adam Ruppe solves a specific programming problem with the D programming language. The author focuses on getting things done by letting the reader witness the author's approach in each recipe. The book covers a plenitude of recipes -- from essential subjects like ranges, tasks, and Phobos (D's standard library) to advanced topics like manual memory management, reflection and compile time code generation using templates, CTFE, and mixins and running D on bare x86 and ARM metal. Some recipes feature solutions devised by the D community that the reader can dig into by following the given pointers. Most notably, this book shows "idiomatic" coding in D. Although the book starts with recipes on installing a D compiler and writing Hello World it becomes fairly technical and advanced. From my perspective the book is most useful to D programmers and ambitious newcomers to the language. To me, the book is sometimes a tad too ad hoc and focused on a solution than to teach principles and concepts of the D language/library. Providing more background in these few recipes and more guidance to see the big picture justifying a taken approach may aid the reading experience. When reading the many different loosely connected recipes cover to cover I sometimes felt lost which maybe is not unusual for an encyclopedic kind of book. In some recipes the book gives its reader a feel for some rough edges of the languages and its implementation including Phobos but never to bash, always to advance. The last chapter features Adam Ruppe's libraries for web and GUI programming which I found less convincing because most is hidden inside these libraries and so the access is less direct. The book is exceptional strong when the author develops his solutions choosing wisely from the language's offerings. A must read for any D programmer to see what the language is up to and to draw on Adam Ruppe's experience with D - covering many idioms in condensed form that alone are difficult to find on the Internet.

Mr Ruppe has written a pleasantly unusual cookbook, a cookbook with a narrative. The book is no mere collection of recipes but a journey of a passionate D hacker. The topics are well chosen and nicely structured, the recipes are short and to the point. The reader is expected to know about

programming in general and be somewhat familiar with D syntax. The book is not comprehensive in any way and does not try to be, there is Alexandrescu's book for that. Instead, Mr Ruppe shows the reader how D can be used. The book suffers from a simplistic layout and some sloppy copy editing in the first chapter, however, these are minor points that do not affect its technical value nor its charm. The book (and the language) will be worth your time, if you liked what C++ used to be. Think Scott Meyers for D, a little less professional, a little more personal and a whole lot less incidental complexity.

"The D Cookbook" by Adam Ruppe is one of the most diverse technical books I've read. It manages to range all the way from the classic "Hello, world" example, all the way up to stripping the Runtime bare and running it on an OS-less board, all the while managing to fully explain (almost) everything in a way that a beginner could understand. The book is formatted in such a way that each chapter is a group of related "recipes." Each recipe explains a concept by starting with a general summary, and a code sample, and ends it up with a *very* detailed explanation of how everything works. These descriptions also often include some very helpful tangential tips about how to be better D programmer in general, which can be very helpful. It's amazing how simply Ruppe can explain how and why you should do relatively advanced things like accessing and parsing exception-less stack traces. The only thing I don't like about the recipes is that sometimes the "How it works" section can be a bit long-winded. The descriptions can often span multiple pages, often reiterating lots of information. It isn't necessarily a bad thing, but be prepared to skim a lot of the book if you already know a fair amount about D programming. Overall, I think that "The D Cookbook" is an excellent read, and should be considered required reading for anyone serious about coding with D. It also makes a very handy reference for how to do things that you can't necessarily find on StackOverflow or Dlang.org yet. **\*\*Disclaimer\*\***: I did receive a free copy of The D Cookbook ebook in exchange for a fair and unbiased review, and it did not alter my judgement in any way, shape, or form.

As a beginning D coder I found this book to be great for getting up to speed on more advanced, practical D techniques. The style makes it pleasant to just read through, but, true to its name, it's an encyclopedic resource for when I need to remember the finer details of more common tasks like building custom ranges. or venture into murky territory like C++ interop. As another reviewer pointed out, Adam presents the idiomatic way of doing things, which is invaluable with a language that presents you with such an overwhelming mass of tools and possibilities as D does. If you write in D, this book really needs to be in your library.

This book is a collection of well-crafted "recipes", each aiming at some realistic software engineering problem, and each blending just enough pragmatism, theory and hard-won programming experience to make a novice D user (such as myself) appreciate the sheer power and elegance of this language and learn more about it. While going through the recipes comprising this cookbook (and there is a lot to go through) it was hard to avoid developing an ever-growing sense of appreciation and respect for the author Adam D. Ruppe's level of expertise, eloquence and clarity of thought. I highly recommend this book. As a software practitioner, I felt both enlightened and empowered after I read it.

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