

## C++20 Modules Limitations

```
/*  
  Do's and don'ts  
  . You can export:  
    . Variables, functions, classes, concepts, and templates.  
  . You can't export entities with internal linkage, like names  
    living in an anonymous namespaces, and those qualified with  
    the static keyword.  
  . You can only export things that live at the namespace level. For example,  
    you can't export a class that's nested inside another class, or member  
    variables of a class.  
  . Template code should live in a single module file, separating into different  
    interface files or implementation files will lead to weird errors (Personal experience)  
*/
```

## Don't do this



```
namespace {  
    export int add(int a, int b) {return a + b;}  
}  
  
export static int  VERSION = 1;  
  
struct Point {  
    export int x;  
    int y;  
}
```

## Do this

```
//This is ok.  
export {  
    template <typename T> T add(T a, T b) { return a + b; }  
}  
  
export template <typename T> T sub(T a, T b) { return a - b; }  
  
export template <typename T>  
concept Multipliable = requires (T a, T b) {  
    {a* b};  
};  
  
export int VERSION = 1;  
  
export struct Point {  
    int x;  
    int y;  
};
```