1)how to move from structure into class

i) functions and data

ii) Access specifiers

\*) references, pointer,const pointer

\*) inline functions VS macros

2) function overloading

i) Namemangling

ii) extern "C"

3) COnstructors and destructor-->copy constructor ->default constructor i) constructor overloading ii)default parameter iii) intilization list

\*) this pointer

3) operator overloading

i)sizeof,scople resolution,pointer to member access,

ii)functor

~#Storage classes

4) static functions and static data

5)friend function and friend class

6) const data and const functions ,mutable

\*) new delete--->operator new delete [],

7) STRING CLASS which covers all above concepts--->deep copy shallow copy->overloaded assignment operator -> overloaded copy constructor

\*)Inheritance

i)simple ii)multiple iii)multilevel iv) hybrid

\*)virtual functions --->vpointer , vtable

\*) virtual destructor \*) why no virtual constructor

\*)virtual base class

\*) late and early binding

\*)const\_cast,static\_cast,reinterpret\_cast and dynamic\_cast

\*)RTTI --->typeid

\*) Namespace

\*)exceptions

\*)template functions and template classes

\*)STL

\*)Design patterns

i)singleton class

ii) Creation pattern

\*)how to create object on stack only

\*) how to create object on heap only