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## *Object-Oriented Programming using C++14*

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This course introduces several programming paradigms including Object-Oriented Programming, Generic Programming, Functional Programming and how to use these programming schemes with the C++14 programming language to build “good” programs.

### Topics

- Introduction to Object-Oriented Programming
- C++: A Better C
- Classes and Objects
- Constructors and Destructors
- Operator Overloading
- Inheritance
- Pointers to Objects
- Polymorphism
- Lambda Expressions and Closure
- Exceptions
- Templates
- The Standard Template Library - STL
- Multithreading
- Advanced I/O: C++ Streams