

# Introduction

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- **Day 1**
  - Overview
  - Functions
  - Data
  - Containers Light
- **Day 2**
  - Objects
  - Dynamic Memory
  - Object inheritance
- **Day 3**
  - Polymorphism
  - Object Oriented Design
  - Operator Overloading
- **Day 4**
  - Templates
  - Exceptions
  - Smart Pointers
  - Containers and Algorithms