

Module 1 : Introduction Object oriented programming:

What is Object, Defining Objects ,About C++, Keywords, Constants, Variables & Identifiers.

Module 2 : Object Oriented Programming Concepts

Encapsulation Classes, Data abstraction, Polymorphism, Dynamic binding.

Module 3 : Data types

Built-in types , User-defined type , Structures & Classes
Derived data types, Variable declaration, Dynamic initialization of variable, Reference variable, Scope resolution operator:

Module 4 : Control Statements

if statement
switch statement

Module 5 : Iteration or loop statements:

while statement ,do....while statement ,for statement

Module 6 : Functions

Function prototype, Inline function, Using Default arguments
Function overloading.

Module 7 : Classes

Class declaration ,Object creation, Accessing class members
Member function definitions, Define inside the class , Define outside the class

Module 8 : Static data members

Static variables ,Static member function, Array of object ,Friend function

Module 9 : Constructors & Destructors

Constructors

Characteristics of constructor function ,Types of constructors
Default constructor ,Parameterized constructor ,Copy constructor

Destructors

Module 10 : Polymorphisum

Defining operator overloading

- Overloading unary operator
- Overloading binary operator
- Overloading binary operator using friend:

Function Overloading

Module 11 : Inheritance

Concept of reusability, base class , derived class
Access specifierr private , public and protected
ns outside these two classes.

Types of inheritance:

- Single inheritance
- Multilevel inheritance
- Multiple inheritance
- Hierarchical inheritance
- Virtual base class

Module 12 : Console input/output

Streams, input stream , output stream.
Stream classes-Structure of stream classes for console input/output operations
, iostream, get() and put() functions

File handling
Opening file, Closing file, File open modes