

C++ Concepts Categorized from PYQs

Based on the analysis of the previous year questions (PYQs) from both the lab and theory papers, the following C++ concepts have been identified and categorized:

Core C++ Concepts

- ✓ 1. **Programming Paradigms**
2. **Structured Programming vs Object-Oriented Programming**
3. **Features and advantages/disadvantages of each paradigm**
- ✓ 4. **Data Types**
5. **Built-in data types and their sizes**
6. **Derived data types**
7. **User-defined data types**
8. **Basic Input/Output**
9. **Data streams**
10. **Stream hierarchy in C++**

Object-Oriented Programming Concepts

1. **Classes and Objects**
2. Class definition and declaration
3. Object creation and destruction
4. Member variables and functions
5. Access control specifiers (public, private, protected)
6. **Constructors and Destructors**
7. Default constructors
8. Parameterized constructors
9. Copy constructors
10. Constructor overloading
11. Destructors and their importance

12. **Encapsulation and Information Hiding**

13. Data abstraction

14. Implementation hiding

15. **Inheritance**

16. Base and derived classes

17. Types of inheritance

18. Constructor calling in inheritance

19. Method overriding

20. **Polymorphism**

21. Function overloading

22. Operator overloading

23. Virtual functions

24. Runtime polymorphism

25. **Friend Functions and Classes**

26. Declaration and usage

27. Advantages and applications

Advanced C++ Concepts

1. **Operator Overloading**

2. Syntax and implementation

3. Operators that cannot be overloaded

4. Applications (string concatenation, complex numbers, etc.)

5. **Templates**

6. Function templates

7. Class templates

8. Template specialization

9. **Exception Handling**

10. try, catch, and throw mechanisms

11. Exception hierarchy

12. Custom exceptions

13. **File Handling**

14. File streams

15. Reading and writing to files

Practical Applications

1. **Data Structures Implementation**

2. Arrays and matrices

3. Matrix operations

4. **Real-world Object Modeling**

5. Bank account management

6. Library management

7. Vehicle classification

8. Time and date handling

This categorization will serve as the foundation for creating a structured, progressive learning roadmap for C++ programming.