OOP345 Exam Content:

Walkthrough (10 marks)

* stl container, push/pop – keep track on whats on container.

Explanation (12 marks)

* what do we use a container for? iterator? Sorting/finding/counting(functional)?
* Advanatage of integer vs pointer? Pointer can point to more than one integer
* Whats the advantage of a functioin vs a function pointer?
* Function object vs a lambda? – lambda is a function that can ‘capture’ stuff…

Can create them inside another function, unlike a regular function.

* Whats the advantage of the memory allocated to new,

assigned to a smart pointer(avoid memory leaks from premature exits)

* Diff b/w x value and pr value. X value is going to die, P[R value] (r value that is not an x value –isn’t gonna die).
* What does at exit do?
* How do you write a lambda and call it right away –“ [](int i){cout << I << “\n”} (99); “
* How to write a derived class
* 2d table
* compositions, aggregations and assocations (duck in pond – fastforward.cpp)

Programming (8 marks)

* workshop 10 (xorfile.cpp)

Fill in code (8 marks)

* write a lambda function that operatoes on data
* given the body, fill out ‘auto’, ….
* Range-based for

Fastforward.cpp(attic)

Class composition