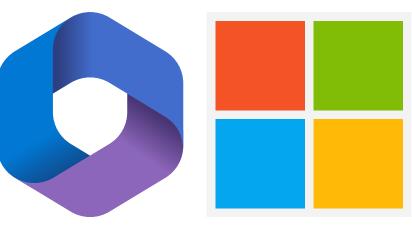
# Speaking (about C++)

#### Meeting C++

June 2024

- @ciura\_victor
- @ciura\_victor@hachyderm.io
- @ciuravictor.bsky.social





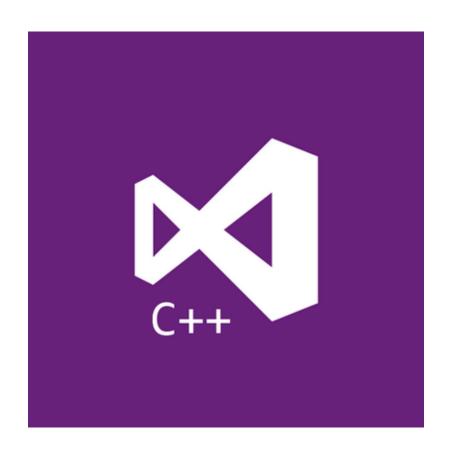
#### About me



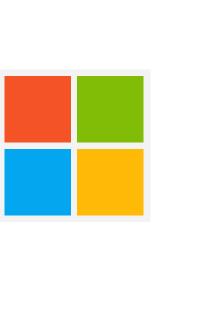
**Advanced Installer** 



**Clang Power Tools** 



Visual C++

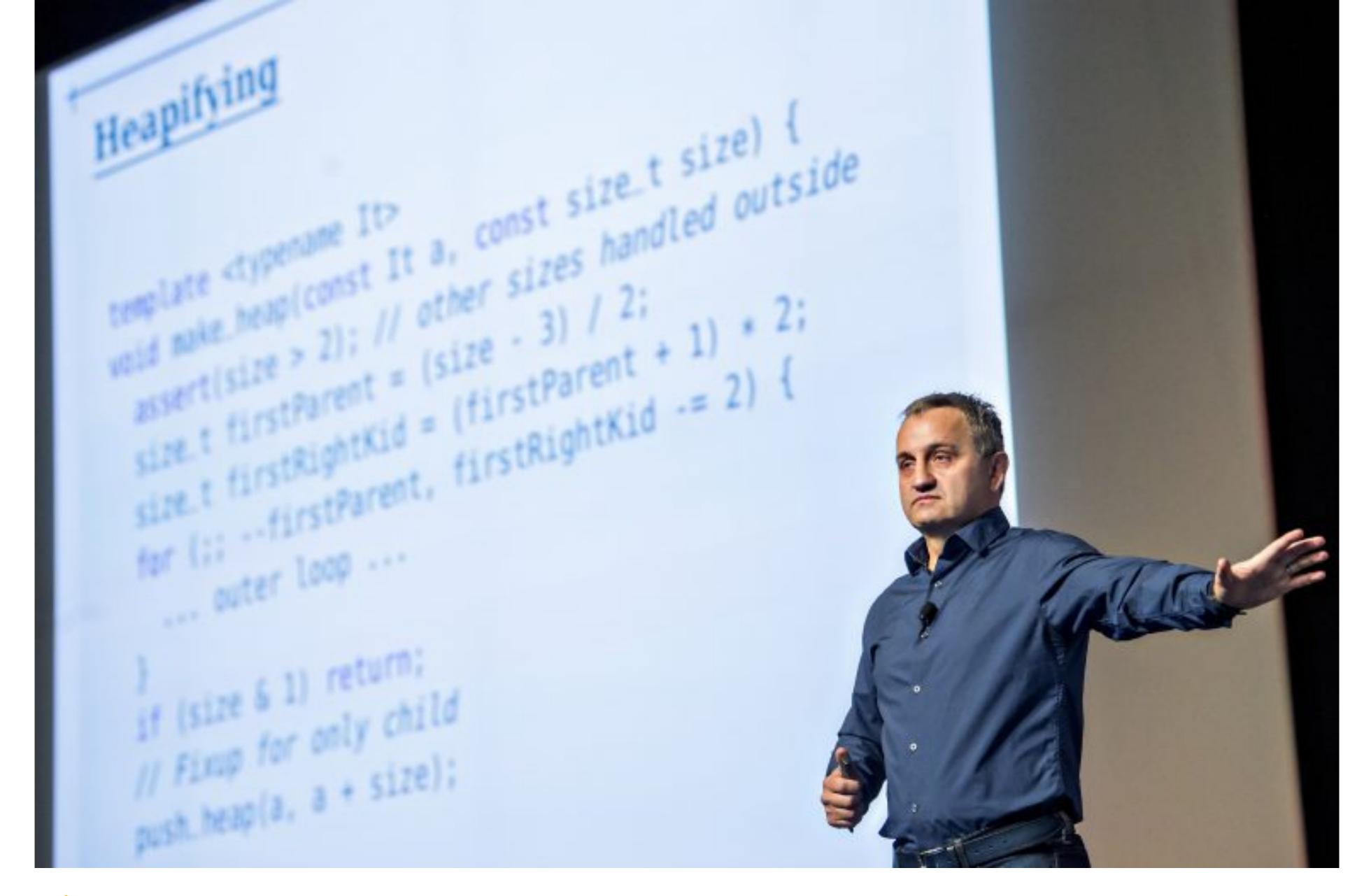


M365 Substrate





@ciuravictor.bsky.social



Singleton Warning: You are not this guy! Don't even try!





