C03: Quickstart Guide for Class C++ Programming Assignments ETAMU Class Assignments

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Outline

- Compiling, multi-file projects
- Standard I/O streams
- Using c++ strings
- Unit testing in C++ with catch2 framework
- OO Programming w/ C++ classes
- STL
 - Vector and List Containers
 - Maps
 - Queues, Stacks, Priority Queues
 - Iterators and Algorithms



Bibliography

