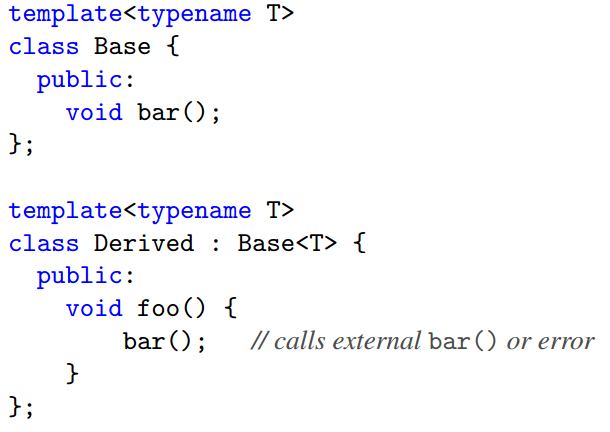
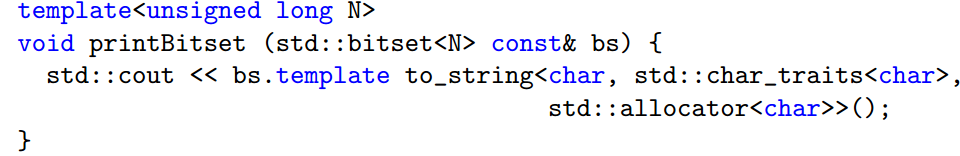
1. C++中，可以在编译期进行操纵的实体称为元数据（metadata），大致分两范畴：类型（types）和非类型（non\_types）。
2. Using this->. For class templates with base classes that depend on template parameters, using a name x by itself is not always equivalent to this->x, even though a member x is inherited. For example:

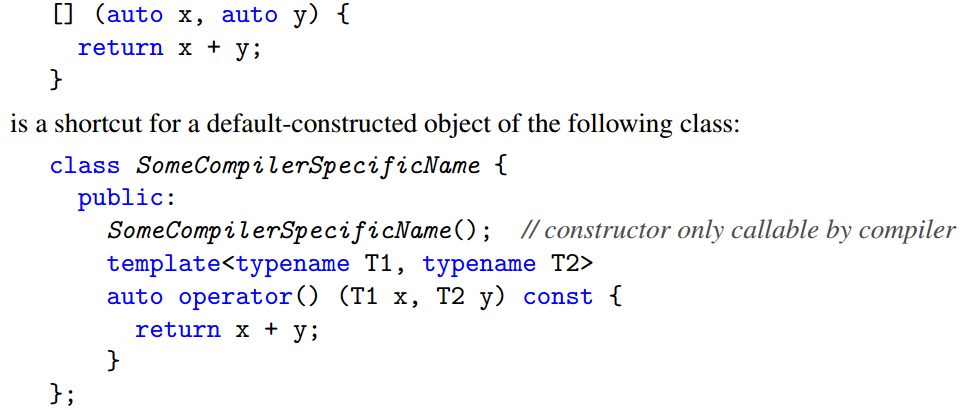


As a rule of thumb, we recommend that you always qualify any symbol that is declared in a base that is somehow dependent on a template parameter with this-> or Base<T>::.

1. Templates for raw arrays and string literals
2. The .template construct. Sometimes, it is necessary to explicitly qualify template arguments when callign a member template. In that case, you have to use the template keyword to ensure that a < is the beginning of the template argument list.



Generic Lambdas and Member Templates.



1. Variable templates

Variables also can be parameterized by a special type. Such a thing is called a variable template. Yes, we have very similar terms for very different things: A variable template is a variable that is a template (variable is a noun here). A variadic template is a template for a variadic number of template parameters (variadic is an adjective here).

For example, you can use the following code to define the value of pi while still not defining the type of the value:



Type traits suffix \_v:

