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## Contents

<b>1</b>	<b>Principles of Object-Oriented Programming</b>	<b>2</b>
1.1	Abstraction . . . . .	2
1.2	Encapsulation . . . . .	2
1.3	Inheritance . . . . .	2
1.3.1	<code>virtual</code> Functions . . . . .	2
1.3.2	Interfaces . . . . .	2
1.4	Polymorphism . . . . .	2
1.5	Composition <code>// not usually included</code> . . . . .	2
<b>2</b>	<b>Operator Overloading</b>	<b>2</b>
2.1	Type Casting . . . . .	2
2.2	<code>friend</code> Functions . . . . .	2

# 1 Principles of Object-Oriented Programming

## 1.1 Abstraction

## 1.2 Encapsulation

## 1.3 Inheritance

### 1.3.1 `virtual` Functions

### 1.3.2 Interfaces

## 1.4 Polymorphism

## 1.5 Composition `// not usually included`

# 2 Operator Overloading

## 2.1 Type Casting

## 2.2 `friend` Functions