

# SYLLABUS

## UNIT - 1

## UNIT – I

**No. of Hours: 10**      **Chapter/Book Reference: TB1 [Chapters 1, 2], TB2 [Chapters 1, 2, 3]**

**Object Oriented Paradigm:** Procedural vs. object-oriented development, basic concepts of object-oriented programming, applications and benefits of OOP, comparison between C and C++.

**Beginning with C++:** Stream based I/O, literals- constant qualifiers, operators in C++, reference variable, functions, default arguments, parameter passing by value, reference and pointer, inline functions, type conversion, basic C++ programs, new, delete operators- basic use and dynamic memory allocation for arrays.