

PROGRAMMING IN 'C++' :

UNIT - I :

Object Oriented Methodology:

Elements of Object Oriented programming, Objects, Classes, OOPs features.

Classes & Objects: Specifying a Class, Creating Objects, Accessing Class members, Defining member function, Outside Member Functions as inline, Accessing Member Functions within the class, Static data member, Access Specifiers: Private, Protected and Public Members.

UNIT - II :

CONSTRUCTORS & DESTRUCTORS: Introduction, Parameterized Constructors, Constructor Overloading, Constructors with Default Arguments, Copy Constructor, Destructor, Order of Construction and Destruction, Static data members with Constructor and Destructors.

OPERATOR OVERLOADING: Definition, Overloadable Operators, Unary Operator Overloading, Unary & Binary overloading, Rules for Operators Overloading.

UNIT - III :

DYNAMIC OBJECTS: Pointers to Objects, Creating and Deleting Dynamic Objects: New and Delete operators, Array of Objects, Array of Pointers to Objects, Pointers to Object Members, this Pointer.

INHERITANCE: Defining, Abstract classes, Single, Multilevel, Multiple, Hierarchical, Hybrid Inheritance, Constructor and Destructor in Derived Classes.

UNIT - IV :

VIRTUAL FUNCTIONS: Need for Virtual Functions, definition, Pure Virtual Functions, Abstract Classes, Rules for Virtual Functions.

EXCEPTION HANDLING: Exception Handling Model, List of Exceptions, Handling Uncaught Exceptions, Fault Tolerant Design Techniques, Memory Allocation Failure Exception, Rules for Handling Exception Successfully.