CAP281:OBJECT ORIENTED PROGRAMMING-LABORATORY

L:0   T:0   P:3   Credits:2

Course Outcomes: Through this course students should be able to

- differentiate between the Procedure-oriented and Object-oriented programming languages.

- describe the basic concepts of Object-oriented programming.

- examine the functionality of each concept of Object-oriented programming.

- apply the various OOP concepts to solve situation specific problems.

List of Practicals / Experiments:

Basics of C++
- Implement different decision making statements
- Implement different looping and jumping statements

Classes and Objects
- Implement the concept of call by value and call by reference
- Implement the concept of classes,objects and array of objects
- Implement the concept of objects as function arguments.
- Implement Inline and Friend Functions

Constructors and Destructors
- Implement different types of constructors
- Implement the concept of constructor overloading
- Implement the concept of destructors

Operator Overloading
- Implement unary and binary operator overloading
- Implement different type conversions

Inheritance and Polymorphism
- Implement the different types of Inheritance
- Implement the concept of abstract classes and virtual functions

Working with Files and Streams
- Implement C++ stream classes
- Perform different file operations

Text Books:

1. OBJECT ORIENTED PROGRAMMING WITH C ++ by E. BALAGURUSAMY, PRENTICE HALL

2. LET US C++ by KANETKAR, BPB PUBLICATIONS

References:

1. THE ANNOTATED C++ REFERENCE MANUAL by J MARGET A. ELLIS AND BJARNE STROUSTRUP, ADDISON WISELY, ADDISON-WESLEY

2. C++ PROGRAMMING LANGUAGE by BJARNE STROUSTRUP, PEARSON