Introduction: Object oriented design,

history and advantages of object-oriented design.

Object Oriented Programming: Terminology and features,

classes, objects, data encapsulation,

attributes and methods of a class and identification of attributes or data member of a class

constructors,

Types of constructors

destructors,

access modifiers,

Passing objects to function by value and by reference

this Key word in C++

const vs non-const functions,

static data members & functions,

function overloading,

Function Overriding

operator overloading,

identification of classes and their relationships,

composition

, inheritance,

multiple inheritance,

Protected access specifier in terms of inheritance

Order of Constructor calling in child class and parent class

polymorphism,

abstract classes and interfaces.

standard template library.(Vector etc)

Exception Handling   (Check class slides and lab tasks as well for updated content)