Learning C++ w/ Caleb Curry Pt 1.

C++ is a compiled language
- Uses a seperate program to "compile" the C++ code into something the computer can understand

- Once code is "compiled", we need to link the code useing "linking" into an executable.

- The executable is what the user is going to get and use e.g. An Application.
- If it runs on a computer, it's an executable

- C++ introduced 2 major things to developers
   1. Object - Oriented Programming (OOP)
   - Basically able to structure our code around "classes"
   - Allows us to structure the blueprint for our data in order to create "instances" of that data.
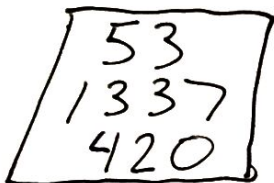
   I.e.   OOP
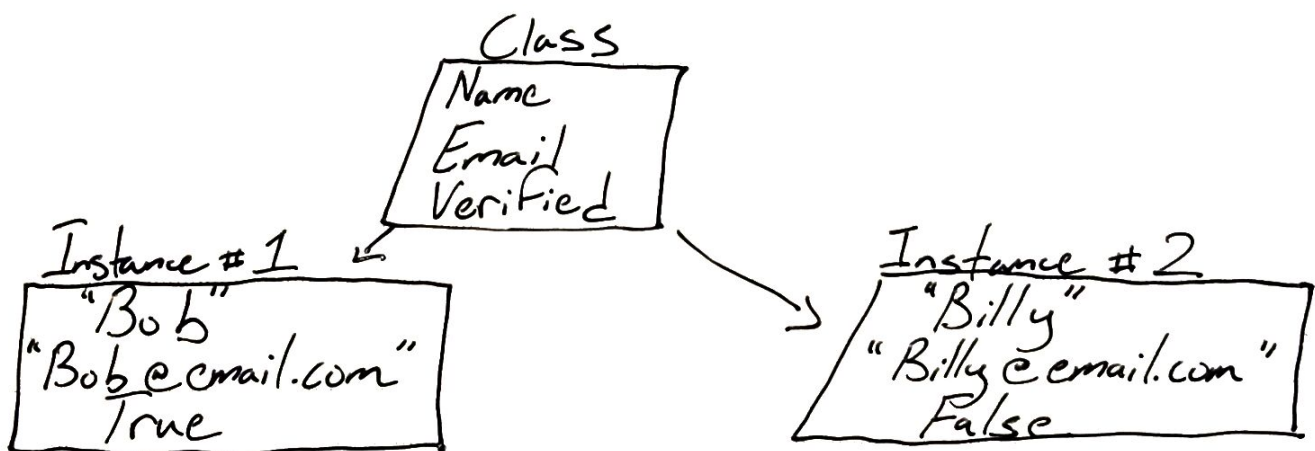
- The instances are called "Objects"

2. Generic Programming

- Able to use structures that use different types of Data.
- In C++ we can use vectors, in which they accept certain types of Data
- We can then restrict these containers or "vectors" to certain types, because we know what type we are working with depending on whats in the vector
- "Vectors" are similar to Array List or List

I.e

Vector with Data
Type Int

or

Vector with Data
Type Char

```
53
1337
420
```

```
"Homie"
"Friend"
"Amigo"
```