

EE 200 Lecture 12: Moving to C++

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Start with a popular language, and make it object-oriented

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Abstraction: hide the internals; higher levels only need the interface

Encapsulation: protect access to data

Inheritance: Reuse code by allowing objects to inherit from others

Polymorphism

Writing a class

BoundedInteger

References

Using gdb

GDB helps you debug your code