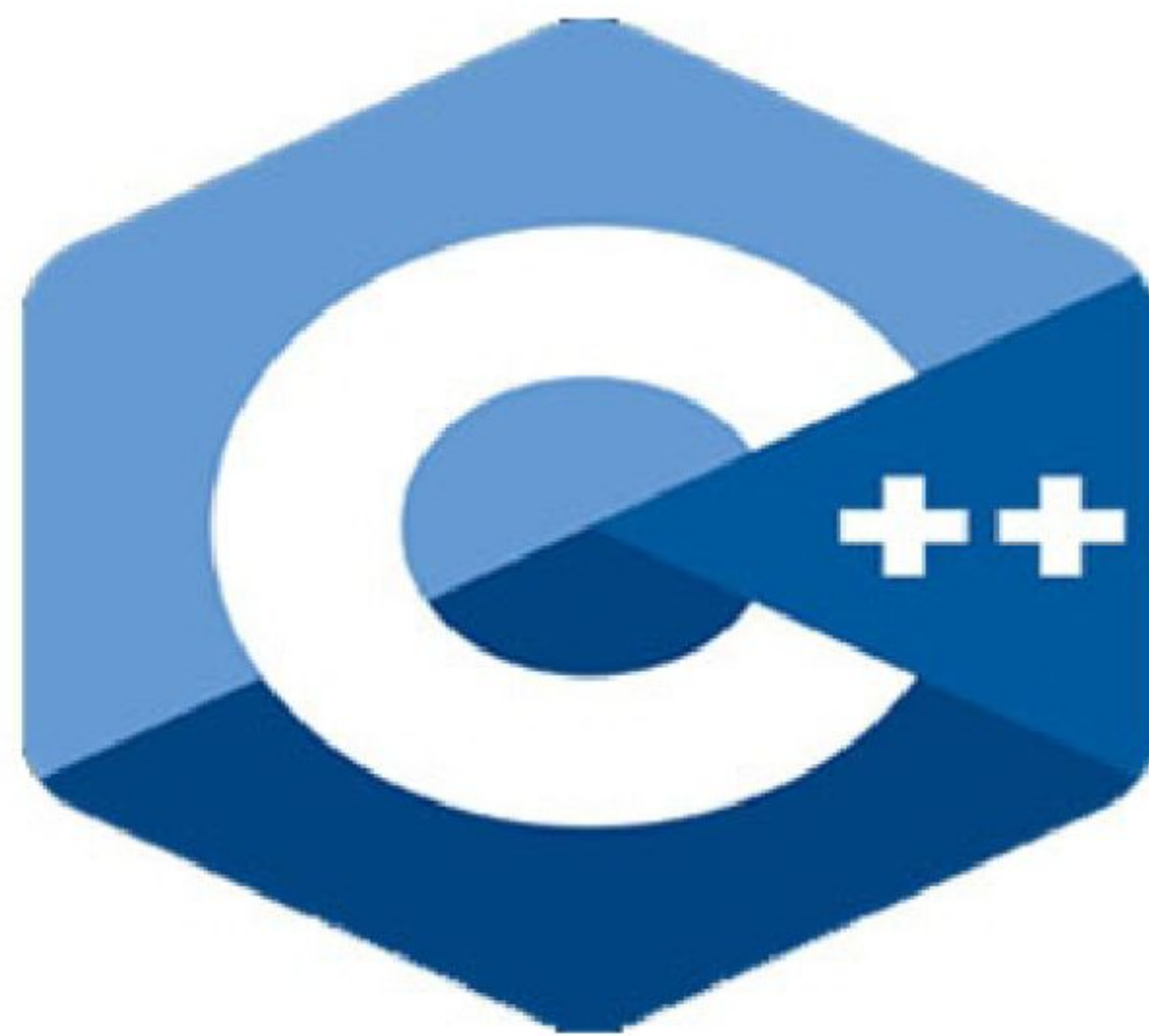


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Classification of

Programming Languages

Why Object Oriented Programming

OOPS Concepts

- Class & Object
- Encapsulation
- Abstraction
- Inheritance
- Polymorphism

Introduction to C++

- Variables, Datatypes, Operators
- Reference Operator
- Scope Resolution Operator (::)
- New Structure of a C++ Program

Functions

- Introduction a Function
- Defining a Function
- Function Prototypes
- Actual and Formal Arguments
- Parameter Passing Techniques
- Call by Value
- Call by Reference
- Default Arguments

Function Overloading

Creating header files

with overloaded functions

Inline Functions

Classes and Objects

- Class versus Structure
- Class Declaration
- Data Members
- Member Functions
- Access Modifiers
- Creating Objects
- Bytes they occupy
- Array of Objects
- Objects as arguments to function
- Returning Object from function
- Static Members

Operator Overloading

- Importance of Overloading
- Defining Operator

Overloaded Function

- Operator Overloading
Rules and Restrictions

- Overloading Unary Operators
- Overloading Binary Operators
- Overloading Other Operators

Inheritance

- How is it useful
- Base Class & Derived Class
- Inheritance Scope
- Modes of Inheritance
- Types of Inheritance
- Single Level Inheritance
- Multilevel Inheritance
- Multiple Inheritance
- Hierarchical Inheritance
- Hybrid Inheritance
- Multipath inheritance
- Virtual Base Class

Constructors and Destructors

- Need of Constructor & Destructor
- Defining Constructor
- Comparing Constructor Member
Function

- Default Constructor
- Parameterized Constructor
- Argumented Constructor
- Constructor Overloading
- Copy Constructor
- Null Constructor
- Dynamic Constructor
- Default Argument in Constructor
- Destructor
- Defining Destructor
- Constructors & Destructors
in Derived classes

Friend Functions

- Multiple objects of same class
- Multiple objects of multiple classes
- Forward declaration
- Overloading Unary Operators
- Overloading Binary Operators

Friend Classes



Polymorphism

- What is Polymorphism
- Type Casting Polymorphism
- Dynamic Binding
- Function Overriding
- Function Overloading VS Overriding

Virtual Functions

- Need of Virtual Functions
- Pure Virtual Functions
- Abstract Base Class
- Virtual Destructors

IOS Classes & Functions

- I/O Streams Classes
- Hierarchy
- Istream Class Functions
- Ostream Class Functions
- IOS Class Functions
- Manipulators

Files

- File Stream Classes
- Hierarchy
- Opening a File
- File Opening Modes
- Sequential Access Files
- Random Access Files

Command Line Arguments

Templates

- Use of Template
- Defining Template
- Function Templates
- Class Templates

Exception Handling

- What is Exception?
- Need of Handling Exceptions
- Types Of Exceptions
- Exception Handling Mechanism





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