

**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.