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
•

Professional C++. Ch. 5. Designing with Objects
• Nice for reference

Professional C++. Ch. 6. Designing for Reuse
• The SOLID Principles (p. 206)