**Tema 1**

1. **cmake build -3p**
2. **incapsulare -1p**
3. **initializare 1p**
4. **dealocare memorie din heap in destructor**
5. **copy constructor & assignment operator 2p**

**Tema 2**

1. **cmake build -3p**
2. **mostenire – 1p**
3. **abstractizare – 1p**
4. **folosire namespace -> creare propriu namespace -1p**
5. **move constructor (sa punem mesaj sa vedem in ce context e apelat) - 2p**
6. **implementam o clasa abstracta (= interfata abstracta) are metode virtuale**
   * **metoda virtuala pura inseamna ca musai trb sa fie implementata**