

# Pattern Matching

- Concepts are used as a compile time constraint to select an appropriate operation
- Contracts assert at runtime if an operations preconditions are not met
- A runtime constraint to select an appropriate operation is known as *pattern matching*

```
void f(auto i) requires requires { !(i < 0) }
```

```
void f(int i) [[expects !(i < 0)]]
```

```
void f(int i) requires !(i < 0) // Not yet in C++...
```