C++ Profiles

- Type

- Arithmetic

- Concurrency

- Ranges

- Pointers

- Algorithms

- Initialization

- Casting

- Invalidation

- RAII

- Union

```cpp
[[profiles::enable(ranges)]]

int get_index();

int main()
{
    std::array arr = { 0, 1, 2, 3, 4, 5 };
    auto v = arr[get_index()];
}
```