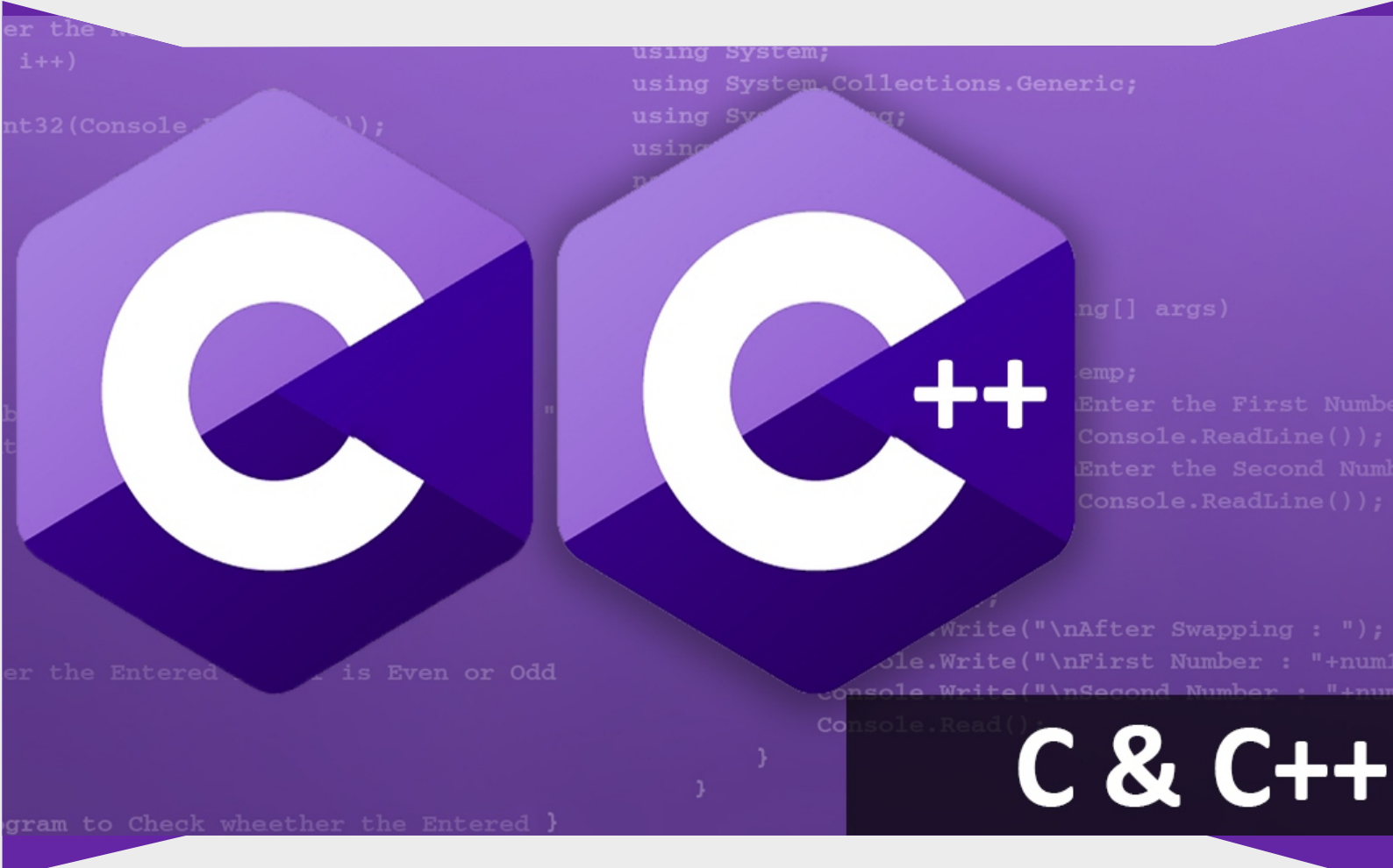


C++ - Programming



SevenMentor
PVT.LTD

1. Principle of Object oriented Programming

- A. Introduction
- B. Basic concept of Object oriented Programming
- C. Features of oops
- D. Uses of oops
- E. C vs C++

2. Beginning with C++

- A. What is C++
- B. A simple C++ program
- C. More c++ statements
- D. An example with class
- E. structure of c++ program
- F. compiling and linking

3. Tokens, Expression and Control statement

- A. Introduction
- B. Tokens
- C. Keywords
- D. Identifiers and constants
- E. Basic data type
- F. Derived data type
- G. variables
- H. Operator
- I. Scope resolution operator
- J. operator overloading
- K. Operator precedence
- L. Control statements



4. Function

- A. Introduction
- B. Main function
- C. function prototype
- D. call by value
- E. call by referance
- F. Inline function
- G. friend function

5. Classes and Object

- A. Introduction
- B. c structures revisited
- C. Write a c++ program with class
- D. Objects
- E. static data member
- F. static member function

6. Constructor

- A. Introduction
- B. Constructor
- C. parametrized Constructor
- D. copy constructor
- E. Destructor

7. Inheritance

- A. Introduction
- B. Defined Derived class
- C. Single Inheritance
- D. Multilevel Inheritance
- E. Hierarchical Inheritance
- F. Hybrid Inheritance
- G. Multiple Inheritance
- H. Abstract class



8. Overloading

- A. Introduction
- B. function Overloading
- C. Operator Overloading
- D. function Overriding

9. Virtual Function and Polymorphism

- A. Introduction
- B. this pointer
- C. virtual function
- D. pure virtual function

10. Managing console I/o Operations

- A. Introduction
- B. fstream
- C. ifstream
- D. ofstream

11. Exception Handling

- A. Introduction
- B. Advantage
- C. Exception Classes
- D. Exception Handling Keywords
- E. try/catch
- F. User-Defined Exceptions

12. Strings

- A. Introduction
- B. string functions

