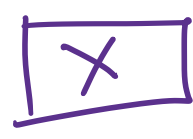


virtual / override  
 [ pure virtual function ]  
 (Abstraction)  
 E  
 SD  
 L



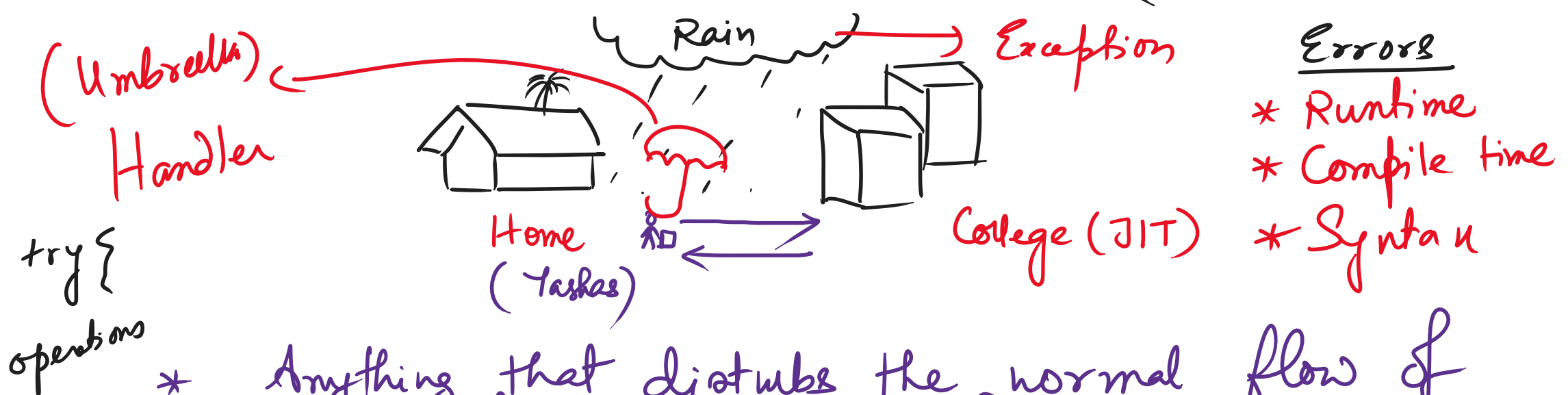
Showing?  
 Hiding?

What is being done  
 Functionality  
 Implementation  
 How it is done

Parent (virtual void function() = 0;)  
 Abstraction  
 Java - Interface  
 C++  
 Git

Child  
 (defined) (logic)

(SDE  
 SDI  
 SDT)  
 Version Control



\* Anything that disturbs the normal flow of execution of code, is called exception.

\* The process of handling exceptions is called Exception Handling.

(Null Pointer Exception)

(Known) \* Checked  
 (Unknown) \* Unchecked  
 (Custom) \* User Defined

User-Defined Data Types (Time/Memory)

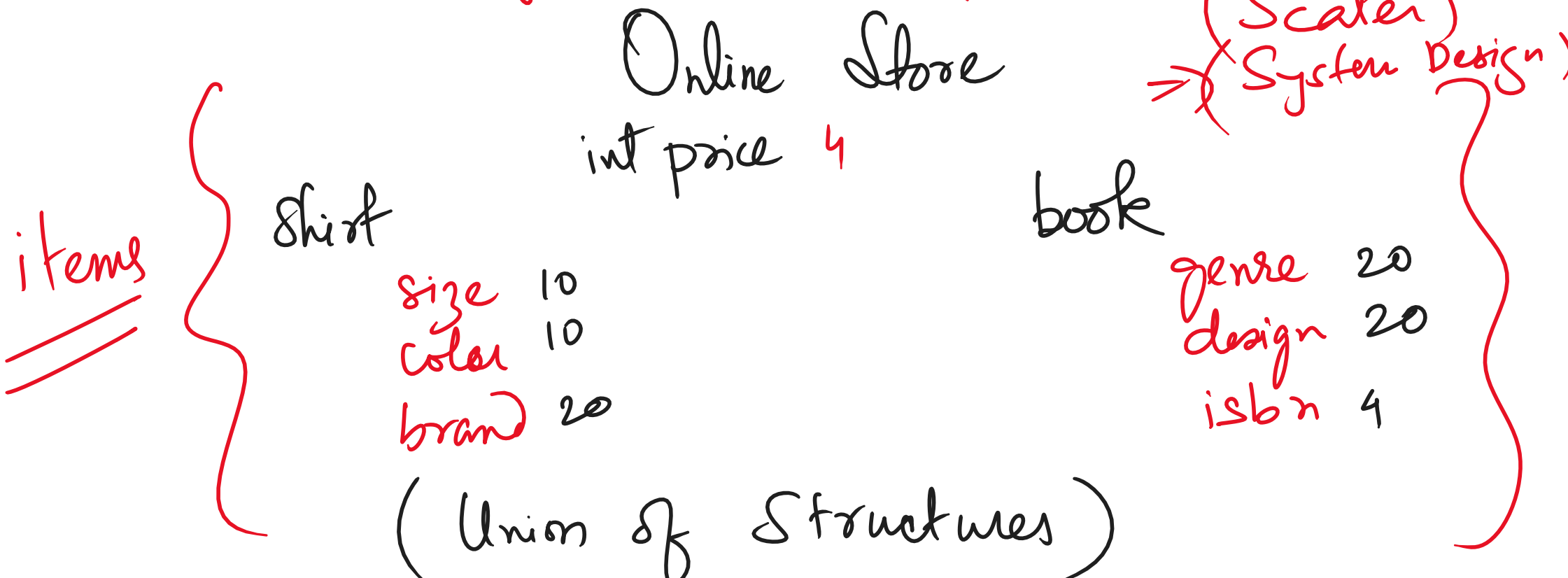
Structure  
 struct Employee {  
 20 char name[20];  
 4 int age;  
 4 int empID;  
 }  
 N → M1  
 A → M2  
 I → M3  
 total  
 Access all at once

Employee  
 name  
 age  
 empID

Union (Assign And display)  
 union Employee {  
 char name[20];  
 int age;  
 int empID;  
 }  
 1001  
 N  
 A  
 I  
 M (largest)  
 20  
 Access 1 at a time

Efficient Memory Allocation:

(Real World Example)



(Union of Structures)