

Week	Topic	CLO
1	Introduction to OO paradigm	1
	Comparison <u>from</u> sequential & procedural paradigms	1
	Data Abstraction	1
2	Encapsulation	1,2
	Introduction to Objects in real world	1,2
3	Introduction to classes and objects	1,2,3
	Access Control	1,2,3
	Constructors & its types, Destructor	1,3,4
4	Setters & Getters	1,3,4
	Member initialization list	1,3
	Constants, Constants with pointers, constant functions	1,3
5	Static data and member functions,	1,3
	Inline functions, This pointer Array of objects	1,3

7	Has-a relation	1,2,3,4
	Introduction of Inheritance	
	Types of inheritance	
	Data and code hiding	1,2,3,4
		1,2,3,4
8	Polymorphism in OOP	1,2,3,4
	Function overriding	1,2,3,4
	and overloading	1,2,3,4
9	Friend function	1,2,3,4
	Operator overloading	1,2,3,4
10	Multiple inheritance & its issues (Diamond Problem)	1,2,3,4
	Virtual inheritance	1,2,3,4
	Virtual functions	1,2,3,4
11		1,2,3,4
12	Mid II Ex	
13	Abstract classes & Interfaces	1,2,3,4
	Introduction to filing	
14	Filing Continue Generics	5
	Generics and Templates	5
15	Introduction to exception handling	1,2
		1,2
		1,2,4