**array** - a sequence of homogeneous objects allocated in contiguous memory

**array initialization** - a process of resource acquisition for an array elements given a size of it or an initializer list and type of values

**copy assignment** - An operation that copies the source object’s members values to destination object’s corresponding members.

**copy constructor** - A constructor that uses members values of some object to initialize an object of the similar type

**deep copy** - copies both pointers and objects that they point to to the new object, so that two pointers refers now todistinct objects

**default constructor** - instantiate an object when no arguments are provided

**essential operations** - a set of constructors/destructors that allows a class object to be constructed both with and without specifying the arguments, properly and efficiently copied and destructed.

**explicit constructor** - a constructor that prohibits type conversion from its argument type to its class.

**move assignment** - an operation that allows to transfer members values from some object to another object in certain conditions instead of invoking the copy assignment

**move construction** - a constructor that instantiates an object by transfering values from source object, leaving it empty

**palindrome** - a word that is read identical in both directions

**shallow copy** - copies only pointers but not the objects that they point to