

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++

Please

- Fill out CourseWorks evaluation
- Remember your pledge
 - Don't share class materials with friends
 - Don't post any class-related code to GitHub
 - Don't post any class materials to Chegg, CourseHero, etc.