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

Selected additional topics

- Advanced templates
  - Type deduction
  - Variadic templates
  - Metaprogramming
  - Concepts
- Concurrency
- 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.