

Notes part 11

Professional C++. Ch. 10. Discovering Inheritance Techniques

- `final` classes can't be inherited
- *overriding* virtual methods
- reuse
- order of destruction with *destructor*
- `__super::` works similarly to `base.` in C#
- casting Up and Down
- multiple inheritance in C++ to merge base classes – currently not available in C#
- `: bar {...}` in ctors work like `: base(...)` in C# constructors

C++20 Recipes. Ch. 6. Inheritance

- use `final` keyword to prevent overriding an inherited function
- interfaces

Exploring C++20. Ch. 38. Inheritance

- Nice for reference

The C++ Programming Language. Ch. 1.3. Abstraction Mechanisms

- Nice for reference

Professional C++. Ch. 11. Odds and Ends

- *feature test macros* (pp. 410-411)
- `static` (pp. 411-413)
- `extern` (pp. 413-414)
- `variables` (pp. 414-415)
- C-utilities – nice for reference (pp. 415-418)