Summary

Here's a brief summary of what we have covered so far.

WE'LL COVER THE FOLLOWING ^

A few important links:

In this chapter, we dove into one of the biggest addition of C++17:

std::filesystem. You saw the core elements of the library: the path class,

directory_entry and iterators and lots of supporting free functions.

Throughout the chapter, we also explored lots of examples: from simple cases like composing a path, getting file size, iterating through directories to even more complex: filtering with regex or creating temp directory structures.

Now, you should be equipped with solid knowledge about std::filesystem
and be prepared to explore the library on your own.

A few important links:

- The full implementation of std::filesystem is described in the
 paper P0218: Adopt the File System TS for C++17. There are also
 others updates like P0317: Directory Entry Caching, P0430 File
 system library on non-POSIX-like operating systems, P0492R2 Resolution of C++17 National Body Comments, P0392 -Adapting
 string_view by filesystem paths
- You can find the final specification in C++17 draft N4687: the "filesystem" section, 30.10.
- Or under this online location timsong-cpp/filesystems.

| We will conclude with compiler support, in the next lesson. | | | | | |
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