

1. This likely gave a huge boost in run time performance because now there is literally only the switching of pointers. Thus, it is an extremely cheap operation where, before move semantics, it would have been very expensive. Looking at external documentation, the `std::swap` function would have used copy constructors and copy assignment operators prior to C++11. Now, it uses no such inefficient thing and simply redraws the pointers. There is no need for creating new elements or copies of elements, which is great for large data structures and the like if they had been used with this function template.