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- Polymorphism: A function can be called on different types of objects

The road thus far

Basic syntax

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- Data members

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Lifetime control

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Lifetime control

- Constructors

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- Destructors

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Lifetime control

- Constructors
- Destructors
- Operator overloading

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- Visibility `public`, `private`
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Lifetime control

- Constructors
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- The essential operations

Basic syntax

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- Visibility `public`, `private`
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Lifetime control

- Constructors
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- Operator overloading
- The essential operations
 - Copy constructor and assignment operator

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- Visibility `public`, `private`
- The `this` pointer
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- The essential operations
 - Copy constructor and assignment operator
 - Move constructor and assignment operator

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- Constructors
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- Operator overloading
- The essential operations
 - Copy constructor and assignment operator
 - Move constructor and assignment operator
- The Rule of 0 and the Rule of All