Notes part 12

Modern C++. Ch. 12. Modules
• Nice for reference

Advanced C++. Ch. 12. Modules
• Nice for reference

Exploring C++20. Ch. 43. Old-Fashioned "Modules"
• Nice for reference

Professional C++. Ch. 10. Discovering Inheritance Techniques
• `final` classes can't be inherited
• *overriding* `virtual` methods
• reuse
• order of destruction with *destructor*
• `__super::` works similarly to `base.` in C#
• casting Up and Down
• multiple inheritance in C++ to merge base classes – currently not available in C#
• `: bar {…}` in ctors work like `: base(…)` in C# constructors

C++20 Recipes. Ch. 6. Inheritance
• use `final` keyword to prevent overriding an inherited function
• interfaces

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