

# Overview

## 1. Warming up (10 min)

- Sign-in & Attendance
- Where are we (in the ocean of C++) ? Why do we feel at loss?
- ⚡ Sanity charging ⚡

## 2. Main Session ( $\infty$ min)

- **Rvalue references**: a hard battle – never enough attention on it
- **Dynarray**: the rules of 5; exception safety issue; copy-and-swap idiom;
- **Value categories**: another hard battle – never enough attention on that as well
- **Constructors**: Default or Copy or Move; copy-elision;
- **Const & non-const references**: function overloading; parameter matching;
- **Class design**: make your class modern

## 4. Bonus Application – Tools teaching (15 min)

- What is property? Why property?

## Supplementary Materials

- What is the copy-and-swap idiom?
- Beware of using `std::move` on a const lvalue