1. Introduction to C

-Basics of programming

-Need of programming?

-History of C

-Structure of C program

-working of computer

-software installation

-Translators

-Algorithams & Flowcharts

-Keywords in c

-identifiers in c

-Datatypes in c

-Operators in c

-input/output statements

-Programs of each topic

2.Control Structure

-Deifinition

-Decision making statements

-looping statements

-jumping statements

-Pattern Programming

-Programs of each topic

-MINI PROJECT

3.Functions in C

-Definition

-What is function?

-Types of function

-User defined function

-Steps to create user defined function

-call by reference & call by value

-Programs of each topic

-MINI PROJECT

4.Array & Pointer in C

-definition

-what is array ?

-creating array

-Types of array

-One-dimensional array

-Two-dimensional array

-Multi-dimensional array

-What is pointer?

-How to use pointer?

-pointer to pointer

-funtion & pointer

-Programs on each topic

5.Strings in C

-What is string?

-String creation

-Types of string

-functions of string

-Programs on each topic

6.File handing & memory management

-What is file?

-Operations on file

-Reading , writing file

-Memory allocation/delocation

-Dynamic memory allocation

7. MAJOR Project developement

-Hospital Management

-Library Management

C++

1.introduction to c++

- Need of c++

- What is c++?

- History of c++

- Diffrence between c & c++

- concepts of OOP's

- Program for practice

2. Classes & Objects

- What is class?

- Syntax to create class

- What is Object?

- How to create objects?

- Using Cin/Cout

- Dynamic Memory allocation

- Functions with default arguments

- diffrence between structure & class

- class members & members functions

- Members funtions with default arguments

- Passing class type parameters

- How to access private members?

- Arrays of Objects

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3.Inheritance

-What is inheritance ?

- Sytax & implementation

- Types of inheritance

- Single-level inheritance

- multi-level inheritance

- Multiple inheritance

- Hierarchical Inheritance

- Hybrid Inheritance

- Programs on each topic

4.Polymorphism

- What is polymorphism?

- Applications of polymorphism

- Types of polymorphism

- Compile-time polymorphism

- Run-time polymorphism

- Funtion-Overloading

- Operator Overloading

- Virtual functions

- Programs on each topic

5.Constructors & destructors.

- What is contructor?

- How to implement constructor ?

- Types of constructors

- Constructor Overloading

- What is destructor?

- implemtation of destructor

- What is friend funtion?

- what is friend class ?

- Programs on each topic

6. Friend , static & Virtual things

- What is friend funtion?

- what is friend class ?

- Static data members

- Static member function

- Constant members

- What is virtual class?

- Pure virtual class

- implenting virtual classes

- Abstract base class

- Programs on each topic

7. Templetes & generics

8. Exception Handling

9. File Handling

BONUS COURSES:

1.SOFTWARE DEVELOPMENT LIFE CYCLE

2.RESUME PREPARATION

3.PLACEMENT ASSISTANCE

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