C++ is an object-oriented programming language. We have classes and those classes have objects. A class will have pre-set properties and objects are altered instances of them.

C++ is a type-safe language, meaning syntax errors are trapped at the time of compilation.

We develop each part of an application using namespaces. Namespaces prevent duplicate naming errors when the same variable name is given to different values.

namespace english {

int x = 2;

}

namespace french {

int x = 3;

}

If you want to access a variable inside of a namespace, we first precede its name with its namespace identifier and (::).

**english::x++;**

By default, namespaces hide their entities. To expose said entities, make use of the **using** keyword.

using french::x; // Access a specific entity

using namespace french // Access all entities