# Engage, Entertain, Educate

"Technical Speaking that Works"
E3 workshop





**Scott Meyers** 

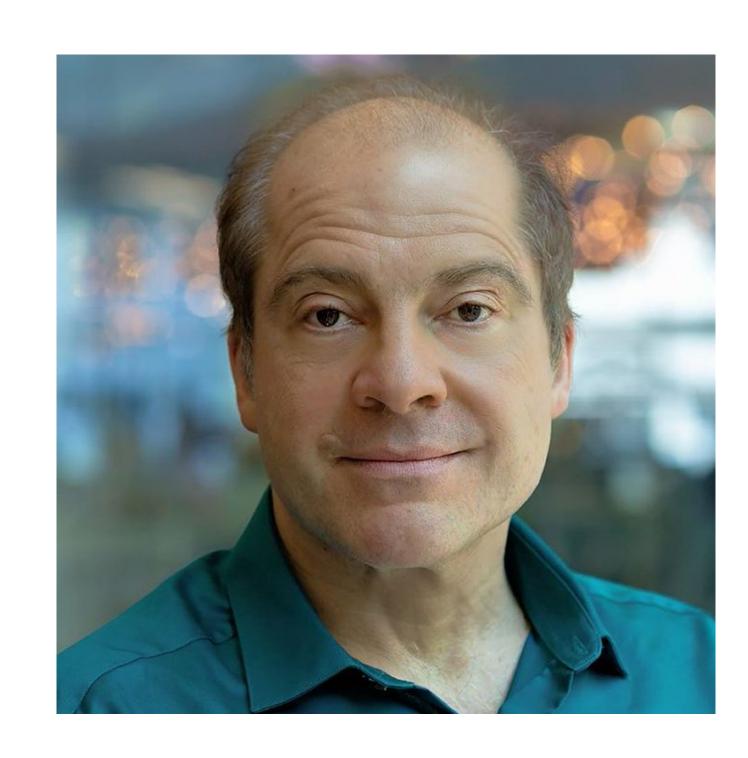


**Kate Gregory** 



Andrei Alexandrescu





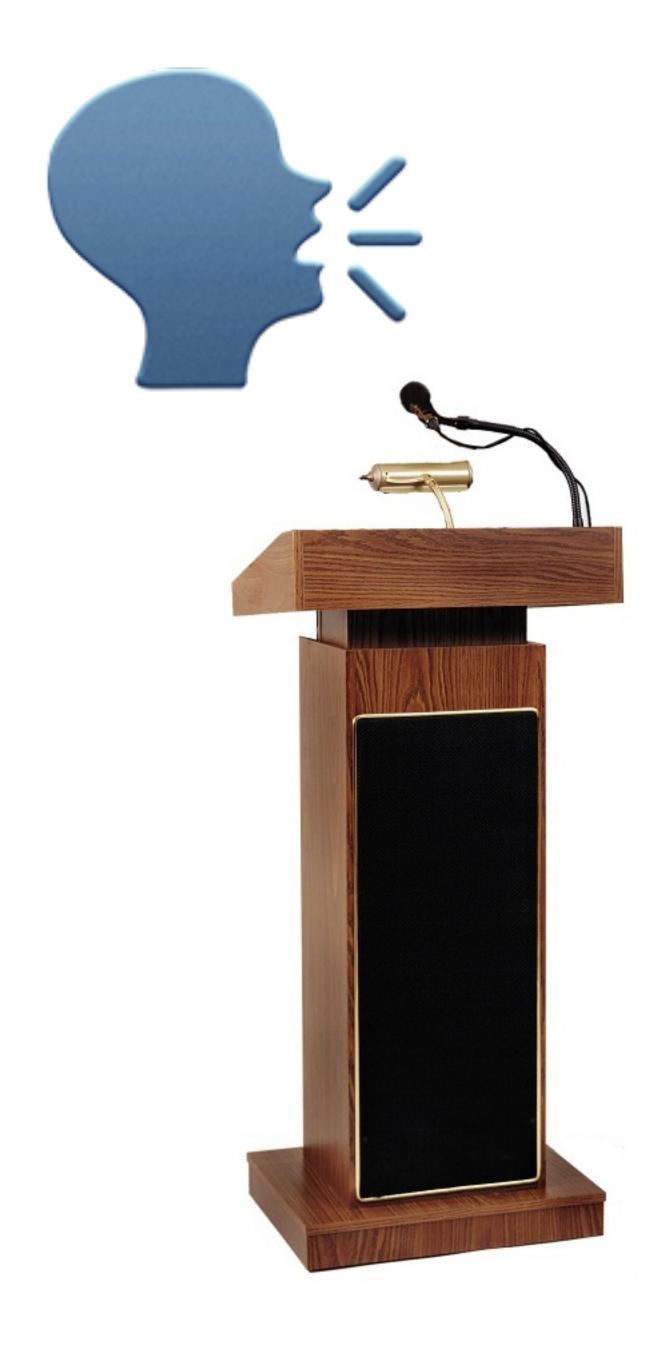
**John Lakos** 



**Kate Gregory** 



Andrei Alexandrescu



Start with a promise upfront

- Start with a promise upfront
- Show a cool teaser/preview

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- Story
  - Helps people absorb the info and persuades them

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- Story
  - Helps people absorb the info and persuades them
- Surprise
- Salient idea
- Token, catch-phrase, moniker





### What's different

- Build a fence around your idea
  - "My idea/method is different from X,Y,Z because..."
  - "My method is similar to X,Y,Z, but here's what I did differently"

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- Keep contrasting to existing knowledge/methods
- Avoid people being confused about what's novel from you





# Rhythm & Path

Go slow!

# Rhythm & Path

- Go slow!
- Cycle back

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- Repeat (in different ways): 2-3x

# Rhythm & Path

- Go slow!
- Cycle back
- Repeat (in different ways): 2-3x
- Pause

Pause / Verbal punctuations

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  - Agenda
  - Enumerations
  - Reference points

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- Let people "get back on the bus"
- Ask questions

