strong weakly typed

Strongly typed programming language are the pl where type errors are always detected

pure virtual vs interface

interface keeps the method definitions but not the implementation of the algorithm. So any class that implements that interface has to write code for all the methods in interface.

pure virtual is a concept for calling the functions dynamically. So if a function is pure virtual in class A and class B inherits from A, then B has to implement all the virtual functions of A to not to be abstract.

how smalltalk handles multiple inheritance

there is no concept of multiple inheritance in smalltalk but if a class is subtype of another class and also inherits from a different class, this can be considered as multiple inheritance

How are interfaces realized in C++

C++ uses pure virtual functions and abstract classas as interfaces. So a class inherited from an abstract class, has to code all the methods to not to be abstract.

C++ adt yi nasıl sağlar

C++ uses classes with methods and data fields to provide an abstract data type.

What are class variables and methods?

These concepts are related to encapsulation. We put all the data and methods we need for specific purpose under a class to keep everything related with each other at the same place.

eager vs lazy evaluation

eager evaluation is, for example, if we have a function call f(x\*2), in eager evaluation we calculate x\*2 first and then call the functions. In lazy evaluation we don’t calculate it until we need it.