

Notes part 12

Professional C++. Ch. 11. Modules

- module interface files (pp. 399-401)
- module implementation files (pp. 401-402)
- splitting interface and implementation (pp. 402-403)
- submodules (pp. 404-405)
- module partitions (pp. 405-408)
- old-fashioned "Modules" (pp. 408-410)

A Tour of C++. Ch. 3. Modularity

- no need to separate in *.h header files* and *.cpp source code files* (p. 32)
 - may be called *.cxx*, *.mpp* etc. depending on compiler
- declare module with *export module* (p. 33)
- import instead of include – `import module foo;` (p. 33)
- error handling (pp. 35-40)
- contracts (p. 40)
- assertions (pp. 40-41)
- structured binding (pp. 44-45)

Exploring C++20. Ch. 42. Modules

- hiding implementation (pp. 309-310)
- compiling modules (pp. 313-314)