

Notes part 10

Professional C++. Ch. 9. Mastering Classes and Objects

- freeing memory with destructors
- noexcept
- *copy-and-swap* idiom
- move semantics
- *rule of five*
- `std::exchange` in `<utility>`
- `std::move`
- *rule of zero*
- static and const
- mutable
- overloading
- inline methods
- nested classes
- global operators
- compiler generated comparison
- interface and implementation classes

A Tour of C++. Ch. 4 Classes

- Nice for reference

Exploring C++20. Ch. 39. Virtual Functions

- type polymorphism is *virtual functions* in C++

Modern C++. Ch. 3. Exploring Functions

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Exploring C++20. Ch. 40. Classes and Types

- Nice for reference

Exploring C++20. Ch. 41. Declarations and Definitions

- inline functions

A Tour of C++. Ch. 5. Essential Operations

- Nice for reference

Advanced C++. Ch. 3. Implementing Move Semantics

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Expert C++. Ch. 3. Details of Object-Oriented Programming

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