



C++/OOP'S CONTENT

1. Introduction to Programming (Programming Languages, compiler, linker, loader, interpreter)

2. Classification of programming Languages:

- a. Low-level Languages
- b. High-level Languages

3. Constants, Variables and Data types in C++

4. Operators and Expressions

5. Managing Input and Output Operations

- a. Cout
- b. Cin

6. Decision Making and Branching

- a. The **IF** Statement
- b. The **IF Else** Statement
- c. The **Switch Case** Statement
- d. The **Conditional** Operator
- e. The **GO** Statement

7. Decision Making and Looping

- a. The **FOR** Loop
- b. The **WHILE** Loop
- c. The **DO WHILE** Loop
- d. Nested Loops
- e. The **BREAK** Statement
- f. The **CONTINUE** Statement

8. Concept of Arrays and Strings

9. Principles of object-oriented Programming

- a. Basic concept of object-oriented
- b. Programming , Benefits of OOP
- c. Difference between object oriented language and procedure oriented language

10. Introduction to C++

- a. Class
- b. Objects
- c. Creating Simple Program Using Class and Object
- d. Declaring Class and Defining Member Function

11. Arrays Within a Class

12. Arrays of Objects

13. Functions in C++

- a. Public Functions
 - b. Private Functions
 - c. Inline Functions
 - d. Nesting Member Function
 - e. Friend functions
 - f. Virtual Function
 - g. Constructors
 - h. Destructors
 - i. Passing Objects to Functions
 - j Returning Objects From Functions
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14. Inheritance

15. Polymorphism

16. Overloading

- a. Function Overloading
- b. Operator Overloading

17. File Management in C++