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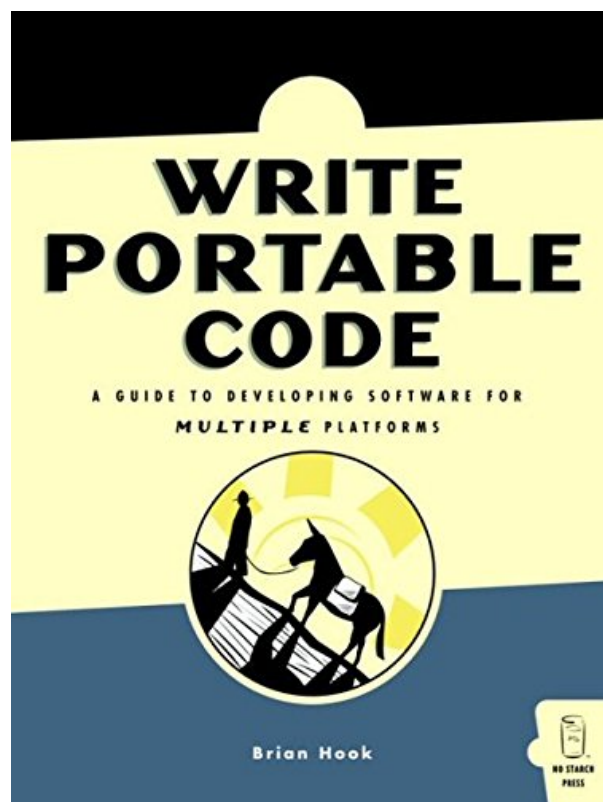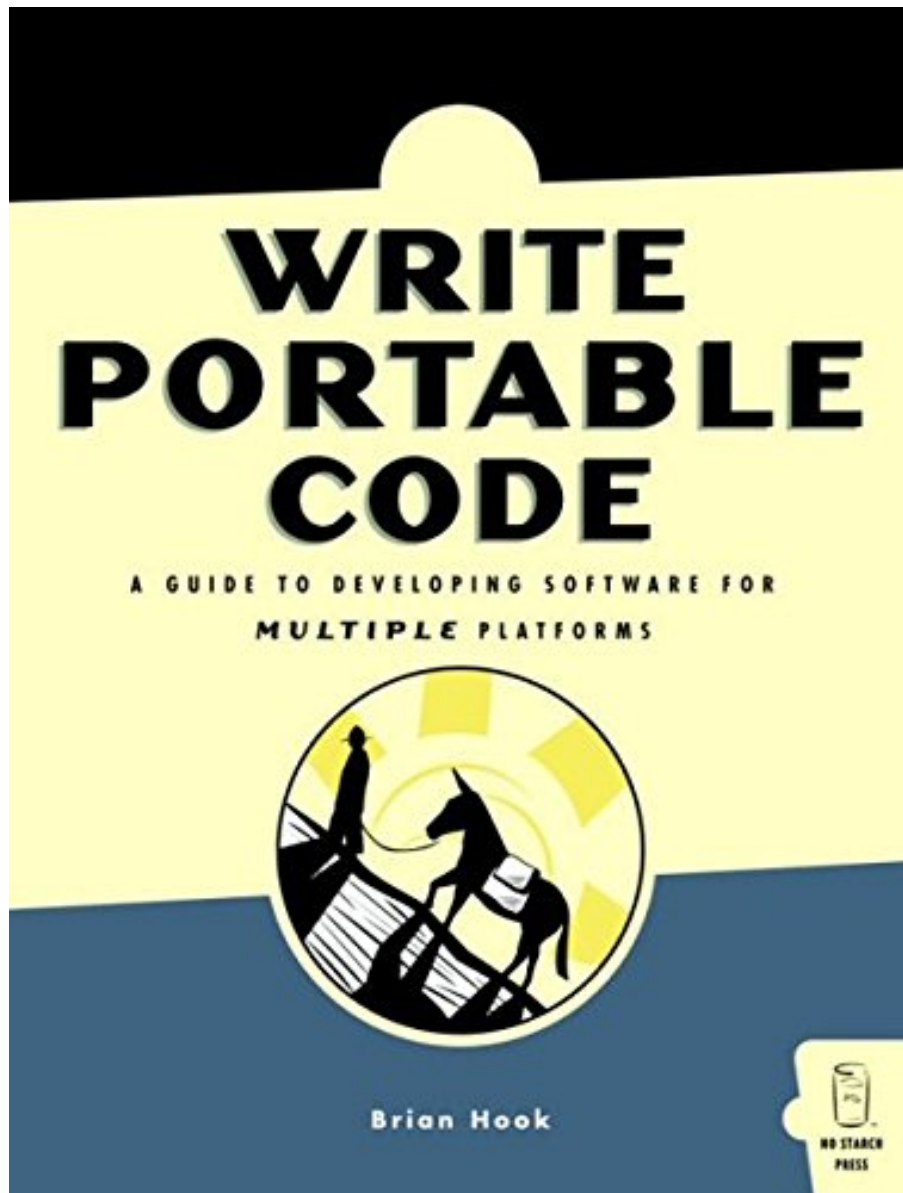


