1. Classes:
   1. Generic class declaration (header file).
   2. Generic class initialization (cpp file).
2. Pointers:
   1. Understanding functionality on pointers.
   2. Operators on pointers.
   3. Writing out a visualization for memory allocation.
3. Typical errors:
   1. Segmentation fault (how it normally happens).
   2. Other minor errors that can occur.
4. Misc:
   1. Const operator on functions and variables (when to use it)
      1. Things that are not going to be changed like modifiers in classes.
   2. Pass by reference.
      1. When the variable or return type of a function is something like a string or a vector it may be more efficient to pass in by reference as opposed to passing it by copy.
   3. When to use pointers in writing functions and variables.
      1. TBD
5. 5. Built in functions that may come useful
   1. Push\_back
   2. get\_line
   3. etc…u