# C++ KURS İÇERİĞİ

- 2023.07.24
  - 1. C in C++
- 2023.07.26
  - 1. Const
    - top level const
    - low level const
  - 2. C in C++
  - 3. Initilization
- 2023.07.28
  - 1. Reference Semantics
    - L value reference
  - 2. Value Category
- 2023.07.31
  - 1. Reference Semantics
    - R value reference
  - 2. Type Deduction
    - Auto type deduction
  - 3. Reference Collapsing
- 2023.08.02
  - 1. Reference Collapsing
  - 2. Universal Reference
  - 3. Type Deduction
    - Decltype specifier
  - 4. Unevaluated Context
  - 5. Function Default Arguman
  - 6. Constexpr
- 2023.08.04
  - 1. Constexpr
  - 2. Constexpr functions
  - 3. ODR (One Definition Rule)
  - 4. Inline Expansion
  - 5. Enumaration Types
- 2023.08.07
  - 1. Scoped Enum
  - 2. Type-Cast Operators
    - static\_cast
    - const\_cast
    - reinterpret\_cast
    - dynamic\_cast
- 2023.08.09
  - 1. Function Overloading

- 2023.08.11
  - 1. Classes
- 2023.08.14
  - 1. Classes
    - This keyword
    - Mutable
- 2023.08.16
  - 1. Classes
    - Constructor
    - Destructor
    - Special Member Functions
    - Global Class Objects
    - Constructor Initializer List
- 2023.08.18
  - 1. Classes
    - Delete bildirimi
    - Class Special Functions
    - Aggregate Class
    - Copy Constructor
- 2023.08.21
  - 1. Classes
    - Copy Constructor
    - Copy Assignment
    - Move Constructor
- 2023.08.23
  - 1. Class special member functions
  - 2. temporary objects C++17
  - 3. explicit ctor
  - 4. conversion ctor
  - 5. moved-from state (taşınmış nesne durumu)
- 2023.08.25
  - 1. copy elision
  - 2. C++17 (mandatory copy elision)
  - 3. Return Value Optimization RVO
  - 4. NRVO (Named Return Value Optimization)
  - 5. new ifadeleri
  - 6. delete ifadeleri
  - 7. operator new fonksiyonları
  - 8. operator delete fonksiyonları
  - 9. sınıfların static veri elemanları
- 2023.08.28
  - 1. Sınıfın static data member
    - incomplete type
    - Header-Only Library
  - 2. Sınıfı static member functions
    - Named Ctor
    - Singleton Pattern
    - Mayer's Singleton

## 2023.09.01

- 1. Delegating Ctor
- 2. Friend Bildirimleri
- 3. Operator Overloading

## • 2023.09.04

- 1. Global Operator Function vs Member Operator Function
- 2. Operator Overloading'te Function Overloading
- 3. Neden member operator function ve global operator function ayrı ayrı var?
- 4. Const Correctness & Operator Functions
- 5. Operator Overloading ile Value Category İlişkisi
- 6. Arrow Operator Overloading Fonksiyon

# • 2023.09.06

- 1. Operator overload ++ ve -
- 2. Operator overload + ve -
- 3. Operator []

#### 2023.09.08

- 1. Arrow operator overloading
- 2. Overloading function call operator ()
- 3. Tür dönüşüm operatörleri
- 4. Conversion Ctor vs Operator Conversion
- 5. Operator bool

## • 2023.09.11

- 1. extern "C" bildirimi
- 2. Composition (has a relation-ship)
- 3. Copy Ctor && Move ctor && Copy Assignment && Move Assignment
- 4. Reference Qualifiers

## • 2023.09.13

- 1. Namespace (İsim alanları)
- 2. Using declaration
- 3. using namespace directive
- 4. ADL (argument dependent lookup) argümana bağlı isim arama

## • 2023.09.15

- 1. Operator Overloading Enum
- 2. Nested classes
- 3. Design Pattern (pimpl idiom)
- 4. Inheritance (Kalıtım)

#### 2023.09.18

- 1. Inheritance (Kalıtım)
- 2. Kalıtım ve İsim Arama
- 3. Kalıtımda Using Bildirimi
- 4. Kalıtımda special fonksiyonların durumları

