How forward declarations work?

Circular dependencies?

Const char \*

Const

Inline

This --- const Vector2 Vector2::Zero(0.0f, 0.0f);

Explicit

Vertex buffers and vertex array buffers

Shaders

class VertexArray\* m\_SpriteVerts;

static cast, dynamic cast

how does return work?

* Leetcod/hackerank
* Interview dates –
  + 11 July 2023 2:30 PM to 3:00 PM (Creative Assembly - Trainee Build Engineer) - discuss your application and employment requirements – this will be a phone call
  + 3pm on Wednesday 12th July (Feral Interactive - C/C++ Cross Platform Game Programmer position) - test
* VOXI
* Interview setup
* Portfolio website
* Chax game
* Watch later videos
* Physics engine
* Jobs to apply to
  + AARDVARK SWIFT - <https://www.aswift.com/jobs/permanent/programming?query=&selected_locations=2635167>
  + D3t - <https://d3tltd.com/join-our-team/>
  + Dovetail games - <https://dovetailgames.com/vacancies>
  + Epic Games - <https://www.epicgames.com/site/en-US/careers/jobs?page=1>
  + Future labs - <https://futurlab.co.uk/jobs/>
  + Playtonic - <https://www.playtonicgames.com/careers/>
  + RedKiteGames - <https://www.redkitegames.co.uk/jobs>
  + Sumodigital - <https://www.sumo-digital.com/careers?location=&team=Programming+%26+Engineering&commitment=&page=4#jobs>

1. Voxi
2. Interview setup
3. Portfolio website
4. Interview info
5. C knowledge
6. Leetcode/hacker rank
7. Watch later video

Dates

18th July 2pm – feral

**Friday 14 July 2023 from 2:00 PM to 3:00 PM**

<https://stackoverflow.com/questions/55565876/unresolved-external-symbol-on-soil2-files-requires-opengl-calls>

* This is for SOIL