

## **Notes part 7**

### **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. Modern C++ (p. 40-44)**

- constexpr

### **Exploring C++20. Ch. 30. Custom Types**

- Nice for reference

### **Professional C++. Ch. 5. Designing with Objects**

- Nice for reference

### **Professional C++. Ch. 6. Designing for Reuse**

- The SOLID Principles (p. 206)