## • 2023.09.20

- 1. dynamic binding or late binding
- 2. Non virtual Interface (NVI)
- 3. Override Keyword
- 4. Virtual Functions Multi Level Inheritance
- 5. Default Arguman in Virtual Functions
- 6. Overloading Functions Inheritance
- 7. Virtual Ctor C++ (Clone idiom)

- 2023.09.22
  - 1. Virtual DTOR
  - 2. Virtual Function Table Pointer (VPTR)
  - 3. Inheritanced Ctor
  - 4. Covariance or Variant Return Type
  - 5. NVI (non-virtual interface)
  - 6. Final Contextual Keyword
    - Final Class
    - Final Override
- 2023.09.25
  - 1. Private Inheritance
  - 2. Restricted Polymporhsim
  - 3. Protected Inheritance (multi-level inheritance daha sık kullanılır)
  - 4. Multiple Inheritance
  - 5. Diamond Formation
  - 6. RTTI (Run Time Type Information)
- 2023.09.27
  - 1. RTTI (Run Time Type Information)
    - Dynamic Cast
    - Typeid
      - Typeinfo
  - 2. Template Method
- 2023.09.29
  - 1. std::initializer\_list
  - 2. std::string
  - 3. std::string CTOR
  - 4. Small String Optimizasyon (SSO)
- 2023.10.02
  - 1. std::string elemanlara erişme
  - 2. Range-Based For Loop
  - 3. std::string atama işlemleri işlemleri
  - 4. std::string elemanları silme işlemleri
  - 5. std::string yazı ekleme işlemleri
  - 6. std::string arama işlemleri
  - 7. std::string yazıyı değiştirme işlemleri
  - 8. std::string karşılaştırma işlemleri
- 2023.10.11
  - 1. std::string\_view
  - 2. std::string tür dönüşümleri
  - 3. Excaption Handling
- 2023.10.13
  - 1. Excaption Handling
  - 2. Stack Unwinding
  - 3. Excaption Rethrow
  - 4. Excaption Handling in CTOR
  - 5. Exception Gurantee(s)
- 2023.10.16
  - 1. Noexcept
    - noexcept specifier
    - noexcept operator
  - 2. Generic Programlama (Templates)

## • 2023.10.18

- 1. Template Argument Deduction
- 2. Universal Reference (Forwarding Reference)
- 3. Trailing Return Type
- 4. Auto Return Type
- 5. Overloading in Template Functions

## • 2023.10.20

- 1. Template Specialization
- 2. Template Fonksiyon tanımlama
- 3. Non-Type Parameter Template
- 4. Default Template Arguman
- 5. Explicit Specialization

## 2023.10.23

- 1. Explicit Specialization Template
- 2. Partial Specialization Template
- 3. Alias Template
- 4. Variadic Template
- 5. Recursive Instantiation
- 6. Fold Expressions (katlama ifadeleri)

## • 2023.10.25

- 1. Template Value Type
- 2. Static if
- 3. Standart Template Library
  - Iterators
  - Iterator Category

## • 2023.10.27

- 1. Algorithms
  - Std::copy
  - Std::copy\_if
  - Std::count\_if
  - Std::find

## 2. Iterators

- Const iterator (const\_iterator)
- Reverse\_iterator

## • 2023.10.30

- 1. Reverse Iterator
- 2. Std::back\_inserter
- 3. Std::front\_inserter
- 4. Std::advance
- 5. Std::distance
- 6. Std::next
- 7. Std::prev
- 8. Std::iter\_swap
- 9. Algorithms
  - Std::find\_if
  - Std::transform

