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Course: 305: Object Oriented Programming

Course Content	

	Unit 1. Principles of Object Oriented Programming
	1.1. Procedure Oriented Programming Vs Object Oriented Programming
	1.2. Basic concepts of Object Oriented Programming (Encapsulation, Polymorphism etc)
	1.3. Benefits of Object Oriented Programming
	1.4. Structure & Classes
	1.5. Encapsulation and Data Hiding
	1.6. Constructors
	1.7. Friend Function
	1.8. Inline Function
	1.9. Dynamic Object Creation & Destruction
	1.10. Destructor
	
	Unit 2. Object Oriented Properties
	2.1. Introduction to Object Oriented Properties
	2.2. Abstraction
	2.3. Inheritance
	    2.3.1. Type of Inheritance
	    2.3.2. Constructors and Destructor Calls during Inheritance
	    2.3.3. Abstract Class
	
	Unit 3. Polymorphism
	3.1 Static Polymorphism
	    3.1.1 Operator Overloading
	    3.1.2 Function Overloading and Type Conversion
	3.2 Dynamic Polymorphism
	    3.2.1 Overriding
	    3.2.2 Virtual Function
	
	Unit 4. Data Files
	4.1 Manipulators (In-Built, User Defined)
	4.2 File Modes
	4.3 File Functions
	4.4 Error Handling During File Operation
	
	Unit 5. Exception Handling
	5.1 Introduction to Exception
	5.2 Try ... Catch