

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

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