

Implicit multitasking



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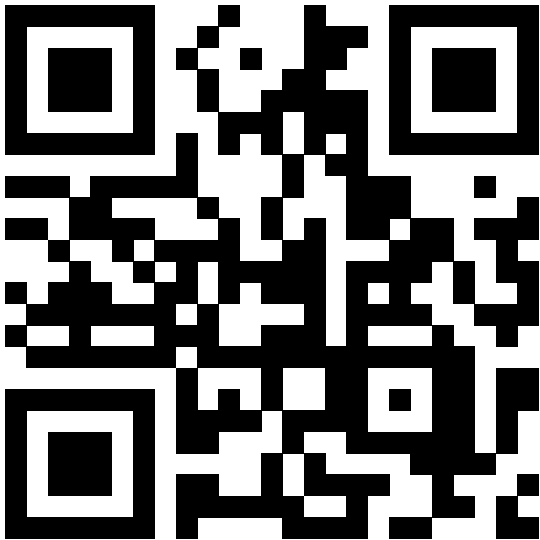
Now in EDG... godbolt.org/z/fex55qq5o

```
consteval 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;  
}
```

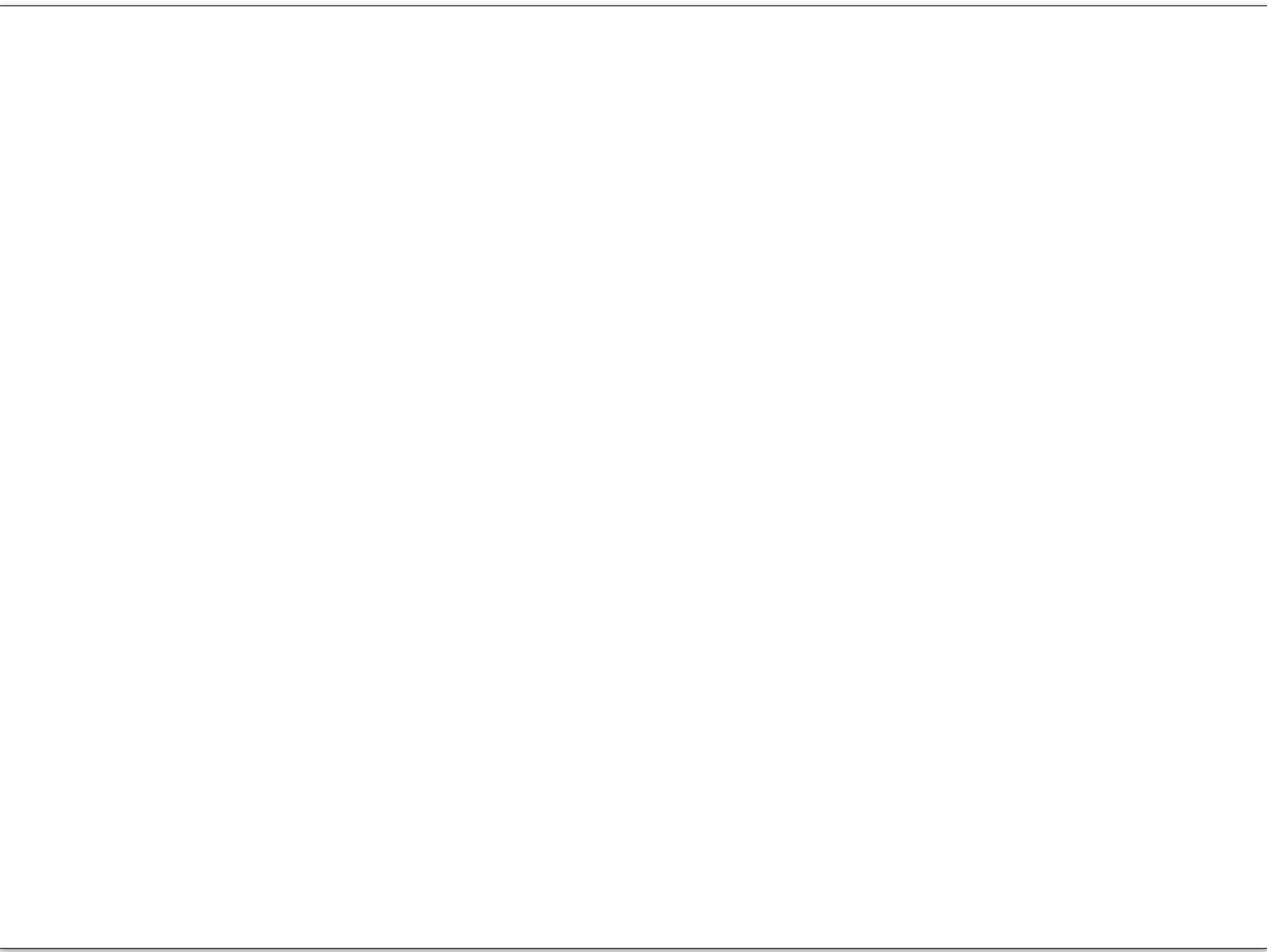
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Peering Forward
C++'s Next Decade

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 get_first_name() const

public:  

class person(mutex)



return first_name;





person() == default;

first_name == new_first;


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



private:  

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

std::string first_name, last_name;

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