

# Modern C++ Overview

## Part Four Exercises

# Rvalue references and overloading

- Write a function which takes an int by const reference and an overloaded version which takes an int by rvalue reference
  - Each function displays its argument type
- Write a program which calls the overloaded function and passes
  - An int variable
  - The result of calling `std::move()` on an int variable
  - An integer literal
- Explain your results

# Move-only types

- What is meant by a move-only type? Give an example of a move-only type
- Why are move-only types useful?

# Pass by move

- What property must a class have in order that objects of that class can be passed by move?

# Move operators

- Write down the prototypes of the move constructor and move assignment operator of a class called "Test"

Test(Test && other) noexcept;

// Move constructor

Test& operator=(Test && other) noexcept;

// Move assignment operator

# Deleted and Defaulted Operators

- Describe what effect the "delete" and "default" keywords have in the following statements

`Test(const Test& other) = delete;`

`Test(const Test& other) = default;`

- Why are these keywords useful?

# Class which can be Moved but not Copied

- Write a class which can be moved but not copied, using the "delete" and "default" keywords where appropriate
- Write a program which creates objects of this class. Demonstrate that move operations are allowed, but copying objects is not

# Pass by value... or by move?

- Write a function which takes a vector of `std::string` by value and prints out the number of elements in the vector
- Write a program which creates a vector of `std::string` and passes it to the function
- Display the number of elements in the vector
  - Before making the call
  - After returning from the call
- Modify your program so that the vector is passed as an rvalue
- Explain your results