- Virtual functions

- Definition of template classes

- [Multiple inheritance](#)

- namespaces

- Programmer defined exceptions

- Unions

- dynamic_cast

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- Definition of template functions

- Operator overloading

- Abstract classes

- Copy constructors (deep , shallow copy)

- Bit structures

- Advanced pre-processor directives

- C++ Object Construction Sequence

- Initializer List

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- C++ References
- [Pointers](#)
- Inheritance
- Destructors
- Memory management
- Header files (inclusion guards)
- Arrays and [pointers](#)
- Friendship
- Basic pre-processor directives
- Global variables
- Private, Public, Protected