

- Use lambdas for predicates, comparisons, and projections, but keep them **short**
- Use function objects with template member function to simulate polymorphic lambda

```
struct last_name {  
    using result_type = const string&  
  
    template <typename T>  
    const string& operator()(const T& x) const { return x.last; }  
};  
  
// ...  
  
auto p = lower_bound(a, "Parent", less(), last_name());
```