Enhanced typename

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1 Introduction

2 Proposal

A quick glance:

```
// define some materials.
struct Color { void apply() {} };
struct Texture { void apply() {} };
struct Glass { void apply() {} };

// declare a type alias.
typename Material { void apply(); };

void foo() {
  {
    // use Material as a pointer.
    Color color;
    Material* material = color;
    material->apply();
  }
  {
    // use Material as a reference.
    Texture texture;
    Material& material = texture;
    material.apply();
  }
  {
    // host a Material in unique ptr.
    std::unique_ptr<Material> material{new Glass()};
    material->apply();
  }
}

// defining a type alias is not allowed.
void Material::apply() {} // compile error.

// instanciate a type alias is also not allowed.
Material some_material; // compile error.
```

Type alias can also combine with other type aliases to form a new type alias.

```
typename Source{ void read(); };
typename Sink{ void write(); };

typename DuplexStream : Source, Sink {};
typename DuplexStreamEquvalent {
  void read();
  void write();
```

```
};
static_assert(std::is_same_v<DuplexStream, DuplexStreamEquvalent>);
```

Type alias can also have specific constraints to control its copiability, relocatability, etc.

```
typename NoCopyNoMove {
  NoCopyNoMove() = default;
  NoCopyNoMove(const NoCopyNoMove&) = delete;
  NoCopyNoMove(NoCopyNoMove&&) = delete;
};

void foo(NoCopyNoMove& a, NoCopyNoMove& b) {
  a = b; // compile error.
  a = std::move(b); // compile error.
}
```

Function overloads.

```
typename Addition {
  void operator()() const;
  int operator()(int , int) const;
  float operator()(float, float) const;
};

void foo(const Addition& add) {
  add();
  add(1, 2);
  add(0.1f, 0.2f);
}
```

Type alias can also have templates.

```
template <typename T, std::size_t I>
typename GenericMaterial {
  using type = T;
  static constexpr std::size_t index = I;
  void apply(const T& target);
};
```

3 Motivation