**Unit 1**

* **Lec 1**
  + Basic Concepts of CPP
* **Lec 2**
* Read & write using cin and cout
* Datatypes
* Operators
* Conditional and loops
* **Lec 3**
  + Classes & Objects
* **Lec 4**
  + Structure & Union
  + Enumeration
* **Lec 5**
  + Inline & Non-Inline function
  + Static data member & Member function
* **Lec 6**
  + Function with default argument
  + Manipulator Function
* **Lec 7**
  + Function overloading
  + Scope Rules
  + Friend function & Class
* **Lec 8**
  + Function & It’s types (call by value & call by reference)
  + Recursion & Member Function using recursion

**Unit 2**

* **Lec 9**
  + Pointer in CPP
  + Void Pointer
  + Pointer Arithmetic
  + Pointer to Pointer
* **Lec 10**
  + Types of Pointers
  + Pointer to objects
  + This Pointer
  + Class containing Pointer
* **Lec 11**
  + 1D Arrays
  + 2D & Multidimensional arrays
* **Lec 12**
  + Array of objects
* **Lec 13**
  + Member functions
* **Lec 14**
  + Modifiers of string Class (Strings)

**Unit 3**

* **Lec 15**
  + Constructor and Destructor
  + Default Constructor and Destructor
* **Lec 16**
  + Parametrized constructor\_Copy Constructor\_Initializer list
  + Constructor with default arguments
* **Lec 17**
  + File Handling
* **Lec 18**
* Sequential & Random Access
* File Operations

**Unit 4**

* **Lec 22**
  + Unary Operator Overloading
  + Operator Overloading
* **Lec 23**
* Binary Operator Overloading
* **Lec 24**
  + Type conversion
  + Basic to class type conversion
* **Lec 25**
  + Class to basic type conversion
* **Lec 27**
  + Inheritance – Basics
* **Lec 28**
  + Types of Inheritance
* **Lec 29**
  + Resolving ambiguity in Inheritance
* **Lec 30**
  + Order of execution of Constructors & Destructors

**Unit 5**

* **Lec 31**
  + DMA - Using new and delete
* **Lec 33**
  + DMA - Memory Leak
* **Lec 34**
  + Virtual Destructor
  + Polymorphism
  + Virtual Function
* **Lec 35**
  + Abstract class and Concrete class
  + Self referential class
* **Lec 36**
  + Early binding and Late binding
  + Dynamic constructor