

# Tuples in C++17 Exercises

# Tuples in C++17

- Write down code that defines an `std::tuple` object, without using `make_tuple()` or explicit type parameters

# Returning multiple values

- Write a simple program with a function that returns an `std::tuple`
- Use a structured binding to unpack the elements of the returned tuple

# Unpacking Tuple into Function Arguments

- Write a simple program which calls `std::apply()` and passes an `std::tuple` object to it

# Unpacking Tuple into Constructor Arguments

- Write a simple program that uses an `std::tuple` to initialize an object of a class, without calling `std::get()`