

## 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

- declare module with *export module*
- import instead of include – `import module foo;`
- module in `.cppm` *module definition files* eliminates need of separation in `.h` *header files* and `.cpp` *source code files*
  - may be called `.cxx`, `.mpp` etc. depending on compiler
- error handling
- contracts
- assertions
- structured binding

### Exploring C++20. Ch. 42. Modules

- hiding implementation
- compiling modules