

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

“... 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...”

— Nicollo Machiavelli (“The Prince” §vi)