Core topics covered

• C, plus plus
  – Constructor, destructor, copy, move
  – References, operator overloading
  – Odds & ends like namespaces, exceptions

• Object-Oriented Programming in C++
  – Polymorphism
  – Multiple & virtual inheritance
  – I/O stream hierarchy

• Generic Programming in C++
  – Containers, iterators, algorithms
  – Function objects and lambda

• RAII paradigm
  – Smart pointers
Additional topics (if time permits)

• Advanced templates
  – Type deduction
  – Variadic templates
  – Metaprogramming
  – Concepts

• Concurrency

• Implementing design patterns in C++
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