decltype(auto) look\_up\_a\_string\_1() { return lookup1(); }

void look\_up\_a\_string\_2() { return lookup2(); }

friend void A::showB(B x) {}

friend void showB(B x) {}

friend void showB(B::SomeType x) {}

inline int add(int a, int b) {}

int8t Get\_Tile\_Value() {}

int8\_t Get\_Tile\_Value() {}

B::type test() {};

// template

boost::optional<application> handle\_key(application state, key\_code key, coord size);

test();