

Final Review Topics

- Basic C/C++: built-in types, operators, control flow.
- Memory management: l- and r-values, pointers, arrays, strings.
- Dynamic memory allocation: new and delete.
- Functions: arguments, return value.
- Classes: ADT, constructors (several kinds) and destructors.
- Const and static objects, data members, functions.
- Lifetime of objects.
- Operator overloading.
- Template functions and classes, STL.
- Inheritance, virtual functions, polymorphism.
- RTTI, dynamic casting.
- Multiple inheritance.
- Exceptions.