**Demonstrate Callable Objects**

Purpose:

Demonstrate the many ways of invoking a block of code. This demo contains invocations using:

1. Global function
2. Function pointer
3. Functor (a.k.a. function object)
4. Std::function from std library functional
5. Lambda
6. Lambda passed to member function of a class
7. Lambda closure passed to member function of a class
8. mem\_fun from std library functional

These techniques are useful for implementing callbacks and passing code to STL algorithms.

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