

Java

chapter 8:- 8.6 - Accessing Class Members, 8.7 - Constructors
8.8 - Methods Overloading, 8.9 - Static Members,
8.11 - Inheritance: Extending a class, 8.12 - Overriding
Methods, 8.13 - Final Variables and Methods, 8.14 - Final
class, 8.15 - Finalizer Methods, 8.16 - Abstract
Methods and classes, 8.18 - Visibility Control

chapter 9 -

9.2 - One-dimensional Arrays

9.3 - creating an Array

9.4 - Two-dimensional Arrays

9.5 - Strings

9.6 - Vectors

9.7 - Wrapper classes

chapter 10 (Interfaces: Multiple Inheritance)

All

Chapter 13

13.1 - Introduction

13.2 - Types of Errors

13.3 - Exceptions

13.4 - Syntax of Exception Handling Code

Chapter 14

14.1 - Introduction

14.5 - Applet Life Cycle

Applet program

Chapter 15:-

15.2 - The Graphics class

15.3 - Lines and Rectangles (program)

15.4 - Circle and Ellipse (program)

15.6 - Drawing Polygons (program)

15.10 - Introduction to AWT package

15.11 - Introduction to Swing

C++

Question Set 1: (i) Difference between OOP and procedural programming.

(ii) Benefits of OOP

(iii) Applications of OOP

(iv) Difference between C++ and Java

Chapter 4

4.3- Function Prototyping

4.6 - Inline Function

Chapter 4 All with example

Chapter 5:-

(i) Difference between structure and class

5.5- A C++ program with class

5.9- Arrays withing a class

5.14- Object as a function Arguments

Chapter 6

(i) Definition of Constructors and Destructors

6.1 - Introduction

6.2 - Constructors

6.3 - Parameterized Constructors

6.7 - Copy Constructors

6.8 - Dynamic Constructors

Chapter 7

7.2 - Defining Operator Overloading

7.7 - Some other Operator Overloading Examples

7.8 - Rules for Overloading Operator

Chapter 8

(i) Definition of Inheritance

(ii) Inheritance কত প্রকার ও কি কি?

8.5 - Multilevel Inheritance

8.6 - Multiple Inheritance

8.10 - Abstract Classes

Chapter 10

10.2 - C++ Streams

10.3 - C++ Stream Classes

10.5 - Formatted Console I/O operations

Chapter 11

11.7 - Sequential Input and output Operations

Chapter 13

13.1 - Introduction

13.2 - Basic of Exception Handling

13.3 - Exception Handling Mechanism

13.4 - Throwing Mechanism

13.5 - Catching Mechanism