* Pointer are dangerous
  + Memory leak and most of crashes (tạo xong nhưng không giải phóng nó)
  + New is easy, delete is hard
* Prefect references or smart pointers
* Object ownership and life-cycle
* C++ idioms: resource acquisition is initialization (RAII)
* Common case: Scope-based Resource Management
  + Example: shared\_prt, unique\_ptr, etc.
  + Lock\_guard
  + QFile
* Avoid raw loops
* Indexes not really needed
* Prefect range-based for loop

Có thể sử dụng For(auto ss : s)

* Take advantage of STL
* Basic one: max, min, swap, etc
* How many students got A -> count\_if
* Show albums contain a song -> find
* Utilize enum class
* Enum is not int
* Prefect enum classs
* Do not use C
* char\* -> std::string
* Printf -> std::cout
* NULL or 0 -> nullprt

17/06/2020

Desgin pattern

1. Adapter pattern
2. Observer

18/06/2020

MEMENTO AND STRATEGY PATTERN

1. Menento pattern

* Save state of obj

https://viblo.asia/p/design-pattern-memento-pattern-eW65GDPOKDO

https://gpcoder.com/4763-huong-dan-java-design-pattern-memento/

1. Strategy pattern

https://viblo.asia/p/tim-hieu-strategy-pattern-znmMdy7YGr69

Chiều

LAMBDA:

* Truyền tham chiếu và tham trị