Circle is (statically*) safe C++

Kinds of memory safety and their solutions

- Lifetime safety - static
  - Borrow checking.
  - A local solution to a non-local problem.
- Type safety (nullptr variety) - static
  - Relocation object model.
- Type safety (union variety) - static
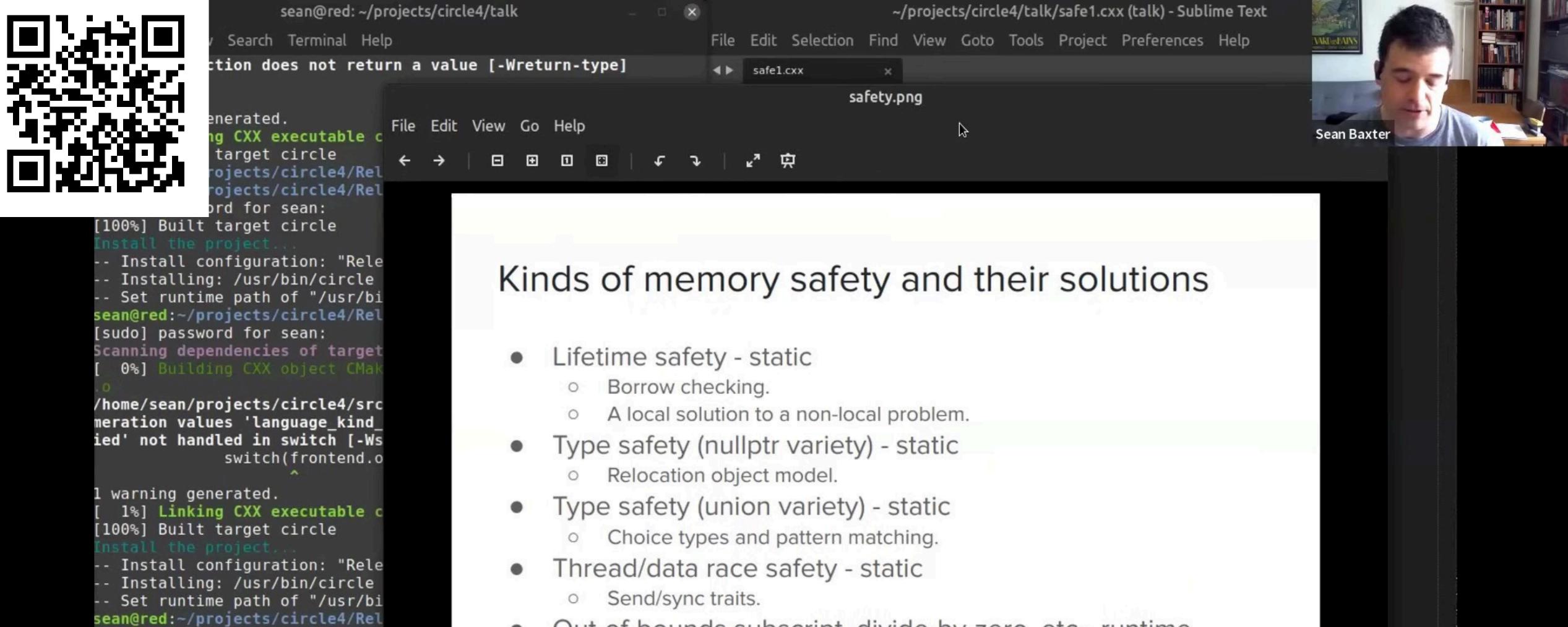 - Choice types and pattern matching.
- Thread/data race safety - static
  - Send/sync traits.
- Out-of-bounds subscript, divide-by-zero, etc - runtime
  - Panic!

Other unsafe stuff is banned in safe contexts.