

Programación Orientada a Objetos

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Agenda

1. Standard Template Library
2. Functions II
3. User-defined types
4. Error handling
5. Code reusability
6. Program Optimization
7. Object Oriented Programming
8. Templates
9. Compilation



Agenda

1. **Standard Template Library**
 - Vectors
 - Queues
 - Maps
2. Functions II
3. User-defined types
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 2. **Functions II**
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 9. Compilation
- Function overloading
 - Function templates
 - Recursion

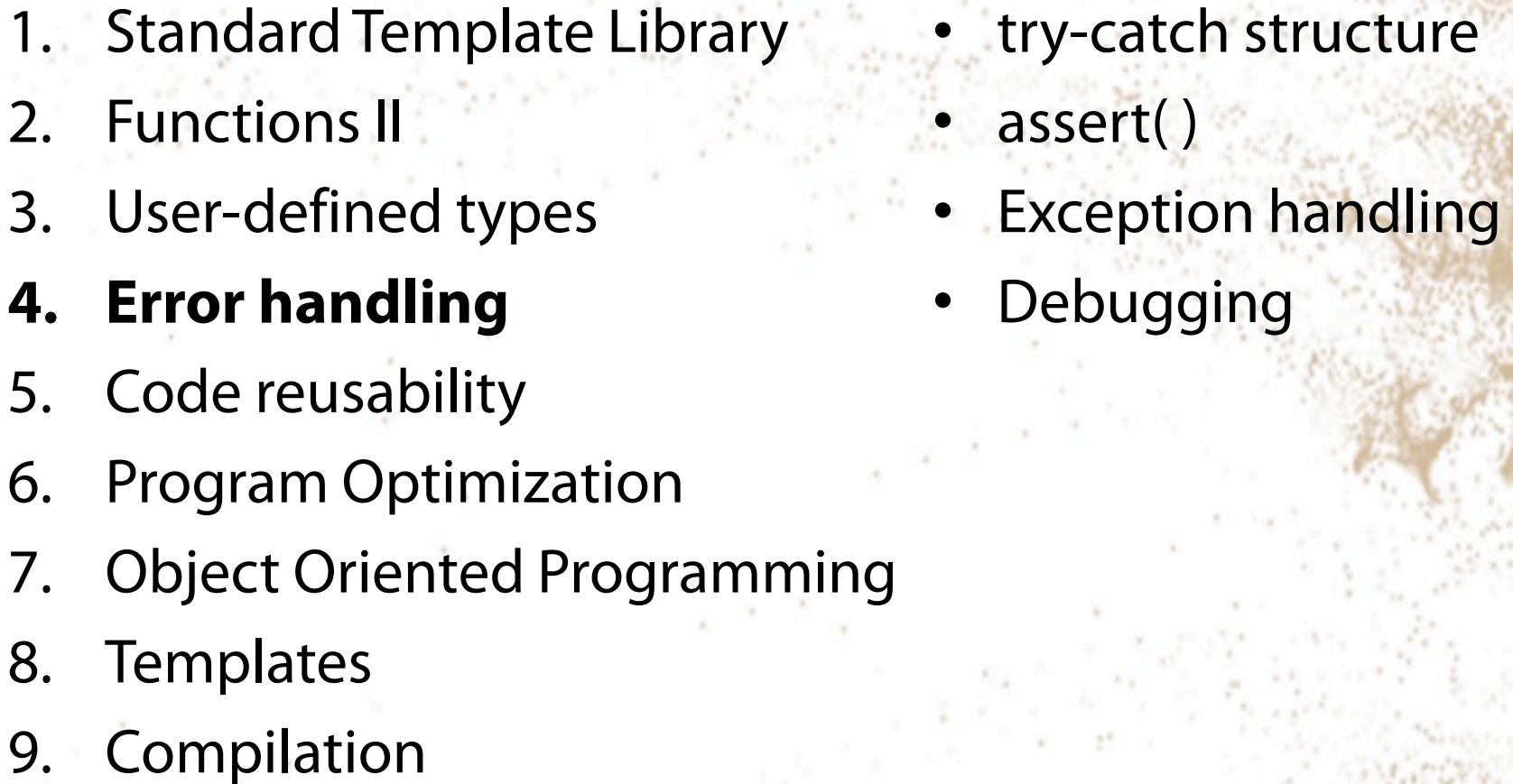


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1. Standard Template Library
 2. Functions II
 - 3. User-defined types**
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 7. Object Oriented Programming
 8. Templates
 9. Compilation
- Enumeration
 - Structures
 - typedef
 - Type inference
 - Operator overloading



Agenda

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1. Standard Template Library
 - try-catch structure
 2. Functions II
 - assert()
 3. User-defined types
 - Exception handling
 4. **Error handling**
 - Debugging
 5. Code reusability
 6. Program Optimization
 7. Object Oriented Programming
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 9. Compilation
- Libraries
 - Headers
 - Namespaces
 - Pre-processor directives



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- Memory Management
 - Pointers
 - Pointer operations
 - Pointers to functions
 - Lambda functions



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 8. Templates
 9. Compilation
- Classes
 - Attributes & Interfaces
 - Constructors
 - Inheritance, polymorphism & Interfaces



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1. Standard Template Library
 - Function templates
 - Class templates
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 - 9. Compilation**
- Building process
 - Compiler flags
 - Makefiles



Thank you!



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