

Ryan Baker

January 3, 2025

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# 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