

Practical C Financial Programming

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Carlos has written more than 30 academic papers on optimization, and authored three books, including Practical C++ Financial Programming (Apress, 2015).

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Apply C++ to programming problems in the financial industry using this hands-on book, updated for C++20. It explains those aspects of the language that are more frequently used in writing financial software, including the Standard Template Library (STL), templates, and various numerical libraries. Practical C++20 Financial Programming also describes many of the important problems in financial engineering that are part of the day-to-day work of financial programmers in large investment banks and hedge funds. The author has extensive experience in the New York City financial industry that is now distilled into this handy guide. Focus is on providing working solutions for common programming problems. Examples are plentiful and provide value in the form of ready-to-use solutions that you can immediately apply in your day-to-day work. You'll see examples of matrix manipulations, curve fitting, histogram generation, numerical integration, and differential equation analysis, and you'll learn how all these techniques can be applied to some of the most common areas of financial software development. These areas include performance price forecasting, optimizing investment portfolios, and more. The book style is quick and to-the-point, delivering a refreshing view of what one needs to master in order to thrive as a C++ programmer in the financial industry. What You Will Learn Cover aspects of C++ especially relevant to financial programming Write working solutions to commonly encountered problems in finance Design efficient, numerical classes for use in finance, as well as to use those classes provided by Boost and other libraries Who This Book Is For Those who are new to programming for financial applications using C++, but should have some previous experience with C++.

This book introduces the reader to the C++ programming language and how to use it to write applications in quantitative finance (QF) and related areas. No previous knowledge of C or C++ is required -- experience with VBA, Matlab or other programming language is sufficient. The book adopts an incremental approach; starting from basic principles then moving on to advanced complex techniques and then to real-life applications in financial engineering. There are five major parts in the book: C++ fundamentals and object-oriented thinking in QF Advanced object-oriented features such as inheritance and polymorphism Template programming and the Standard Template Library (STL) An introduction to GOF design patterns and their applications in QF Applications The kinds of applications include binomial and trinomial methods, Monte Carlo simulation, advanced trees, partial differential equations and finite difference methods. This book includes a companion website with all source code and many useful C++ classes that you can use in your own applications. Examples, test cases and applications are directly relevant to QF. This book is the perfect companion to Daniel J. Duffy's book Financial Instrument Pricing using C++ (Wiley 2004, 0470855096 / 9780470021620)

Learn how C++ is used in the development of solutions for options and derivatives trading in the financial industry. As an important part of the financial industry, options and derivatives trading has become increasingly sophisticated. Advanced trading techniques using financial derivatives have been used at banks, hedge funds, and pension funds. Because of stringent performance characteristics, most of these trading systems are developed using C++ as the main implementation language. Options and Derivatives Programming in C++ covers features that are frequently used to write financial software for options and derivatives, including the STL, templates, functional programming, and support for numerical libraries. New features introduced in the C++11 and C++14 standard are also covered: lambda functions, automatic type detection, custom literals, and improved initialization strategies for C++ objects. Readers will enjoy the how-to examples covering all the major tools and concepts used to build working solutions for quantitative finance. It includes

advanced C++ concepts as well as the basic building libraries used by modern C++ developers, such as the STL and Boost, while also leveraging knowledge of object-oriented and template-based programming. Options and Derivatives Programming in C++ provides a great value for readers who are trying to use their current programming knowledge in order to become proficient in the style of programming used in large banks, hedge funds, and other investment institutions. The topics covered in the book are introduced in a logical and structured way and even novice programmers will be able to absorb the most important topics and competencies. What You Will Learn Grasp the fundamental problems in options and derivatives trading Converse intelligently about credit default swaps, Forex derivatives, and more Implement valuation models and trading strategies Build pricing algorithms around the Black-Scholes Model, and also using the Binomial and Differential Equations methods Run quantitative finance algorithms using linear algebra techniques Recognize and apply the most common design patterns used in options trading Save time by using the latest C++ features such as the STL and the Boost libraries Who This Book Is For Professional developers who have some experience with the C++ language and would like to leverage that knowledge into financial software development. This book is written with the goal of reaching readers who need a concise, algorithms-based book, providing basic information through well-targeted examples and ready to use solutions. Readers will be able to directly apply the concepts and sample code to some of the most common problems faced in the analysis of options and derivative contracts.

