tigertang

Treat class as function

fibnacci

```cpp
template <int N>
class Fib {
public:
    constexpr int result = /* whatever */;
};
```

IsPrime

```cpp
template <int N>
class IsPrime {
private:
public:
    constexpr bool result = /* whatever */;
}
```

Treat type as value

Int

```cpp
template <int N>
class Int {
public:
    constexpr int value = N;
};
```

List

```cpp
template <int N>
class Int {
public:
    constexpr int value = N;
};
```

```
1 class NullList {};
2
3 template <typename L, typename R>
4 class Cons {
5 public:
6     using Left = L;
7     using Right = R;
8 };
```

Basic algorithms

Please star me! 🤪

https://github.com/tigert1998/compile-time-snake

References

https://zhuanlan.zhihu.com/p/32299097
https://zhuanlan.zhihu.com/p/32378791