1. Is C++ compiled or interpreted, how is it done and what are the compiler or interpreter options and flags that will give you the ability to have full control on your output?
2. What programming paradigms does C++ support?
3. What is the type of type checking that the language supports, is it static typing or dynamic typing or even both?
4. What are the primitive data types that C++ has?
5. Does It have an automatic memory management? and if yes what components is it composed of and what it does?
6. Does C++ support Type Inference?
7. What operators does the Language have and what is the precedence of each one and the associativity?
8. What are the operators that support overloading?
9. Does it have any preprocessing directive? If yes, what are they?
10. What are the language line terminators?
11. What are the keywords and the contextual keywords?
12. Does C++ have Structured Exception Handling and how does it process Exceptions and what are the built-in Exception types?
13. What are the types of instructions that the programmer write is it human-readable and consists of normal English words or is it written mainly in symbols or is it a mix of both?
14. We must read the language specification for you to know the following:
    1. Types of conversions implicit, explicit, and standard conversions.
    2. How expressions and statements are formed or built (including compound expressions)
    3. Know the language grammar such as lexical grammar and syntactic grammar.
15. C++ supports Generic programming through a language feature called Templates.
16. C++ supports Template Specialization which allows the programmer to provide different implementation based on the given type.
17. C++ supports Template meta programming which allows programmers to evaluate some code at compile time.

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