C++20 Modules Limitations



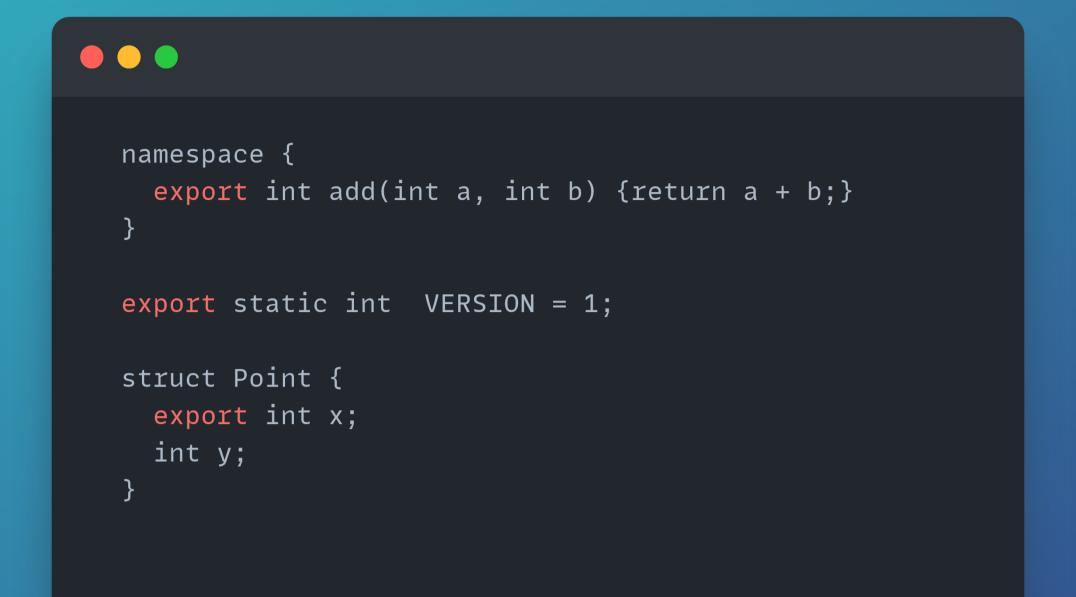
/*

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



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;
 };
```