

B.E. /B.Tech in Computer Science & Business Systems

Semester 3

OBJECT ORIENTED PROGRAMMING (PCC-CS503) + Lab

Procedural programming, An Overview of C: Types Operator and Expressions, Scope and Lifetime, Constants, Pointers, Arrays, and References, Control Flow, Functions and Program Structure, Namespaces, error handling, Input and Output (C-way), Library Functions (*string*, *math*, *stdlib*), Command line arguments, Pre-processor directive

Some difference between C and C++: Single line comments, Local variable declaration within function scope, function declaration, function overloading, stronger type checking, Reference variable, parameter passing – value vs reference, passing pointer by value or reference, ~~#define~~ ~~constant~~ vs ~~const~~, Operator new and delete, the typecasting operator, Inline Functions in contrast to macro, default arguments

The Fundamentals of Object Oriented Programming: Necessity for OOP, Data Hiding, Data Abstraction, Encapsulation, Procedural Abstraction, Class and Object.

More extensions to C in C++ to provide OOP Facilities: Scope of Class and Scope Resolution Operator, Member Function of a Class, private, protected and public Access Specifier, this Keyword, Constructors and Destructors, friend class, error handling (exception)

Essentials of Object Oriented Programming: Operator overloading, Inheritance – Single and Multiple, Class Hierarchy, Pointers to Objects, Assignment of an Object to another Object, Polymorphism through dynamic binding, Virtual Functions, Overloading, overriding and hiding, Error Handling

Generic Programming: Template concept, class template, function template, template specialization

Input and Output: Streams, Files, Library functions, formatted output

Object Oriented Design and Modelling: UML concept, Use case for requirement capturing, Class diagram, Activity diagram and Sequence Diagram for design, Corresponding C++ code from design

Laboratory

Text Books:

1. *The C++ Programming Language*, Bjarne Stroustrup, Addison Wesley.
2. *C++ and Object-Oriented Programming Paradigm*, Debasish Jana, PHI Learning Pvt. Ltd.

Reference Books:

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1. *Programming – Principles and Practice Using C++*, Bjarne Stroustrup, Addison Wesley.
2. *The Design and Evolution of C++*, Bjarne Stroustrup, Addison Wesley.