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1 Introduction¶

After this round you should know how **operator overloading** works, and how it can be used, for example, together with **input and output streams**. We will also learn to use the streams in more comprehensive ways, for example when reading or writing files.

In this section you will also learn to use **templates** that can be used to create generic types and functions where same code can be shared to operate on different data types. Templates are widely used, for example, in C++ standard library containers and other operations.

We will also get familiar with one application of templates, **smart pointers**, that make memory management easier, and help in avoiding memory management mistakes.

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