

C++

C++	An object-oriented programming language and incorporates all the features offered by C . C++ started its journey as C with classes. Gradually, it has evolved and despite the popularity of other programming languages like C# and Java , C, C++ holds its own as one of the most widely used languages for scripting. In applications, C++ is ubiquitous.
C++ frameworks	STL , Boost , QT (for user interfaces), wxWidgets , Loki , POCO , OpenCV (for imaging).
ACE	Stands for Adaptive Communication Environment, an object-oriented C++ framework that helps to develop and deploy high-performance networked applications faster, with less code to write and maintain.
Boost	Collection of modern libraries based on the C++ standard. The source code is released under the Boost Software License, which allows anyone to use, modify, and distribute the libraries for free. The libraries are platform independent and support most popular compilers, as well as many that are less well known.
Clang	A compiler front-end for the programming languages C , C++ , Objective-C, Objective-C++, OpenMP , OpenCL & CUDA, that uses LLVM as its back-end and has been part of the LLVM release cycle since LLVM 2.6.
Cppcheck	Analysis tool for C / C++ code. It detects the types of bugs that the compilers normally fail to detect. The goal is no false positives. It is a versatile tool that can check non-standard code.
CppDB	A small in-memory C++ database designed to be utilized in a "one instance per process" fashion. SQL connectivity library that is designed to provide platform and Database independent connectivity API similarly to what JDBC , ODBC and other connectivity libraries do.
GLSL	Principal shading language for OpenGL , C-style language.
gperf	Hash function generator. For a given list of strings, it produces a hash function and hash table, in form of C or C++ code, for looking up a value depending on the input string.
Loki	C++ library of designs, containing flexible implementations of common design patterns and idioms. Makes extensive use of C++ template metaprogramming and implements several commonly used tools: typelist, functor, singleton, smart pointer, object factory, visitor and multimethods
MFC	A collection of classes that can be used in building application programs. The classes in the MFC Library are written in the C++ programming language. The Microsoft Foundation Class (MFC) Library provides an object-oriented wrapper over much of the Win32 and COM APIs.
POCO	Powerful C++ class libraries for building network- and internet-based applications that run on desktop, server, mobile and embedded systems. The libraries cover functions such as threads, thread synchronizing, file system access, streams, shared libraries and class loading, Internet sockets, and network communications protocols.
PwC (contract programming)	A method of developing software using contracts to explicitly state and test design requirements. The contract is used to define the obligations and benefits of program elements such as subroutines and classes.
Qt	Customisable software development framework with flexible licensing options. Used for developing application software that can be run on various software and hardware platforms with little or no change in the underlying codebase.
Qt Creator	Cross-platform integrated development environment which is part of the SDK for the Qt GUI Application development framework. Qt Creator provides a cross-platform, complete integrated development environment (IDE) for application developers to create applications for multiple desktop, embedded, and mobile device platforms, such as Android and iOS .
RapidJSON	Library, which helps in writing json and reading a json file using cpp. A fast JSON parser/generator for C++ with both SAX/DOM style API . RapidJSON borrowed some designs of RapidXML, including in situ parsing, header-only library. But the two APIs are completely different
Rust	Systems programming language sponsored by Mozilla Research, which describes it as a "safe, concurrent, practical language," supporting functional and imperative-procedural paradigms. Systems programming language that runs blazingly fast, prevents segfaults, and guarantees thread safety.
STL	Useful set of libraries that helps in making the code simple and more efficient, both by space and by time. This is because it includes libraries for implementing some data structures like a dynamic list, stack, queue and some other data structures like map, insertion, deletion etc.
Valgrind	Well-known tool for finding errors of work with memory. An instrumentation framework for building dynamic analysis tools. The Valgrind tools can automatically detect many memory management and threading bugs, and profile your programs in detail.
VBA	Event-driven programming language from Microsoft. It is now predominantly used with Microsoft Office applications such as MSEXcel, MS-Word and MS-Access. Enables building user-defined functions (UDFs), automating processes and accessing Windows API and other low-level functionality through dynamic-link libraries (DLLs).

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Got it!

[wxWidgets](#)

[Linux](#) and other platforms with a single code base. It has popular language bindings for [Python](#), [Perl](#), [Ruby](#) and many other languages, and unlike other cross-platform toolkits, wxWidgets gives applications a truly native look and feel because it uses the platform's native [API](#) rather than emulating the [GUI](#).

[ZeroMQ](#)

A library which extends the standard socket interfaces with features traditionally provided by specialised messaging middleware products. ZeroMQ sockets provide an abstraction of asynchronous message queues, multiple messaging patterns, message filtering (subscriptions), seamless access to multiple transport protocols and more.