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| Emne | sted |
| RAII  Namespaces  SFINAE | General |
| Variadic (…) | Game => Location: Kan have en battle modifier |
| Literals (\_s) | Hero:  \_health - \_attack.. Osv… |
| Auto  Decltype  Typename  Convertion/cast  Functor  Lambda  Free/Friend function  Throw/Try/catch  l-x-p values | Misc: |
| Dependant names  Virtuel classes  STL containers  Iterators  Placeholder  Passing – 1st, 2nd run  Bind    Asset (expr)– exit program if expr = false  Copy'n'swap  Garentees - exception safe functions  Constexp if  Literals (\_s)  Copy/copy-assignment  Move  Perfect forwarding  Template classes  Polymorfi/traits - forklaring  Typelists/tuples  Enable/disable functions???  Boost signal2  Static assert (boost)  Specialicering (template inception) | Location  Gear  Hero |