Wording for [[maybe_unused]] attribute.

Summary

A wording for the [[maybe_unused]] attribute is proposed for application to the C++17 Working Draft. The attribute is described in the previous revision.

Wording

7.6.6 Maybe unused attribute

1. The attribute-token **maybe_unused** indicates that a name or entity is possibly intentionally unused. It shall appear at most once in each attribute-list and no attribute-argument-clause shall be present.

2. The attribute may be applied to the declaration of a class, a **typedef-name**, a variable, a non-static data member, a function, an enumeration, or an enumerator.

3. [Note: For an entity marked **maybe_unused**, implementations are encouraged not to emit a warning that the entity is unused, or that the entity is used despite the presence of the attribute.]

4. A name or entity declared without the **maybe_unused** attribute can later be redeclared with the attribute and vice versa. An entity is considered marked after the first declaration that marks it.

5. [Example:

```cpp
[[maybe_unused]] void f([[maybe_unused]] bool thing1,
    [[maybe_unused]] bool thing2) {
    [[maybe_unused]] bool b = thing1 && thing2;
    assert(b);
}
```

Implementations are encouraged not to warn that b is unused, whether or not `NDEBUG` is defined.]