

Notes part 8

Exploring C++20. Ch. 17. Characters

- Character Escapes (p. 113)

Exploring C++20. Ch. 19. Case-Folding

- Nice for reference

Exploring C++20. Ch. 20. Writing Functions

- Nice for reference

Exploring C++20. Ch. 21. Function Arguments

- const references (140-141)

C++20 Recipes. Ch. 2. Compile Time Constants

- constexpr

Modern C++. Ch. 4. Preprocessing and Compilation

- Nice for reference

Exploring C++20. Ch. 30. Custom Types

- Nice for reference

Advanced C++. Ch. 9. Type Erasure

- Nice for reference

Professional C++. Ch. 5. Designing with Objects

- Nice for reference

Professional C++. Ch. 6. Designing for Reuse

- The SOLID Principles (p. 206)