

1	Lesson	1
1.1	IO Classes and Libraries	1
1.2	Console Output	2
1.2.1	cout and << operator	2
1.2.2	Some output methods	2
1.2.3	Flushing the buffer	3
1.2.4	Formatting the output	3
1.2.5	Direct manipulation of output formatting flags	5
1.3	Console Input	6
1.3.1	cin and >> operator	6
1.3.2	Input stream states	6
1.3.3	Single character input	7
1.3.4	String input	7
1.4	Problem Session	8
1.5	File Processing	9
1.5.1	General operations	9
1.6	Problem Session	11
2	Lesson	12
2.1	Class/Object Review	12
2.2	Static Data Members	14
2.3	Static Method Member	15
2.4	Problem Session	17
2.5	More Default Methods	18
2.5.1	Copy constructor	18
2.5.2	Assignment operator	19
2.6	Conversion and Cast Methods	20
2.7	Problem Session	22
3	Lesson	23
3.1	Advanced Operator Overloading	23
3.1.1	Overloading review	23
3.1.2	Overloading with friend	25
3.1.3	Overloading IO operators	25
3.2	Problem Session	27
3.3	Advanced Function Templates	28
3.4	Class Templates	30
3.5	Problem Session	32
4	Lesson	33
4.1	Inheritance Revisited	33
4.2	Static and Dynamic Binding, Polymorphism, and Virtual Methods	36
4.2.1	Static binding	36
4.2.2	Dynamic binding	37
4.3	Abstract Classes	38
4.4	Problem Session	39
4.5	Multiple Inheritance and Virtual Base	40
4.6	Problem Session	41