questionnaire

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Course materials

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This course has already ended.

The latest instance of the course can be found at: Object oriented programming with C++: 2023 Autumn

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Getting Started

Friday, 10 September 2021, 07:59 – Friday, 31 December 2021, 19:59

- 1 Development environment
- 2 Exercises
- 3 Common problems

Module 1: Basics

Tuesday, 14 September 2021, 07:59 – Friday, 8 October 2021, 19:59

- 1 Introduction
- 2 Namespaces
- 3 I/O streams **15 / 15**
- 4 Strings and vectors 25 / 25
- 5 Classes and objects **55 / 55**
- 6 Round feedback 5/5

Module 2: Containers

Tuesday, 14 September 2021, 08:00 – Friday, 8 October 2021, 19:59

- 1 Introduction
- 2 Sequential containers
- 3 Iterators **65 / 65**
- 4 Associative Containers
- 5 Summary on containers
- 6 Algorithms **30 / 30**
- 6 Round feedback 5/5

Module 3: Classes and Object-oriented Programming

Friday, 24 September 2021, 19:59 – Friday, 8 October 2021, 19:59

- 1 Introduction
- 2 Object-oriented programming
- 3 Object relationships in C++ 15 / 15
- 4 Operator Overloading 30 / 30
- 5 Dynamic Memory in C++ **25 / 25**
- 6 More about dynamic memory **25 / 25**
- 7 Round feedback 5/5

Module 4: Organization and Utility Constructs

Friday, 1 October 2021, 19:59 – Friday, 15 October 2021, 19:59

- 1 Introduction
- 2 I/O in C++ **50 / 50**
- 3 Generic programming using templates 20 / 20
- 4 Smart pointers and resource management **25 / 25**
- 5 Round feedback 5/5

Module 5: Advanced Topics

Monday, 4 October 2021, 19:59 – Friday, 22 October 2021, 19:59

- 1 Introduction
- 2 Exception handling **70 / 70**
- 3 Lambda expressions **20 / 20**
- 4 Learning environment survey **5 / 5**
- 5 Round feedback 5/5

Module 6: Software Projects

Monday, 18 October 2021, 07:59 – Friday, 17 December 2021, 19:59

- 1 Introduction
- 2 Project guidelines
- 3 Project topics and descriptions
- 4 Recommended libraries

Software development tools

Tuesday, 14 September 2021, 08:00 – Friday, 17 December 2021, 19:59

- Built automation tools
- 2 Software libraries
- 3 Git
- 4 Valgrind

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