

How to Debug

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 - Does the right thing for trivial and most common STL types
 - `farbot` statically asserts if this is not true in many places (for example in `farbot::fifo`)
 - You need to specialise `farbot::is_realtime_move_assignable` etc. for other types to tell `farbot` that it is safe to move/copy

- Perfect version needs to be recursive and cannot be implemented with current versions of C++

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Summary

- **Don't miss your deadlines!**
- Beware of hidden costs
- Follow the flow chart
- Use instrumentation to check your code