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C and C++ Training Program Proposal

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This program includes C and C++ [50H]*# and will follow through direct implementation of concepts from 'Contents' with few of related theoretical points.

At the end of program participants will get notes and practical examples in soft form covered during the same.

Contents

C Language:-

i. Simple ‘if’
ii. ‘if – else’
iii. ‘if – else Ladder’

b. Loop Control
i. ‘for’ loop
ii. ‘while’ loop
iii. ‘do – while’ loop
iv. Nested loops

c. Case Control
i. ‘Switch cases’

6. Arrays
a. Declaration of array
b. Accessing data from array
c. Size of array
d. Arrays in memory
e. Multidimensional arrays

7. String Manipulation (Using Library Functions)
a. What is string
b. Operations on string
c. Functions to manipulate string

8. Functions
a. Defining a function
b. Declaring a function
c. Calling a function
d. Returning values from a function
e. Passing parameters to function
f. Function call by value
g. Function call by reference
h. Recursive call

9. Pointers
a. Declaring a pointer variable
b. Accessing a pointer variable
c. Size of a pointer variable

10. Dynamic Memory Allocation
a. Dynamic memories
b. Arrays V/S dynamic memories
c. Allocating, deallocating and reallocating memories to pointers
d. Array of pointers

11. Structures, unions, enum
a. Structures
i. Structure Declaration
ii. Creating object of structure
iii. Size of structure

iv. Array of structure
v. Pointer to structure

b. Union
i. Union Declaration
ii. Creating object of union
iii. Size of union
iv. Use of union
v. Structure v/s Union

c. Enum
i. Enumerated data type
ii. Enum Declaration
iii. Accessing enum

12. Keywords
13. Preprocessor Directives
    a. What are preprocessors
    b. What are preprocessor directives
    c. Types of preprocessor directives
        i. Macros
        ii. File inclusion
        iii. Conditional compilation
        iv. Other directives
14. Input and output functions
    a. printf()
    b. scanf()
    c. getchar()
    d. putchar()
    e. getch()
    f. getche()
    g. gets()
    h. puts()
15. Command line arguments
    a. What are command line arguments
    b. Passing command line arguments
    c. Handling command line arguments
    d. Finding output directory
    e. Switching to output directory
    f. Executing command line argument program
16. Files
    a. Operations on file
    b. File opening modes
    c. Reading data from file
    d. Writing data to file
    e. EOF

17. Graphics
    a. Introduction to graphics mode
    b. Graphics Drivers, Graphics Mode
    c. Initializing graphics mode
    d. Closing graphics mode
    e. Getting maximum coordinates
    f. Drawing basic shapes
    g. Setting background and foreground colors
    h. Setting style of text
    i. Changing fonts of text

C++:-

1. Functions
    a. Defining a function
    b. Declaring a function
    c. Calling a function
    d. Returning values from a function
    e. Passing parameters to function
    f. Function call by value
    g. Function call by reference
    h. Function prototyping
    i. Default parameters
    j. Inline functions
2. OOP concepts
    a. Introduction
    b. Features
3. Classes and Objects
    a. Declaring class
    b. Access specifies
    c. Declaring data members
    d. Declaring member functions
    e. Function definition inside the class
    f. Function definition outside the class
    g. Nesting Member functions
    h. Creating Objects
4. Constructors and Destructors
    a. What is constructor
    b. Types of constructors
    c. Destructors
5. Inheritance
    a. Introduction
    b. Defining a derived class

c. Single inheritance
d. Multilevel inheritance
e. Multiple inheritance
f. Hierarchical inheritance
g. Hybrid inheritance
h. Virtual Base class
i. Constructors in derived classes

6. Polymorphism
    a. Function overloading
    b. Operator overloading
        i. Overloading unary operator
        ii. Overloading binary operator
    c. Function overriding
    d. Friend Function
7. Files
    a. Operations on file
    b. Class for file
    c. File opening modes
    d. Binary files
    e. Read, Write functions
    f. File pointer functions
    g. Reading, Writing and Updating Files
8. Templates
    a. Function Template
    b. Class Template
9. Exception handling
10. Mini Project[#]

** Duration of program in approximate hours excluding implementation mini project from C++.*
 # Code and explanation ONLY. Duration may increase for implementation.