inline functions

- simple single line functions can be made as inline.
- inline functions will save time. call will not be made and activation record will not be created.
- if we define a function inside a class and if we call it multiple times in our main function. Then the code will be copied at all places wherever it is called in the code section of the memory.
- inline functions will be copied in place of function call. they will not work like normal functions. they dont require function call, this will save little time
- we should write property function get/set as inline. functions with loops should be avoided.
- copying of code is decided by compiler. writing inline is a hint to compiler.

Scope Resolution. Good practice?

- Class definition should be separation and function body should be separate. It will be easy to read and share.
- Class will contain definitions of functions, that can be shared as header file and implementation of functions outside class using scope resolution can be kept in library file.
- If we are sharing code with others then they can’t see the code in functions
- If they are implemented inside then they will become inline by default.
  One more thing, Functions should not be inline. But when you were writing a function for single line also then it’s better to make inline to avoid function call.