Notes part 10

Professional C++. Ch. 9. Mastering Classes and Objects
• freeing memory with destructors (pp. 288-289)
• *copy-and-swap* idiom (pp. 293-294)
• `noexcept` (p. 293)
• move semantics (pp. 295-)
• *rule of five* (p. 299)
• `std::exchange` in `<utility>` (pp. 299-300)
• `std::move` (pp. 303-305)
• *rule of zero* (pp. 305-306)
• `static` and `const` (pp. 306-308; 314-317)
• `mutable` (p. 308)
• overloading (pp. 308-310; 320-322; 323-328: 330)
• inline methods (pp. 311-313)
• nested classes (pp. 318-319)
• global operators (pp. 322-323)
• compiler generated comparison (pp. 328-329)
• interface and implementation classes (pp. 330-334)

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

Exploring C++20. Ch. 39. Virtual Functions
• type polymorphism is *virtual functions* in C++ (pp. 278-280)

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 (p. 297-298)

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