

C++ is not C

Structs and Classes

a **struct** and a **class** are almost the same in C++,
and neither requires a **typedef**

(having class name in class functions is non-standard)

Good C++

use **const** not **#define**

the **void** in
int foo(void) is deprecated

C++ (and indeed C!) has a **bool** datatype—use it!

Pointers and Dynamic Allocation

C++ uses **new** and **delete**

(and almost never uses void-pointers/malloc/calloc/free)

C++ now has **nullptr** (so **NULL** is deprecated!)