

Implicit multitasking



6

4

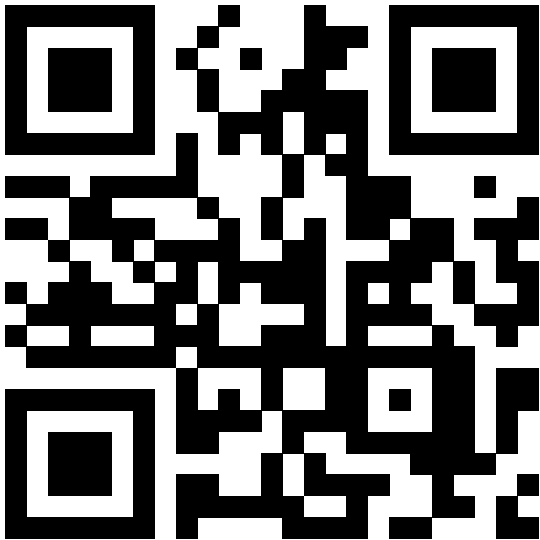
Now in EDG... godbolt.org/z/fex55qq5o

```
constexpr auto make_interface_functions(info proto) -> info {  
    info ret = {};  
    for (info mem : members_of(proto)) {  
        if (is_nonspecial_member_function(mem)) {  
            ret = {  
                tokens(ret)  
                virtual [:(return_type_of(mem)):]  
                    id(identifier_of(mem)) (tokens(parameter_list_of(mem))) = 0;  
            };  
        }  
        // --- reporting compile time errors not yet implemented ---  
        // else if (is_variable(mem)) {  
        //     print_error( "interfaces may not contain data members" );  
        // } // etc. for other kinds of interface constraint checks  
    }  
    return ret;  
}
```

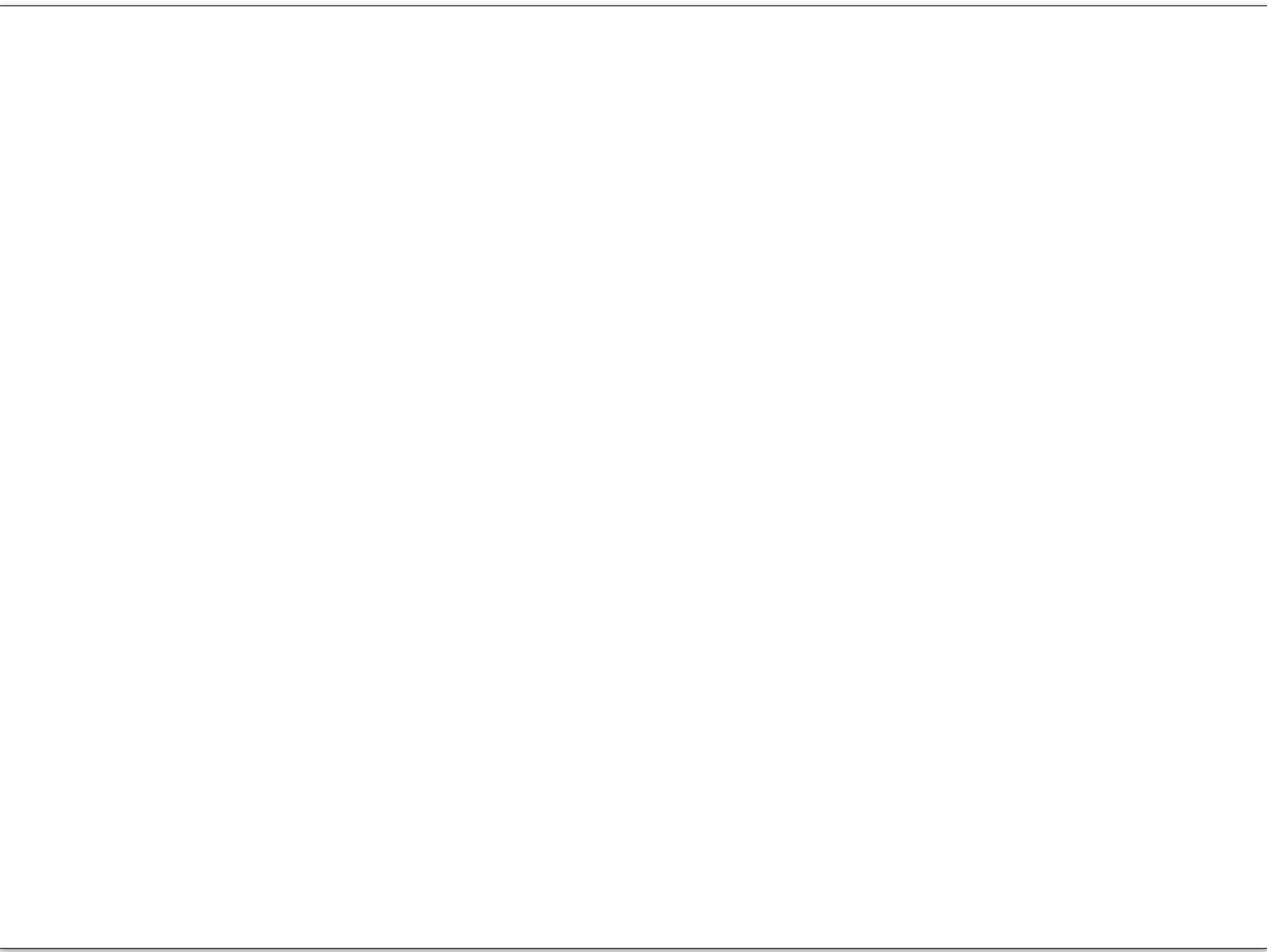
49

Peering Forward
C++'s Next Decade

Herb Sutter



```
constexpr void interface(std::meta::info proto) {  
    std::string_view name = identifier_of(proto);  
    queue_injection(^^{  
        class \id(name) {  
            public:  
                \tokens(make_interface_functions(proto))  
                virtual ~\id(name)() { }  
        };  
    });  
}
```



std::string first_name, last_name;

private:  

class person(mutex)


```
void set_first_name(std::string_view new_first)
```



std::string get_first_name() const

return first_name;





~~/~~~~/~~~~/~~Repeat for last name

person() == default;

first_name == new_first;

public:



65