Master the C code appropriate for numerical methods and computational modeling, including syntax, loops, subroutines, and files. Then, this hands-on book dives into financial applications using regression models, product moment correlation coefficients, and asset pricing. Next, Practical Numerical C Programming covers applications for engineering/business such as supermarket stock reordering simulation as well as flight information boards at airports and controlling a power plant. Finally, the book concludes with some physics including building simulation models for energy and pendulum motion. Along the way, you'll learn center-of-mass calculations, Brownian motion, and more. After reading and using this book, you'll come away with pragmatic case studies of actual applications using C code at work. Source code is freely available and includes the latest C20 standard release. What You Will Learn Apply regression techniques to find the pattern for depreciation of the value of cars over a period of years Work with the product moment correlation coefficient technique to illustrate the accuracy (or otherwise) of regression techniques Use the past stock values of an asset to predict what its future values may be using Monte Carlo methods Simulate the buying of supermarket stock by shoppers and check the remaining stock: if it is too low print a message to reorder the stock Create a file of arrivals for an airport and send data to the airport's display boards to show the current situation for the incoming flights Simulate the patterns of particles moving in gases or solids Who This Book Is For Programmers and computational modelers with at least some prior experience with programming in C as well as programming in general.

This book, by a staff team in the IMF Institute, contains a series of workshops that introduce the process of formulating a hypothetical macroeconomic and structural adjustment program, which is a central element in the financial programming courses offered by the IMF Institute. In addition to elaborating key concepts for the four major sectoral accounts, the workshops are designed to allow the development of a step by step reference scenario for Sri Lanka.

Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.

A practice-oriented guide to using C# to design and program pricing and trading models In this step-by-step guide to software development for financial analysts, traders, developers and quants, the authors show both novice and experienced practitioners how to develop robust and accurate pricing models and employ them in real environments. Traders will learn how to design and implement applications for curve and surface modeling, fixed income products, hedging strategies, plain and exotic option modeling, interest rate options, structured bonds, unfunded structured products, and more. A unique mix of modern software technology and quantitative finance, this book is both timely and practical. The approach is thorough and comprehensive and the authors use a combination of C# language features, design patterns, mathematics and finance to produce efficient and maintainable software. Designed for quant developers, traders and MSc/MFE students, each chapter has numerous exercises and the book is accompanied by a dedicated companion website, <http://www.datasimfinancial.com/forum/viewforum.php?f=196&sid=f30022095850dee48c7db5ff62192b34>, providing all source code, alongside audio, support and discussion forums for readers to comment on the code and obtain new versions of the software.

Ready to learn programming with less effort and more fun? Then do it the lazy way! C++20 for Lazy Programmers uses humor and fun to make you actually willing to read and eager to do the projects as you master the popular and powerful C++ language. Along the way it includes many features from the new C++20 standard, such as ranges, spans, format strings, the "spaceship" operator, and concepts (template parameter requirements), and provides brief introductions to modules and coroutines. With this unique method, you'll stretch your abilities with a variety of projects, including your own C++ arcade game. You'll construct your own classes, templates, and abstract data types. After reading and using this book you'll be ready to build real-world C++ applications and game projects on your own. You will: Be one of the first to program in the brand-new C++20 standard Discover the SDL graphics and gaming library, and SSDL, the "Simple SDL" wrapper library Get detailed help using the most common C++ compilers -- Visual Studio for Windows, and g++ (with Unix or MinGW) -- and their associated debuggers Practice "anti-bugging" for easy fixes to common problems Learn new concepts and skills from a variety of examples Develop sound practices for becoming a productive programmer Build a C++-based arcade game Apply built-in Standard Template Library (STL) functions and classes for easy and efficient programming Learn powerful data types including strings, stacks, vectors, and linked lists -- not by reading about them but by building them -- preparing you further for a career in programming.

Objective-C Programmer's Reference provides the tools necessary to write software in Objective-C—the language of choice for developing iOS and OS X applications. Author Carlos Oliveira begins from the basic building blocks of the language. He shows how to create correct and efficient applications by applying your knowledge of object-oriented and structured programming. This book: Takes you quickly through fundamental concepts such as interfaces and class implementations. Provides a concise reference to the Foundation Framework that is all-important when programming in Objective-C. Highlights key differences between Objective-C and other popular languages such as Java or Python. Provides the fundamentals of Cocoa and Cocoa Touch, which are the standard for OS X and iOS development. Objective-C Programmer's Reference makes extensive use of concepts already mastered by developers who are fluent in other languages such as C++, Java, Perl, and Python. The author's approach is logical and structured, and even novice developers will have an easy time absorbing the most important topics necessary to program in Objective-C. Objective-C Programmer's Reference is a book for professional developers in Objective-C, or those who are moving to Objective-C from other languages. The book is written for readers who lack the time to invest in more traditional books, which usually spend hundreds of pages to explain concepts that are part of the working programmer's standard vocabulary.

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