1. Qualified name, eg: V.XC), std: vector, p-> my, search in v, std, and p (Qualifying Construct) 2. Unqualified name, eg: get(1>(), search in successively more enclosing scope (until one found \* In 1 and 2, if the searched class has base, include it (transivly) \* Template class phase one look up for non-dependent name, not include dependent base class It is called ordinary name look up 3. Argument Dependent Lookup (ADL) for unfundified name, in addition to 2, also goes through Not happening if ordinary wokup finds: 1) a declaration of class member 2) (NOT using declaration) a declaration of function in block scope 3) any declaration that is not a function of function template (eg, a function obj or any other obj) 这处: Associated set of namespaces and classes \* ptr or array is treated as pointed-to type or element type 1) Fundamental types such as int, flow: Empty 2) Enum: enclosing class and ns. 3) function type: TRANSITIVELY add param type and return type 4) Ptr to member function: apply true 3, TRANSITIVELY add its class 5) Ptr to member data: TRANSIVELY add this member class, TRANSITIVELY add its class 6) class, union (a) associated classes are: itself, direct and indirect, enclosing nested class b) associated name space: enclosing no of classes listed in a) c) template class specialization: a, b apply - template<>class<W>{}: (w is not template template param) TRANSITIVELY add W - template <> class < W<Y>>: ( w is template template param) w's enclosing nested class & w's enclosing namespace 7) address of express for a set of overloaded functions Apply rule 3 to all overloads, if set of overloads is template, TRANSITIVELY add template (or template \* ADL and unqualified ordinary Look up results are merged: template of \* using-directives in associated namespaces are ignored. arguments) \* namespace-scoped friend func (include templates) that are declared in an associated class are visible through ADL, even if they are not visible through Ordinary name look up. \* all names except for the function (or func templates) are ignored (no collision with 4. Class Name Injection: class inject its name injected can have template arguments Variables) class also inject temits name if it's template, can be without >> (with expect template: treated as template)