TERM REVIEW SO FAR

• Machine Language

• Assembly Language

• High-Level Language

• Source Code

• Object Code

• Namespace and scope resolution operator

• using namespace std

• Fundamental data types: bool, char, int, float, double…

• Declaring and initializing variables

• Preprocessor directives: (example so far: #include)

• I/O using cout, cin

• I/O stream manipulators: setw, setfill, hex, oct, dec, fixed, scientific, setprecision

• Global and local variables

• fstream objects – ifstream and ofstream objects

• sequential text file manipulation

• objects

• classes

• member functions : public

• data members : private (or public)

• public and private access specifiers

• set and get member functions

• constructors

• overloading constructors

• instantiating objects