

1 why cpp have pointer and java don't have

<https://youtu.be/C5kOrWzv2O8?si=Z506q>

2 acces modifiers in the cpp

<https://www.geeksforgeeks.org/access-modifiers-in-cpp/>

3 class and object in cpp

<https://www.geeksforgeeks.org/c-classes-and-objects/>

4 this pointer in cpp

<https://www.geeksforgeeks.org/this-pointer-in-cpp/>

5 constructor and cons. Overloading

<https://www.geeksforgeeks.org/constructor-overloading-in-cpp/>

6 copy constructor in cpp

<https://www.geeksforgeeks.org/copy-constructor-in-cpp/>

7 static data members

<https://www.youtube.com/watch?v=GGkwvXpYv88>

8 local class

<https://www.geeksforgeeks.org/cpp-static-local-class/>

9 polymorphism

<https://www.geeksforgeeks.org/local-class-in-cpp/>

10 function overloading

<https://youtu.be/mVyC3WN9syw?si=uforVl8jYkGj0Kb>

11 operator overloading

<https://youtu.be/MiDsF8MSO1c?si=bz30UX8jYkGj0Kb>

12 inline function

<https://www.geeksforgeeks.org/function-overloading-in-cpp/>

13 virtual function

<https://youtu.be/RGzWBvwmIJU?si=cGLOU8jYkGj0Kb>

13 friend function

<https://youtu.be/0QjDxmSVryU?si=P6kSk798jYkGj0Kb>

14 call by and pass by reference

<https://youtu.be/-L4ZinY0g20?si=5clrjWYVx8jYkGj0Kb>

15 inheritance

<https://youtu.be/XOSblnOEhKY?si=Pgoj0Kb8jYkGj0Kb>

16 exception handling

https://youtu.be/HSt5G_Otb84?si=FBGvP68jYkGj0Kb

17 **Stack Unwinding**

<https://www.geeksforgeeks.org/difference-between-call-by-reference-and-call-by-value/>

18 c vs cpp

<https://www.geeksforgeeks.org/inheritance-in-cpp/>

19 Encapsulation in cpp

<https://youtu.be/jD-INjISiSk?si=iqoFYELih1z8jYkGj0Kb>

20 Abstractions

<https://www.geeksforgeeks.org/exception-handling-in-cpp/>

21 types of error in cpp

<https://www.geeksforgeeks.org/stack-unwinding-in-cpp/>

22 catch all exception

<https://www.geeksforgeeks.org/stack-unwinding-in-cpp/>

23 rethrow exception in the cpp

<https://www.geeksforgeeks.org/difference-between-c-and-cpp/>

24 template in the cpp

<https://www.geeksforgeeks.org/encapsulation-in-cpp/>

25 stl classification

<https://www.geeksforgeeks.org/abstraction-in-cpp/>

26 containers

<https://www.geeksforgeeks.org/cpp-program-to-check-if-a-number-is-palindrome/>

27 sequece container

<https://www.geeksforgeeks.org/how-to-catch-all-exceptions-in-cpp/>

vector

<https://www.geeksforgeeks.org/rethrowing-an-exception-in-cpp/>

array

<https://www.geeksforgeeks.org/templates-in-cpp/>

list

<https://www.geeksforgeeks.org/the-c-standard-library/>

deque

<https://www.geeksforgeeks.org/containers-in-cpp/>

forward list

<https://www.geeksforgeeks.org/vector-in-cpp/>

28 Association container

<https://www.geeksforgeeks.org/array-class-in-cpp/>

set

<https://www.geeksforgeeks.org/array-class-in-cpp/>

map

<https://www.geeksforgeeks.org/list-cpp-stl/>

multi set

<https://www.geeksforgeeks.org/deque-cpp/>

multimap

<https://www.geeksforgeeks.org/forward-list-in-cpp/>

29 unordered association

<https://www.geeksforgeeks.org/set-in-cpp/>

unordered_set

<https://www.geeksforgeeks.org/map-association-container-in-cpp/>

<https://www.geeksforgeeks.org/multiset-in-cpp/>

<https://www.geeksforgeeks.org/multimap-in-cpp/>

<https://www.geeksforgeeks.org/unordered-association-container-in-cpp/>

<https://www.geeksforgeeks.org/unordered-map-in-cpp/>

<https://www.geeksforgeeks.org/unordered-multiset-in-cpp/>

<https://www.geeksforgeeks.org/unordered-multimap-in-cpp/>

<https://www.geeksforgeeks.org/unordered-map-in-cpp/>

<https://www.geeksforgeeks.org/unordered-multiset-in-cpp/>

<https://www.geeksforgeeks.org/unordered-multimap-in-cpp/>

unordered_map			https://www.geeksforgeeks.org/unordered-map/
unordered_multiset			https://www.geeksforgeeks.org/cpp-unordered-multiset/
unordered_multimap			https://www.geeksforgeeks.org/unordered-multimap/
30 container adapters			
stack			https://www.geeksforgeeks.org/stack-in-cpp/
queue			https://www.geeksforgeeks.org/queue-cpp/
priority_queue			https://www.geeksforgeeks.org/priority-queue-cpp/
31 pointer			https://www.geeksforgeeks.org/cpp-pointers/
32 vtable and vptr			https://youtu.be/gHxmAgedyDk?si=nkOCA
33 virtual constructor			https://www.geeksforgeeks.org/vtable-and-vptr/
34 smart pointer			https://www.geeksforgeeks.org/advanced-smart-pointers/
35 shared pointer			https://www.geeksforgeeks.org/shared_ptr/
36 dynamic allocation in cpp			https://www.geeksforgeeks.org/new-and-delete-in-cpp/
37 thread pool in cpp			https://www.geeksforgeeks.org/thread-pool-cpp/
38 iterator			https://www.geeksforgeeks.org/iterators-cpp/
types	trick	bifor	
b	bidirectional		move -> <- (read+ write)
l	input		only read
f	forward		move -> forward (read+write)
o	output		only write
r	random		directly access (read+write)

