STRUCTURED AND OBJECT ORIENTED PROGRAMMING LAB SYLLABUS

1. Programs using basic control structures, branching and looping

2. Experiment the use of 1-D, 2-D arrays and strings and Functions

3. Demonstrate the application of pointers

4. Experiment structures and unions

5. Programs on basic Object-Oriented Programming constructs.

6. Demonstrate various categories of inheritance

7. Program to apply kinds of polymorphism.

8. Develop generic templates and Standard Template Libraries.

Text Book(s)

Robert C. Seacord, Effective C: An Introduction to Professional C Programming, 1 st Edition, No Starch Press, 2020.

Reference Book(s)

Vardan Grigoryan and Shunguang Wu, Expert C++: Become a proficient programmer by learning coding best practices with C++17 and C++20's latest features, 1st Edition, Packt Publishing Limited, 2020.