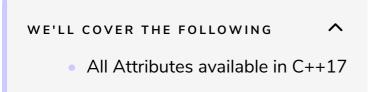
Summary

Let's summarise the chapter.



All Attributes available in C++17

| Attribute | Description |
|--------------------------|--|
| [[noreturn]] | a function does not return to the caller |
| [[carries_dependency]] | extra information about dependency chains |
| [[deprecated]] | an entity is deprecated |
| [[deprecated("reason")]] | provides additional message about the deprecation |
| [[fallthrough]] | indicates a intentional fall-through in a switch statement |
| [[nodiscard]] | a warning is generated if the return value is discarded |
| [[maybe_unused]] | an entity might not be used in the code |

Each compiler vendor can specify their syntax for attributes and annotations. In Modern C++, the ISO Committee tries to extract common parts and standardise it as [[attributes]].

There's also a relevant quote from Bjarne Stroustrup's C++11 FAQ about suggested use:

There is a reasonable fear that attributes will be used to create language dialects. The recommendation is to use attributes to only control things that do not affect the meaning of a program but might help detect errors (e.g. [[noreturn]]) or help optimisers (e.g. [[carries_dependency]]).

Now that you've made it to the end of the course. It's time for a short quiz to evaluate your understanding of the concepts in the next section.