

# Write Portable Code: An Introduction To Developing Software For Multiple Platforms By Brian Hook

By Brian Hook

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Brian Hook is the author of Write Portable Code (3.79 avg rating, 14 ratings, 1 review, published 2005), Building a 3D Game Engine in C++

I was fortunate in that my first introduction to lock-free especially with C++11 offering us a standard way to write portable lock-free code.

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