**C++** **Language**

1. Variables
2. OOPs
3. Functional Programming
4. Template Programming
5. Lambda Programming
6. STL, STL algorithms
7. Multi-Threading/Processing
8. System programming
9. Types: Virtual, Friend, Static, Auto
10. C constructs

**Lambda Notation:**

Struct Less\_then {

String s;

Less\_then( const string & ss) : s(ss) {};

Bool operator() ( const string& v) const { return v < s; }

};

Auto p = find\_if(vs.begin(), vs.end(), [](const string&v) { return v < “Grifin”});



