Notes part 10

Professional C++. Ch. 9. Mastering Classes and Objects
• freeing memory with destructors
• `noexcept`
• *copy-and-swap* idiom
• move semantics
• *rule of five*
• `std::exchange` in `<utility>`
• `std::move`
• *rule of zero*
• `static` and `const`
• `mutable`
• overloading
• inline methods
• nested classes
• global operators
• compiler generated comparison
• interface and implementation classes

A Tour of C++. Ch. 4 Classes
• Nice for reference

Exploring C++20. Ch. 39. Virtual Functions
• type polymorphism is *virtual functions* in C++

Modern C++. Ch. 3. Exploring Functions
• Nice for reference

Exploring C++20. Ch. 40. Classes and Types
• Nice for reference

Exploring C++20. Ch. 41. Declarations and Definitions
• inline functions

A Tour of C++. Ch. 5. Essential Operations
• Nice for reference

Advanced C++. Ch. 3. Implementing Move Semantics
• Nice for reference

Expert C++. Ch. 3. Details of Object-Oriented Programming
• Nice for reference