

# Introduction to Object-Oriented Programming

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# 1 Arrays

## 1.1 Arrays and Pointers

## 1.2 Multidimensional Arrays

## 1.3 Array Initialization

## 1.4 Dynamic Arrays

# 2 Structs

## 2.1 Struct Initialization

# 3 Classes

## 3.1 Constructors and Destructors

### 3.1.1 Initializer Lists

### 3.1.2 Default Initialization

### 3.1.3 Copy Constructors

## 3.2 Access Specifiers

### 3.2.1 `private` Members

### 3.2.2 `protected` Members

### 3.2.3 `public` Members

### 3.2.4 Structs vs. Classes

## 3.3 `static` Members