Notes part 3

A Tour of C++. Ch. 1. The Basics
• switch with strings (p. 15)

```
enum class Names { eFred = 0, eBarney, eWilma, eBetty };

void foo(Names name) {
  switch (name)) {
    case 0: // eFred
    ...
    case 1: // eBarney
    ...
    case 2: // eWilma
    ...
    case 3: // eBetty
    ...
    default:
    ...
  }
}
```

• Advice (p. 18-19)

The C++ Programming Language. Ch. 1.2. The Basics
• Invariants (s. 56)
• Static Assertions (s. 57)

A Tour of C++. Ch. 1. User-Defined Types
• Unions (s. 25-26)