1. Number of two. For each head node we need two child node
2. Hidden data type in the implementation,
3. Auto (Should be the one we find) /
4. Copy create an object while assignment con it will not create any object meaning it already apply the created object/method (temp file) chapter tree [the point will be copies instead of creating a new point to the node]
5. References must be initialized when declared (it will the going the value of the address) [& in the constructor]
6. R value is declared using the && to temporary operator while the L-value will be used to modify the object value and r referees are used to move the object values. (Wrong)
7. Base case and recursive case
8. **Decorator**: The decorator design pattern can help you improve the way an object in a program functions while maintaining the object's structure.

**Composite**: You can implement a composite design pattern when your program has several objects with similar functionalities. This pattern uses a tree structure to organize classes and objects in programs.

1. Templates allow type-independent programming
2. **Deep copy**: Duplicates the object and its dynamically allocated memory.

**Shallow copy:** Copies only the object's reference or pointer, leading to potential shared memory issues.