- 1. Robot (Abstrata)
 - 1.1. Unmanned Aerial Vehicle
 - 1.2. Unmanned Ground Vehicle
 - 1.3. Unmanned Marine Vehicle
- 1. Unmanned Aerial Vehicle
 - a. Efficiency = 2
- 2. Unmanned Ground Vehicle
 - a. Efficiency = 3
- 3. Unmanned Marine Vehicle
 - a. Efficiency = 4







- Class
 - Sub/Superclass
 - Virtual Class
- Struct
- Dynamic Arrays
 - Foreach
- Queue
 - Sort
 - Sort with
 - RSort
- Function Overload
- Function Overwrite
- Write
- Display

- Program
- Package
- Scripts for automation
 - o Compiling
 - Simulating

