**C++ Properties**

Purpose:

Demonstrate Template Syntax and Semantics can be used to extend C++ in useful ways. With this package, we endow the C++ language with properties that behave just like C# properties.

Contents:

This package contains two classes:

1. class Property<T> has methods:
   1. Property() provides default initialization of property field.
   2. Property(const T& t) provides initialization value for property field.
   3. ~Property() destructor that does nothing but can be overridden
   4. Property<T>& operator=(const T& t) provides getter behavior via assignment
   5. operator const T() const provides setter behavior via a cast
   6. void setter(std::function<T(const T&)> sttr) used to define custom setter
   7. void getter(std::function<T(void)> gttr) used to define custom getter
   8. T getValue() used by custom getters
2. class Property<const T> provides methods same methods as Property<T> except omits operator=.

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