C++

* Basics
  + class Car
    - Encapsulation
      * Public
      * Private
    - Constructor
    - Inspector
    - Modificator
    - Destructor
* Class Hierarchy
  + Person
    - Student
    - Employee
  + Pointer and dynamic allocation
  + Static and dynamic binding
    - Virtual methods
    - Overriding
* Namespaces
  + using namespace
* Constants
  + Constant objects
  + Constant fields
  + Constant methods
  + Constant parameters
  + Constant return value
  + Constant pointer
    - Constant pointer
    - Pointer to constant value
  + References
* Types
  + Integral
    - Signed and unsigned
    - Floating types
    - Boolean types
  + Strings and Characters
    - The Ascii table
  + Struct and Unions
  + Arrays
* Statements
  + If-Else
  + Do, While, For
* Operators
  + Comma
  + Assignment
  + Relation
  + Arithmetic
  + Bitwise
  + Logical
    - Lazy Evaluation
  + Increment and decrement
* Linked lists
  + Stack
  + Queue
* Error handling
  + Exceptions
* Files and streams
  + Low level
    - fread and fwrite
  + High level
    - streams
* Operator overloading
  + Friends
    - Stream operators
  + Copy constructor
    - Move semantics
  + Return value
    - References
    - Constant non-reference
* Templates
  + Stack
  + Queue
* The Preproessor
  + Macros
  + Conditional programming
* Debugging and testing
  + The debugger
  + Test cases
  + Boost.Test
* Algorithms
  + Searching
  + Sorting
    - Bubble Sort
    - Merge Sort
    - Quick Sort
* The Standard Library
  + Containers
    - Vector and array
    - Stack, queue and deque
    - Set and Map
    - Iterators
      * auto
      * foreach
  + std::and
  + std::optional
  + std::variant
  + std::span
  + std:conditional
  + Algorithm
  + Random
  + Bitset
  + Complex
* Design Patterns
  + Singleton
  + Container
    - Iterator
  + Proxy
  + Observer
  + Factory
* Functional programming
* Concurrency and multithreading
* AI and Machine Learning
* Graphical User Interface
  + Qt
* The Boost library