Basic Overview

1. Data types
2. Variable
3. Constant
4. Modifier
5. Operator
6. Loop (For, While, do While)
7. Decision Making (if.. else)
8. Switch
9. Array
10. Strings
11. Pointer
12. References
13. Basic Input/output
14. OOP
15. Class
16. Objects
17. Constructor
18. Destructor
19. Inheritance
20. Overloading
22. Polymorphism
23. Runtime/ Compile time
24. Abstraction
25. Friend class
26. Encapsulation
27. Interfaces
28. File and Streams
29. Exception Handling
30. Guessing Game
31. Temperature
32. GCD
33. LCM
34. LowerToUpper
35. Minimum number
36. Pyramid
37. Remainder
38. Roman Number
39. Function
40. Math (Expression, Area, etc.)