

# Overview

## 1. Warming up (10 min)

- Sign-in & Attendance
- Syncing with other recitation classes
- About the exam and our review class

## 2. Main Session 1 (40 min)

- Why we need class derivation? - From a renderer's prospective.
- [public v.s. private derivation](#): IS-A or HAS-A?
- [base constructors in derived classes](#): whether / when it is called?

## 3. Main Session 2 (40 min)

- [virtual function](#): pure virtual function, override.
- [implicit upcasting](#): base pointer points to derived classes
- [destructors in derivation](#): when / why virtual?

## 4. Bonus Application (20 min)

- How to prepare your exam?
- What are the priorities?
- How to prepare a cheat sheet.

## Supplementary Materials

- [Hands-On Design Patterns with C++ - Second Edition](#) | [GitHub](#)
- [Ray Tracing in One Weekend](#)