**Delphi strukture**

1. Random
2. Richedit
3. Besluitneming
   1. If then else
   2. case
4. Herhaling
   1. For
   2. While
   3. Repeat
5. Stringhantering
   1. Length
   2. Copy
   3. Pos
   4. Insert
   5. Delete
6. Tekslêers
   1. Skep
   2. Lees
   3. Vertoon in richedit
7. Skikkings
   1. Verklaar
   2. Sorteer
   3. Lees uit tekslêer in skikking in, sorteer en hanteer stringe met stringhantering
8. Funksies en prosedures
   1. Prosedures
   2. Funksies
9. SQL
   1. Select from
   2. Select distinct
   3. Order by
   4. Where, and, or, not
   5. Like
   6. Join
   7. Delete from
   8. Update
10. OOP
    1. Skep van klas en objek
    2. Plaas klas in sy eie unit
    3. Data-abstraksie, Enkapsulering, Oorerwing, Polimorfisme
    4. Accessor en mutator metodes
    5. Constructors, Overloading