

Study Guide for Test 1

1. What are datatypes?
2. What are the key pieces of datatypes?
3. Classes; know all about them.
4. Access schemes
5. Constructors, destructors, member methods
6. Constants, as objects, in objects
7. What can const objects call
8. When does the “const-ness” of an object begin and end?
9. Member initializer list
10. Header files and implementation files
11. friends to classes
12. static members of classes
13. What is a pointer and what can it hold
14. How do you declare a pointer?
15. null
16. address of operator and how to use it
17. dereference operator and how to use it
18. const with pointer and all it's 4 version fun
19. pointer arithmetic
20. pointers/arrays and how to manipulate an array using pointers
21. arrays of pointers