

Introduction to OOP

Ryan Baker

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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