extern - entity declared in another scope

static – entity limited to this scope / global value for all objects of a class

**int main(int argv, char\* argc[])** – number of args – array of pointers to char\* strings of arg values

constexpr – value to be evaluated at compile time

**static\_assert(bool condition, const char\* message);** - generates custom compile message if condition is false;

Lvalue - & - std::ref(); - something that has a identity, cannot be moved

Rvalue - && - std::move(); - something with no identity, we can move

**Typename (const Typename&);** - copy constructor

**Typename& =operator(const Typename&);** - copy operator

**Typename (Typename&&);** - move constructor

**Typename& =operator(Typename&&);** - move operator

**for(int& e : a)** – a is a array, range based for

**enum [class] Typename { 1, 2, 3 }** class enums are scoped, and preferable to unscoped

**template<Param List>  
returntype name () {}** - function template **Class name() {} –** class template

**template<>  
returntype name<type>(){} -** specialization to sets specific template to be used for a specific type   
eg. Different code for char\* than ints, floats, doubles ect.