- 2023.11.01
  - 1. Lambda expression
    - Mutable lambda expression
    - Capture all by reference
    - Positive lambda expression
    - Noexpect lambda expression
    - Constexpr lambda expression
- 2023.11.03
  - 1. Algorithms
    - Std::for\_each
    - Std::any\_of
    - Std::all\_of
    - Std::none\_of
    - Std::replace
    - Std::reverse\_copy
    - Std::remove\_copy\_if
    - Std::replace\_copy
    - Std::replace\_copy\_if
  - 2. Container
    - Std::vector
- 2023.11.06
  - 1. Container
    - Std::vector
      - Functions of std::vector
- 2023.11.08
  - 1. Container
    - Std::vector
      - Functions of std::vector
  - 2. Algorithms
    - Std::remove
    - Std::remove\_if
    - Std::unique
    - Std::erase
    - Std::erase if
    - Erase-remove idiom
    - Std::sort
    - Std::transform
  - 3. Std::ostream\_iterator
- 2023.11.10
  - 1. Container
    - Std::deque
  - 2. Algorithms of sorting
    - Std::sort
    - Std::partial\_sort
    - Std::stable\_sort
    - Std::nth\_element
    - Std::partition

- 2023.11.13
  - 1. Algorithms
    - Std::minmax\_element
    - Std::partition\_point
    - Std::is\_sorted
    - Std::is\_sorted\_until
  - 2. Heap Data Structer
  - 3. Std::queue
  - 4. Std::list
  - 5. Std::lower\_bound
  - 6. Std::upper\_bound
  - 7. Std::equal\_range
- 2023.11.15
  - Std::forward\_list
  - 2. Container Adapters
    - Stack
    - Queue
    - Priority\_queue
  - 3. Associative Container
    - Set
- 2023.11.17
  - 1. Associative Container
    - Std::set
    - Std::map
    - Std::unordered\_set
- 2023.11.20
  - 1. Associative Container
    - Std::unordered\_set
  - 2. Reference Wrapper
  - 3. Algorithms
    - Std::generate
  - 4. Function Adaptor
    - Std::bind
- 2023.11.22
  - 1. Function Adaptor
    - Std::bind
    - Std::function
    - Std::mem fn
    - Std::not\_fn
  - 2. Std::array
- 2023.11.24
  - 1. Std::tuple
  - 2. Structed binding
  - 3. Std::tie
  - 4. Std::apply
  - 5. Std::invoke
  - 6. Member Function Pointers

- 2023.11.29
  - 1. Member Function Pointers
  - 2. Data Member Pointers
  - 3. Std::bitset
  - 4. Dinamik Ömürlü Nesneler
- 2023.12.01
  - 1. Dinamik Ömürlü Nesneler
  - 2. Smart Pointer
    - Unique Pointer
- 2023.12.04
  - 1. Smart Pointer
    - Unique Pointer
    - Shared Pointer
- 2023.12.06
  - 1. Smart Pointer
    - Weak Pointer
  - 2. Curiously Recurring Template Pattern
- 2023.12.08
  - 1. Input Output Operations
- 2023.12.11
  - 1. Format
    - On off flag
    - Area flag
  - 2. Std::istreamstream
  - 3. iosstate
- 2023.12.13
  - 1. std::istream\_iterator
  - 2. file operations
- 2023.12.15
  - 1. File Operations
    - File positions pointer
    - gcount()
- 2023.12.20
  - 1. Tie
  - 2. Lambda expression
  - 3. Std::ratio
  - 4. Std::chrono
    - duration
- 2023.12.22
  - 1. Std::chrono
    - Duration
    - Duration\_cast
    - System\_clock
  - 2. UDL (user-defined literals)

- 2023.12.25
  - 1. Std::chrono
    - System\_clock
  - 2. Vocabulary Type
    - Std::optional
      - Value\_or()
      - in\_place()
    - std::variant
      - hold\_alternative
      - get<>
      - in\_place\_index and in\_place\_type
      - monostate
      - get\_if
- 2023.12.27
  - 1. Vocabulary Type
    - Std::variant
    - Std::any
  - 2. Std::visit
  - 3. Multi-Lambda
- 2023.12.29
  - 1. Std::any
  - 2. Std::random
- 2024.01.03
  - 1. Std::random
  - 2. Concurrency
    - Std::thread
- 2024.01.05
  - 1. Std::thread
    - Get\_id
    - Sleep\_for and sleep until
    - Hardware\_concurrency
    - Thread exceptions
  - 2. Data Race
- 2024.01.08
  - 1. Std::thread
  - 2. Mutex Class
  - 3. Mutex Wrapper
- 2024.01.10
  - 1. Mutex
  - 2. Std::future and std::promise
  - 3. Std::async