# Test 2 Review

## • Enumerations

*Basics:* What is an enumeration? How is it defined and used? When do we use enumerations? How is an enumeration variable represented internally? Can we do arithmetic with enumeration constants?

#### • Classes

*Basics*: What is a class and what is an object? How is a class defined? What are **private**, **protected** and **public** members?

*Special functions*: What are the constructors, destructor, copy constructor? What are the Big Three and when are they needed?

Overloaded operators: What is overloading?

What are the main issues when overloading the stream insertion/extraction operators? The assignment operator? The post/pre-increment operator? Array subscript operator?

When do we make an overloaded operator a member of a class? When shouldn't an overloaded operator be a member of a class?

*Friends of classes* : What are **friend** functions? Why and how do we declare/define/use them? Can we have a friend class? Is friendship given or taken?

this: What is the this pointer?

## • Inheritance

*Basics*: What is the main idea behind inheritance? What do we mean by the *is-a* relationship? What is public inheritance?

*Special functions*: How are objects of derived classes constructed and destroyed? Can a derived class method use a base class method? Can a derived class override a base class method, and if so how?

*Relationships*: What assignments are allowed between derived and base class objects? Why should we be careful with diamond inheritance? How does virtual inheritance help?

*Virtual methods*: When should a method be virtual? How does it work? What is dynamic\_cast and how is it used in this context? What is a pure virtual method? When is a class abstract and why would it need to be so?

## • Templates

*Basics*: What is the main idea behind templates? How do you define and how do you use a function template? How do you define and how do you use a class template? Why must the implementation code of a class template be in the same file as the declaration code?