Part II

Abstraction Mechanisms

This part describes C++’s facilities for defining and using new types. Techniques commonly called object-oriented programming and generic programming are presented.

Chapters

10 Classes
11 Operator Overloading
12 Derived Classes
13 Templates
14 Exception Handling
15 Class Hierarchies

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“... there is nothing more difficult to carry out, nor more doubtful of success, nor more
dangerous to handle, than to initiate a new order of things. For the reformer makes
enemies of all those who profit by the old order, and only lukewarm defenders in all
those who would profit by the new order...”

— Niccolo Machiavelli (‘‘The Prince’’ §vi)