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Contents

1	Principles of Object-Oriented Programming	2
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
2	Operator Overloading	2
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