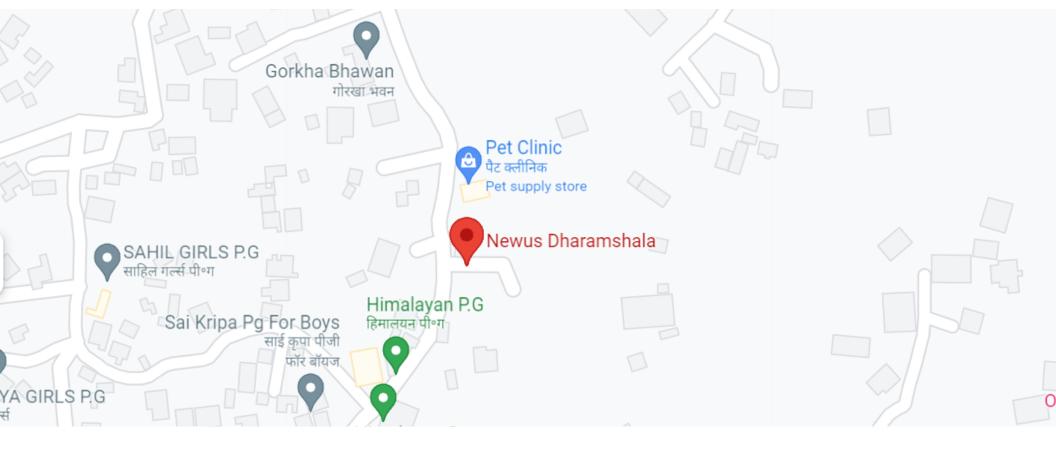


PROGRAMMING LANGUAGE



Content Covered

- FUNDAMENTALS OF COMPUTER
- OBJECT ORIENTED PROGRAMMING
- FEATURES OF OOP
- FIRST PROGRAM OF C++
- CLASSES AND OBJECTS
- ARRAY OF OBJECTS
- PASSING OBJECT TO A FUNCTION
- FUNCTION OVERLOADING
- INLINE AND NON-INLINE FUNCTIONS
- CONSTRUCTORS AND TYPES OF CONSTRUCTORS
- STATIC DATA MEMBER AND MEMBER FUNCTION
- INHERITANCE
- VIRTUAL FUNCTION
- PURE VIRTUAL FUNCTION
- FILE HANDLING
- EXCEPTION HANDLING
- TEMPLATES



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