

Course Prerequisites:

Basic Knowledge about computer.

What you will learn?

Upon completion of this course, the student will be able to:

1. Use object-oriented programming (OOP) techniques.
2. Develop executable programs.
3. Incorporate pointers and/or arrays to manipulate data; and create programs using classes and objects.
4. Create appropriate documentation.

Course Description:

This course emphasizes on the fundamentals of object-oriented design with development, testing, implementation, and documentation along with stress upon language syntax, data and file structures, input/output devices, and files.

COURSE DETAILS

Module 1: Introduction and Basic C++

Topic 1 Introduction and Basic C++

- Lecture 1.1: Introduction to C++
- Lecture 1.2: Variables and Datatypes
- Lecture 1.3: Scope of a Variable
- Lecture 1.4: Typecasting
- Lecture 1.5: Input/Output in C++

Module 2: Operators, Conditional statements and functions

Topic 1: Operators, Conditional statements and functions

- Lecture 1.1: Operators in C++
- Lecture 1.2: Conditional Statements in Loops
- Lecture 1.3: Function in C++

Module 3: Pointers, Arrays and Strings

Topic 3: Pointers, Arrays and Strings

- Lecture 1.1: Pointers and Memory Allocation
- Lecture 1.2: Arrays
- Lecture 1.3: Strings

Module 4: Object Oriented Programming (OOPS)

Topic 4: Object Oriented Programming (OOPS)

- Lecture 1.1: Abstraction
- Lecture 1.2: Encapsulation
- Lecture 1.3: Inheritance
- Lecture 1.4: Polymorphism