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1 Principles of OOP

- 1.1 Abstraction
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2 Operator Overloading

- 2.1 Type Casting
- 2.2 friend Functions

3 Design Patterns

- 3.1 Creational Design Patterns
- 3.1.1 Singleton
- 3.1.2 Factory
- 3.2 Behavioral Design Patterns
- 3.2.1 Strategy
- 3.3 Structural Design Patterns
- 3.3.1 Adapter