

# Introduction to Object-Oriented Programming

Ryan Baker

January 15, 2025

## Contents

<b>1</b>	<b>Arrays</b>	<b>2</b>
1.1	Arrays and Pointers . . . . .	2
1.2	Multidimensional Arrays . . . . .	2
1.3	Array Initialization . . . . .	2
1.4	Dynamic Arrays . . . . .	2
<b>2</b>	<b>Structs</b>	<b>2</b>
2.1	Struct Initialization . . . . .	2
<b>3</b>	<b>Classes</b>	<b>2</b>
3.1	Constructors and Destructors . . . . .	2
3.1.1	Initializer Lists . . . . .	2
3.1.2	Default Initialization . . . . .	2
3.1.3	Copy Constructors . . . . .	2
3.2	Access Specifiers . . . . .	2
3.2.1	<code>private</code> Members . . . . .	2
3.2.2	<code>protected</code> Members . . . . .	2
3.2.3	<code>public</code> Members . . . . .	2
3.2.4	Structs vs. Classes . . . . .	2
3.3	<code>static</code> Members . . . . .	2

# 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