Course No.	Course Name	L-T-P	Credits	Year of Introduction
IT204	<b>Object Oriented Techniques</b>	3-0-0	3	2016
	X 741	•		

### Prerequisite: Nil

# **Course Objectives**

- To build an understanding of basic concepts of object oriented programming techniques
- To develop programming skills in C++ programming language
- To implement object oriented techniques using C++ language features.
- To develop software using object oriented programming paradigms

# **Syllabus**

Characteristics of Object-Oriented Languages- Objects and Classes - Arrays and Strings - Operator Overloading — Overloading Unary Operators - Overloading Binary Operators - Arrays as Class Member Data - Inheritance — Derived Class and Base Class - Class Hierarchies - Public and Private Inheritance - Levels of Inheritance - Multiple Inheritance - Pointers - The Address-of Operator - Pointers and Arrays - Pointers and Functions - Memory Management - Pointers to Objects - Virtual Functions - Late Binding - Friend Functions - Static Functions - Assignment and Copy Initialization - The this Pointer - Streams and Files - Stream Classes - File Pointers - Templates and Exceptions - Function Templates - Class Templates - Exceptions

#### **Expected Outcome**

After the successful completion of the course students will be able to

- Explain Object Oriented Programming concepts.
- To understand the special features of C++ Programming language
- To upgrade existing procedure oriented softwares to object oriented based ones

#### References

- 1. Lafore R., Object Oriented Programming in C++, Galgotia Publications, 2001.
- 2. Schildt H., Teach Yourself C++, Tata McGraw Hill, 2000.
- 3. Hubbard J. R., Schaum's Outline of Programming with C++, McGraw Hill, 2000.
- 4. Balagurusamy, Object Oriented Programming with C++, Tata McGraw Hill, 2008.
- 5. Stephen D. R., C. Diggins, J. Turkanis and J. Cogswell, C++ Cook book, O'Reilly Media, 2013.
- 6. Oualline S., Practical C++ Programming, 2/e, O'Reilly Media, 2002.
- 7. Meyers S., Effective C++, Addison Wesley, 2011. Error Control Coding Fundamentals and Applications: Prentice Hall Inc.

Module	Course Plan		% of Marks in End- Semester Examination
I	Why Do We Need Object-Oriented Programming? - Procedural Languages - The Object-Oriented Approach - Characteristics of Object-Oriented Languages - Objects - Classes - Inheritance - Reusability - Creating New Data Types - Polymorphism and Overloading - C++ and C  Objects and Classes - A Simple Class - Classes and Objects - Defining the Class - Using the Class - Calling Member Functions - C++ Objects as Physical Objects - C++ Objects as Data Types - Constructors - Destructors - Objects as Function Arguments - Overloaded Constructors - Member Functions Defined Outside the Class - Objects as Arguments - The Default Copy Constructor - Static Class Data - const and Classes	M	15
II	Arrays and Strings - Array Fundamentals - Arrays as Class Member Data - Arrays of Objects - The Standard C++ string Class  Operator Overloading - Overloading Unary Operators - Overloading Binary Operators - Data Conversion	6	15
	FIRST INTERNAL EXAM		
III	Inheritance - Derived Class and Base Class - Derived Class Constructors - Overriding Member Functions - Which Function Is Used?  Class Hierarchies - Public and Private Inheritance - Levels of Inheritance - Multiple Inheritance	7	15
IV	Pointers - Addresses and Pointers - The Address-of Operator & - Pointers and Arrays  Pointers and Functions - Memory Management: new and delete - Pointers to Objects	8	15
	SECOND INTERNAL EXAM		
V	Virtual Functions - Friend Functions - Static Functions - Assignment and Copy Initialization - The this Pointer  Streams and Files - Stream Classes - Stream Errors - Disk File I/O with Streams - File Pointers - File I/O with Member	8	20

	Functions			
	Templates and Exceptions - Function Templates - Class			
VI	Templates	7		
	Exceptions - Exception Syntax - Multiple Exceptions -	,	20	
	Exceptions with Arguments	M		
END SEMESTER EXAM				

# **QUESTION PAPER PATTERN (End semester examination)**

Maximum Marks: 100 Exam Duration: 3 Hrs

Part A – (Modules I and II) 2 out of 3 questions (uniformly covering the two module) are to be answered. Each question carries 15 marks and can have a maximum of 4 sub divisions

Part B – (Modules III and IV) 2 out of 3 questions (uniformly covering the two module) are to be answered. Each question carries 15 marks and can have a maximum of 4 sub divisions

Part C – (Modules V and VI) 2 out of 3 questions (uniformly covering the two module) are to be answered. Each question carries 20 marks and can have a maximum of 4 sub divisions

