TALK NOW

* Java doesn’t allow primitive data types to pass but C++ allows to even pass a template.

Eg. Let us have a structure or a class named “car” we can now use vector<car> v1

* \* Is just a dereferencing operator and gives as desired output.
* C++ does not advocate returning the address of a local variable outside of the function so you would have to define the local variable as a **static** variable.
* To allocate dynamic memory in c we use malloc and in C++ we use
* How to store something in the heap. Make a pointer allocate it a memory using new or malloc/calloc and direct this pointer to the variable.
* Sometimes we see a % sign at the end of the compilation this is because we didn’t declare the end line character.
* The rope data structure is an extension of string using binary trees. Concatenation is O(1) using the + operator while in strings it’s O(n^2).