

I Year - II Semester

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OBJECT-ORIENTED PROGRAMMING THROUGH C++

OBJECTIVES:

- This course is designed to provide a comprehensive study of the C programming language. It stresses the strengths of C, which provide students with the means of writing efficient, maintainable and portable code. The nature of C language is emphasized in the wide variety of examples and applications. To learn and acquire art of computer programming. To know about some popular programming languages and how to choose
- Programming language for solving a problem.

UNIT-I: Introduction to C++

Difference between C and C++- Evolution of C++- The Object Oriented Technology- Disadvantage of Conventional Programming- Key Concepts of Object Oriented Programming- Advantage of OOP- Object Oriented Language.

UNIT-II: Classes and Objects & Constructors and Destructor

Classes in C++- Declaring Objects- Access Specifiers and their Scope- Defining Member Function- Overloading Member Function- Nested class, Constructors and Destructors, Introduction- Constructors and Destructor- Characteristics of Constructor and Destructor- Application with Constructor- Constructor with Arguments (parameterized Constructor- Destructors- Anonymous Objects.

UNIT-III: Operator Overloading and Type Conversion & Inheritance

The Keyword Operator- Overloading Unary Operator- Operator Return Type- Overloading Assignment Operator (=)- Rules for Overloading Operators, Inheritance, Reusability- Types of Inheritance- Virtual Base Classes- Object as a Class Member- Abstract Classes- Advantages of Inheritance- Disadvantages of Inheritance,

UNIT-IV: Pointers & Binding Polymorphisms and Virtual Functions

Pointer, Features of Pointers- Pointer Declaration- Pointer to Class- Pointer Object- The this Pointer- Pointer to Derived Classes and Base Class, Binding Polymorphisms and Virtual Functions, Introduction- Binding in C++- Virtual Functions- Rules for Virtual Function- Virtual Destructor.

UNIT-V: Generic Programming with Templates & Exception Handling

Generic Programming with Templates, Need for Templates- Definition of class Templates- Normal Function Templates- Over Loading of Template Function-Bubble Sort Using Function Templates- Difference Between Templates and Macros- Linked Lists with Templates, Exception Handling- Principles of Exception Handling- The Keywords try throw and catch- Multiple Catch Statements –Specifying Exceptions.

UNIT-VI: Overview of Standard Template Library

Overview of Standard Template Library- STL Programming Model- Containers- Sequence Containers- Associative Containers- Algorithms- Iterators- Vectors- Lists- Maps.

OUTCOMES:

- Understand the basic terminology used in computer programming
- Write, compile and debug programs in C language. Use different data types in a computer program.
- Design programs involving decision structures, loops and functions.
- Explain the difference between call by value and call by reference

Text Books:

1. A First Book of C++, Gary Bronson, Cengage Learning.
2. The Complete Reference C++, Herbert Schildt, TMH.
3. Programming in C++, Ashok N Kamathane, Pearson 2nd Edition.

Reference Books:

1. Object Oriented Programming C++, Joyce Farrell, Cengage.
2. C++ Programming: from problem analysis to program design, DS Malik, Cengage Learning.