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Packed with specifics which lend... an overall understanding of concepts and the ability to troubleshoot common problems. -- Midwest Book Review, Internet Book Watch, September 2005 (http://www.midwestbookreview.com/ibw/sep_05.htm)

This sample chapter examines the issues you'll run into when moving code between processor architectures. -- Tech Republic, August 4, 2005

Within the first few chapters, I've already learned about a new tool. -- GBGames' Blog, July 21, 2005

About the Author
Brian Hook is a professional software developer and author who has worked primarily in the gaming and entertainment industries. His experience developing cross-platform software at companies such as id software, 3Dfx Interactive, and Pyrogon gives him a unique view into the process of cross-platforms software development.

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Portable software development is writing software that runs on a broad range of computer systems instead of just one (e.g., Windows). Programmers often pick up the idioms, tricks and methodologies for developing cross-platform software through sheer trial and error, as they encounter the same mistakes and patterns of code over time. If you're an intermediate-to advanced-level programmer who'd rather cut to the chase, Write Portable Code contains the lessons, patterns and knowledge you'll need for developing cross-platform software.

Write Portable Code explains how to:

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Awesome book on portability
By Sean P. Richards
This book does a really great job at talking about code portability. It definitely was an eye opener. However, it started loosing me around chapter five so I paused to increase my knowledge of programming and I will return it to later when my programming understanding increases.0 of 0 people found the following review helpful.
Good read, nice insights into portability and cross-platform development
By Techvette
Though the material is a little dated, this is well-written and a pretty easy read. The author answered a few questions I had via email.3 of 4 people found the following review helpful.
A bit out of date
By John Selbie
I would not recommend this book for an experienced programmer. If you know that sizeof(int) can vary, CRLF vs LF differences on Windows and Unix, and what little-endian is to network programming then you are already know enough to not need this book.

But if you are new to C/C++ programming or a student, then this book is likely a good read. The majority of the book builds awareness of portability issues, programming in the large, and common tools for professional programming (in the context of C/C++).

In 2011, I find that most of my C an C++ compatibility issues across operating systems are largely resolved by using STL and including . The latter was not standard in 2005 (when the book was published) as it is today. As such, the book spends time explaining issues that are easily resolved by relying on these include files and libraries. There is a framework library implemented in the book called "Posh" (Portable Open Source Harness) that repeats much of along with some functions that handle endian-ness and floating point variations between processors. Ironically, the book fails to mention Boost, which is a popular starting point for portable C++ development.

The harder C/C++ compatibility issues aren't easily resolved with header file macros. The real challenges of portable coding come from the fact that graphics, threading, I/O, networking, and APIs for making system calls vary widely between different flavors of Unix, Linux, and Windows. To which the book makes an effort to raise attention to, but very little effort on actually solving. The chapter on networking is 6 pages and doesn't go beyond declaring #defines for the subtle differences between Winsock and Unix sockets. Good luck trying to reconcile ePoll and IOCP, or the difference socket ioctl calls between platforms. The book rarely goes deep on any specific area of programming.See all 13 customer reviews...

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