C++ Course Syllabus

1 Principles of Object Oriented Programming, Beginning with C++

2.Basic concepts of procedure-oriented and objectorientedprogramming

3.Benefits and Applications of OOP

4.Structure of C++ program with simple C++ program

5.C++ data types, Symbolic constants and Reference by variables

6.Operators in C++ and Operator precedence

7.Control structures

8.Function in C++ , the main function, Function prototyping

9.Call by reference & Return by reference

10.Inline function & Default arguments

11.Function overloading

 12.Classes and Objects

13. Specifying a class- Defining member functions

14. Private member functions & Nesting of member functions

15 Arrays within a class

16. Memory allocation for objects

17. Static data members & Static member functions

18. Arrays of objects

19. Objects as function arguments

20. Friendly functions

21. Returning Objects

 22.Constructers and Destructors, Overloading

23.classes and structure

24. Stream