CORE COURSE IV - OBJECT ORIENTED PROGRAMMING IN C++

Unit I

Principles of Object- Oriented Programming – Beginning with C++ - Tokens, Expressions and Control Structures – Functions in C++

Unit II

Classes and Objects – Constructors and Destructors – New Operator - Operator Overloading and Type Conversions

Unit III

Inheritance: Extending Classes – Pointers - Virtual Functions and Polymorphism

Unit IV

Managing Console I/O Operations – Working with Files – Templates – Exception Handling

Unit V

Standard Template Library – Manipulating Strings – Object Oriented Systems Development

Text Book:

1. Balagursamy E - "Object Oriented Programming with C++", Tata McGraw Hill Publications, 2006 Third edition.,
   [Unit-1 (Chapters - 1, 2, 3, 4); Unit-2 (Chapters – 5, 6,7 ,16); Unit-3 (Chapters – 8.9); Unit-4 (Chapters – 10, 11, 12, 13); Unit-5 (Chapters – 14, 15, 16, 17)]

Reference Books:

1. Barbara Johnston, C++ Programming today, Pearson education/Prentice-Hall of India, ISBN 81-317-1079-3, 2007.
2. Steve Oualline, Practical C++ programming, O'Reilly/Shroff publishers & distributors, ISBN 81-7366-682-2.