* Slide Set 0
  + none
* Slide Set 1: OK
  + program structure
  + compilation unit
  + header/cpp files
  + includes
  + namespaces
* Slide Set 2: OK
  + structs and classes as data types P3 OK
  + pointers
    - stack/heap/new P13-25
    - arithmetics
  + references P29
  + parameter passing P37 38
  + implicit/explicit type coercion P40-P44
    - static\_cast, dynamic\_cast
    - upcasting/downcasting
* Slide Set 3:
  + input/output streams
  + cin/cout
  + files stream declarations, open/close, usage
  + << and >> operator overloading P5
  + not covered: MFC serialization 20 以后不要
* Slide Set 4:
  + classes vs. structs
  + struct usage
  + class declarations (.h and .cpp files)
  + declaring/using objects
    - with or without pointers
  + inline functions/methods
  + const specifier
  + static specifier
  + friends
  + constructors/destructors
    - declaration/implementation
    - initialization list
    - implicit/explicit constructor calls
  + inheritance
    - overriding/overloading
    - vs. constructor/destructor implementation
    - assignment operator
    - copy constructor
    - shallow/deep copy
  + multiple inheritance
* Slide Set 5:
  + statically allocated arrays (one or multidimensional)
    - declaration, usage
    - memory allocation model
  + dynamically allocated arrays (one or multidimensional)
    - declaration, usage
    - memory allocation model
  + STL containers
    - declaration, usage
    - iterators