

Attributes in C++17 Exercises

Attributes

- What is an attribute?

fallthrough Attribute

- What is the purpose of the "fallthrough" attribute?
- Why is the fallthrough attribute useful?
- Write a simple program that uses the fallthrough attribute

nodiscard Attribute

- What is the purpose of the "nodiscard" attribute?
- Write a simple program that uses the `nodiscard` attribute
- What does it mean if a struct is declared as `nodiscard`?
- Write a simple program that declares a struct as `nodiscard`

maybe_unused Attribute

- What is the purpose of the " maybe_unused " attribute?
- Write a simple program that uses the maybe_unused attribute