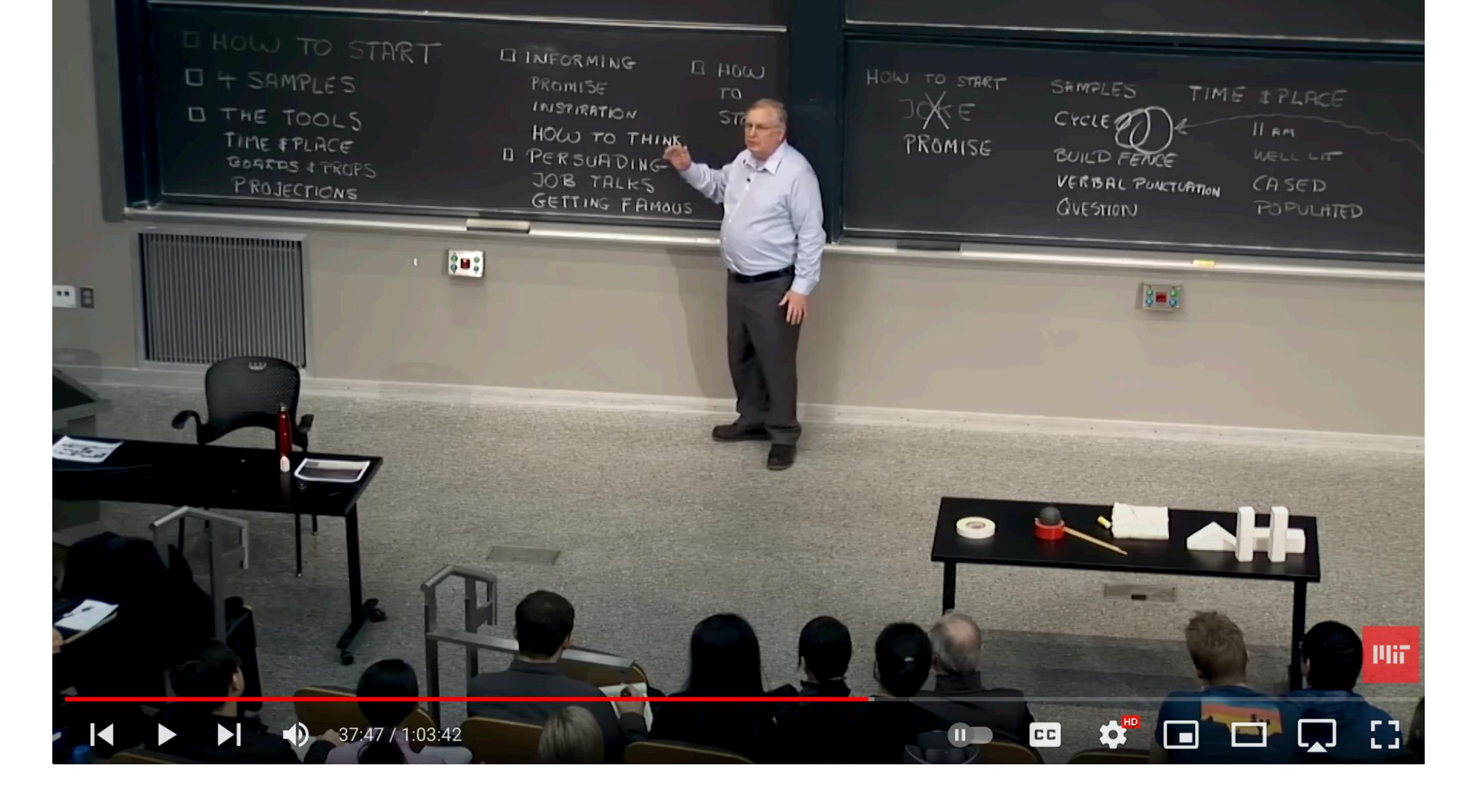
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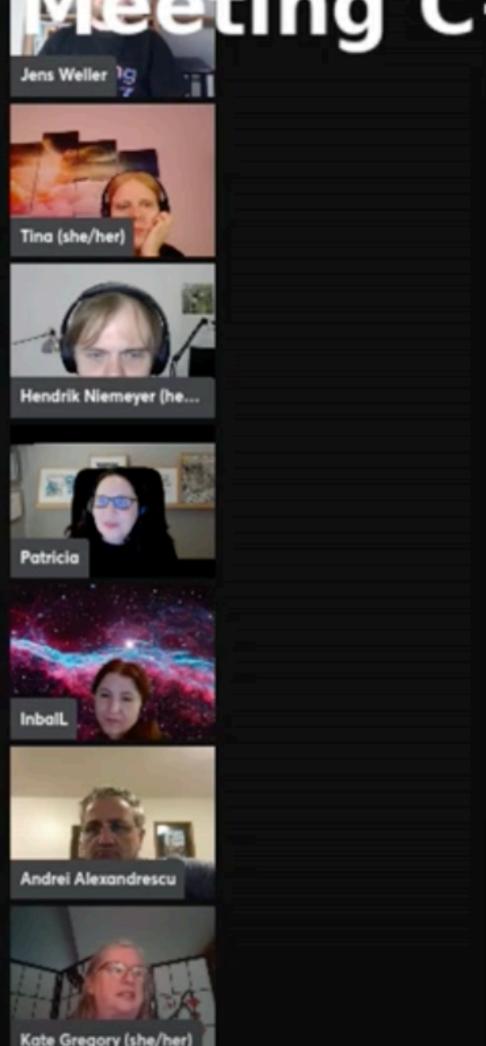
- To get people back on track
- Focus/engage the audience
- Not trivial Q, not hard Q
- Wait 7s for a response
- Reward engagement



Patrick Winston's How to Speak

youtube.com/watch?v=Unzc731iCUY





# How to End a Talk

Kate Gregory
@gregcons
www.gregcons.com/kateblog

youtu.be/rHWG9XBko0l?si=L20rX5P15Dt\_IMo1

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