Summary

Here's a brief summary of what we have covered so far.

> **WE'LL COVER THE FOLLOWING** ^
>
> - A few important links:

In this chapter, we dove into one of the biggest addition of C++17: `std::filesystem`. You saw the core elements of the library: the `path` class, `directory_entry` and iterators and lots of supporting free functions.

Throughout the chapter, we also explored lots of examples: from simple cases like composing a path, getting file size, iterating through directories to even more complex: filtering with regex or creating temp directory structures.

Now, you should be equipped with solid knowledge about `std::filesystem` and be prepared to explore the library on your own.

> ## A few important links:
>
> - The full implementation of `std::filesystem` is described in the paper P0218: Adopt the File System TS for C++17. There are also others updates like P0317: Directory Entry Caching, P0430 – File system library on non-POSIX-like operating systems, P0492R2 - Resolution of C++17 National Body Comments, P0392 -Adapting string_view by filesystem paths
>
> - You can find the final specification in C++17 draft - N4687: the "filesystem" section, 30.10.
>
> - Or under this online location timsong-cpp/filesystems.

We will conclude with compiler support, in the next lesson.