

# C++

- [CMake file example for building a C++ project](#) — CMake is cross-platform free and open-source software for build automation, testing, packaging and installation of software by using a compiler-independent method. CMake is not a build system itself; it generates another system's build files.
- [Implement an HLS stream in C++ using two different sources based on .m3u8 files](#) — In this example, the code reads the URLs from two different .m3u8 files source1.m3u8 and source2.m3u8, combines and sorts them, and writes the combined list of URLs to a new .m3u8 file stream.m3u8. The output file can be used as the manifest for an HLS stream.
- [Inserts an SCTE-104/35 AD Marker into a .m3u8 file](#) — There are two different identifying markers aka SCTE-104, SCTE-35 that created for distinguishing media stream like the original broadcast and advertisement. SCTE-104 is mainly created at SDI Feed and SCTE-35 is created at Encoder.
- [Makefile example for C++ Project](#) — The makefile is a text file that contains the recipe for building your program. It usually resides in the same directory as the sources, and it is usually called Makefile . Each one of these commands should be a separate rule in a makefile.
- [Sample Multi Thread Application in C++](#) — In this example, two threads t1 and t2 are created to run function1 and function2 respectively. The join method is used to wait for the completion of the threads before the main thread terminates.
- [Save information in Redis on CentOS 7 using the C++ Redis client library cpp\\_redis](#) — This code connects to a Redis server running on localhost at port 6379 and saves the key-value pair "key": "value" to the database.
- [STL \(STandard Library\)](#)
- [Streams from multiple HLS \(HTTP Live Streaming\) manifest files with multiple resolutions in a 30-second window](#) — There are several classes defined: Segment, Playlist, and HLSManifest. The Segment class has two properties: resolution and url. The Playlist class has a vector of Segment objects and a method addSegment to add segments to the vector. The HLSManifest class has a map of Playlist objects, where the key is the resolution and the value is the Playlist object. It also has a method addPlaylist to add playlists to the map and a method `
- [Streams HLS based on two different files as a live service within a 30-second window in C++](#)