

Agenda → const keyword

constructors

overloading & override

operator & function overload

Polymorphism

Const

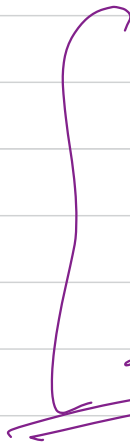
polymorphism

poly morph

compile

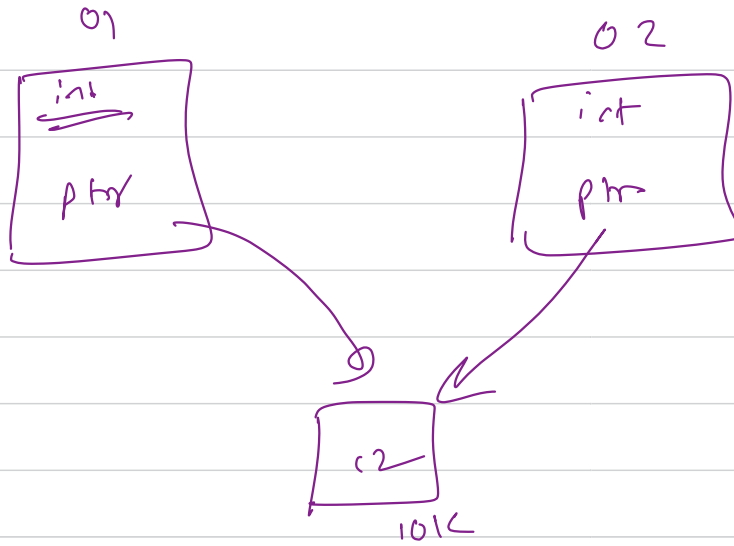
runtime

early binding
static binding



shallow copy
deep copy

Shallow → an obj is created by simply copying the data of all variable of other ~~obj~~



Shallow copy

