Notes part 11

Professional C++. Ch. 10. Discovering Inheritance Techniques
• `final` classes can't be inherited (p. 341)
• *overriding* `virtual` methods (pp. 342-350)
• reuse (p. 350)
• order of destruction with *destructor* (p. 355)
• `__super::` works similarly to `base` in C# (p. 357)
• casting Up and Down (pp. 358-359)
• multiple inheritance in C++ to merge base classes – currently not in C# (pp. 367-371)
• `: bar {…}` in ctors work like `: base(…)` in C# constructors (pp. 377-378)

C++20 Recipes. Ch. 6. Inheritance
• interfaces (pp. 208-210)

Exploring C++20. Ch. 38. Inheritance
• Nice for reference

The C++ Programming Language. Ch. 1.3. Abstraction Mechanisms
• Nice for reference

Professional C++. Ch. 11. Odds and Ends
• *feature test macros* (pp. 410-411)
• static (pp. 411-413)
• extern (pp. 413-414)
• variables (pp. 414-415)
• C-utilities – nice for reference (pp. 415-418)