

Contents

CHAPTER 1

Introduction to object oriented programming

- * History of C++
- * Fundamental of OOPS
- * Features of OOPS
- * Programming concept
- * Advantage of C++
- * Data types of C++
- * Operators used in C++
- * Development stage of OOPS
- * Quality issues
- * Methods of programming
- * Characteristics of OOPS
- * Benefits of OOPS
- * Application
- * Exercise

CHAPTER 2

Operators in C++

- * Relational operator
- * Arithmetic operator
- * Special operator
- * Logical operator
- * Control/Loops

- * Type Costing
- * Exercise

CHAPTER 3

Arrays

- * Derived Data type
- * Arrays
 - 1-Dimension array
 - 2-Dimension array
- * Structures
- * Enumerated data type
- * Exercise

CHAPTER 4

Objects and Classes

- * Class
- * Class declaration
- * Member function
- * Creating objects
- * Storage class
- * Exercise

CHAPTER 5

Functions

- * Passing of parameter
- * Passing of value/call by value
- * Call by reference
- * Return of value
- * Recursive function
- * In-line function
- * Function overloading
- * Macros
- * Reference to a structures is passed as function parameter
- * Function returning reference

- * Function returning object
- * Difference between structures and class
- * Nesting of member function
- * Private member function
- * Friend function
- * Characteristic of Friend function
- * Friend function, member function and another class
- * Exercise

CHAPTER 6

Constructor

- * Characteristic of constructor
- * Parameterized constructor
- * Class with constructor
- * Copy constructor
- * Destructor
- * Constructor overloading
- * Memory allocation for object
- * Static data members
- * Static member function

CHAPTER 7

Operator Overloading

- * Rules for overloading operator
- * Operator
- * Unary Minus
- * Operator +
- * Friend operator
- * Questions

CHAPTER 8

Inheritance

- * Single inheritance
- * Protected

- * Multilevel inheritance
- * Multiple inheritance
- * Hybrid inheritance

CHAPTER 9

Virtual Base Class

- * Virtual base class concept
- * Abstract class
- * Constructor in derived class
- * Execution of base class
- * Initialisation list in constructor
- * Pointer virtual function
- * This pointer
- * Pointer to object
- * Pointer to derived class
- * Input/Output file function an character
- * Command line argument

CHAPTER 10

Virtual Function

- * Concept
- * Rules of virtual function
- * Exercise

CHAPTER 11

Files

- * Files involves
- * Opening files using constructor
- * Single file
- * Multiple files
- * Reading from two files
- * Question

CHAPTER 12

Templates

- * Class templates
- * Generic data type
- * Function templates
- * Bubble sort using templates
- * Overloading of templates function

CHAPTER 13

Exception Handling

- * Types of exception
- * Tasks
- * Error handling
- * Mechanism
- * Try block
- * Throw exception
- * Functions that generate exception
- * Multiple catch

CHAPTER 14

Modeling

- * O.M.T.
- * Object model
- * Dynamic model
- * Design model
- * Functional model
- * Object diagram
- * Attributes
- * Generalization and Inheritance
- * Over-riding features
- * Aggregations
- * Aggregation Vs Association
- * Recursive aggregates
- * Abstract class

- * Multiple inheritance
- * Meta data
- * Events
- * Scenarios
- * Nested static diagram
- * State diagram with generalization event
- * Concurrency

CHAPTER 15

Function Model

- * Data flow diagram (DFD)
 - * Processes
 - * Data flows
 - * Actors
 - * Data stores
 - * Specifying operations
 - * Constraints
 - * OMT methodology
 - * SA/SD approach (structure analysis and design)
 - * JSD (Jackson structured development)
 - * Object oriented language
-

Appendix-A

- * Programs in C++
 - * Algorithm of each programs
 - * Flowchart of each programs
-

Appendix-B

- * Questions
- * Tutorial
- * Solved model papers