		STATUS OF WHAT T	HE COMPILER WILL	GENERATE FOR US -			
What the user Explicitly Provides		Default Constructor	Destructor	Copy Constructor	Copy Assignment Operator	Move Constructor	Move Assignment Operator
U	Jser Provides Nothing	Default Provided	Default Provided	Default Provided	Default Provided	Default Provided	Default Provided
	Any Constructor	NOT PROVIDED	Default Provided	Default Provided	Default Provided	Default Provided	Default Provided
	Default Constructor	USER PROVIDED	Default Provided	Default Provided	Default Provided	Default Provided	Default Provided
	Destructor	Default Provided	USER PROVIDED	Default Provided	Default Provided	NOT PROVIDED	NOT PROVIDED
	Copy Constructor	NOT PROVIDED	Default Provided	USER PROVIDED	Default Provided	NOT PROVIDED	NOT PROVIDED
,	Copy Assignment Operator	Default Provided	Default Provided	Default Provided	USER PROVIDED	NOT PROVIDED	NOT PROVIDED
	Move Constructor	NOT PROVIDED	Default Provided	DELETED	DELETED	USER PROVIDED	NOT PROVIDED
	Move Assignment Operator	Default Provided	Default Provided	DELETED	DELETED	NOT PROVIDED	USER PROVIDED

"Default Provided" → Compiler will generate the function. "DELETED" → the functions still participate in overload resolution; but it is a compile time error to make calls to them. "NOT PROVIDED" → Compiler will not generate these functions (so the functions are NOT part of overload resolution). – please report errors, omissions, improvements to: shankar swamy.

	value catagories to be assigned to the category on the first column								
	lvalue	const lvalue	lvalue&	const lvalue&	rvalue	rvalue&&			
Assignment to	YES (1)	YES (2)	YES (3)	YES (4)	YES (5)	YES (6)			
const Ivalue =	YES (7)	YES (8)	YES (9)	YES (10)	YES (11)	YES (12)			
lvalue& =	YES (13)	NO (14)	YES (15)	NO (16)	NO (17)	NO (18)			
const Ivalue& =	YES (19)	YES (20)	YES (21)	YES (22)	YES (23)	YES (24)			
rvalue =	YES (25)	YES (26)	YES (27)	YES (28)	YES (29)	YES (30)			
rvalue&& =	YES (31) via std::move()	YES (32) remove const and std::move()	YES (33) via std::move()	YES (34) remove const and std::move()	YES (35)	YES (36)			