CORE COURSE III - PROGRAMMING IN C++

Unit I

An overview of C++ - C++ console I/O - Differences between C and C++ classes – Constructor and Destructor function – inline function – automatic inlining.

Unit II

Assigning object – passing objects to functions – returning object from function – an introduction to friend function – arrays of objects – using pointers to objects – this pointer – new and delete – references – passing references to objects – returning references.

Unit III

Overloading constructor function – copy constructor – default argument – basis of operator overloading – overloading Binary operator – Overloading unary operator – using friend operator function.

Unit IV

Inheritance – base class access control – constructors, destructors and inheritance – multiple inheritance – virtual base classes.

Unit V

File I/O basics – Unformatted binary I/O – random access – introduction to virtual functions – Exception Handling.

Text Book:

Herbert Schildt, "Teach Yourself C++", Third edition, Tata Mcgraw Hill, 2000.

Reference Books:

1. E.Balagurusamy, "Object Oriented Programming with C++", Tata Mcgraw Hill Publishing Ltd., New Delhi, 2002.
2. Robert Lafore, "Object Oriented Programming in C++", - Galgotia, 1194
3. Yeswant Kanetkar, "Let us C++", BPB Publications, 1999.
4. John R.Hubbard, "Programming with C++", Schaum's Outline Series, 1996.