

## Notes part 2

### 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)