


C++ Foundation



C++

Detailed
Course Syllabus

1. C++ Basics

- a. Background Introduction
- b. Why do we need Programming Languages
- c. C++ Introduction
- d. C++ Standards and Implementation
- e. Writing First Code in C++
- f. Comments in C++
- g. Practice Problems

2. Variables and Data Types

- a. Variable in C++ and Naming Rules
- b. Data Types in C++
- c. Range of Data Types
- d. Global variable and scope
- e. sizeof in C++
- f. static in C++
- g. const in C++
- h. auto in C++
- i. Literals in C++
- j. Type Conversion in C++
- k. Swap two numbers
- l. Practice Problems

3. Input Output in C++

- a. Input in C++ (cin)
- b. Output in C++ (cout)
- c. Buffering in C++
- d. Escape Sequence in C++
- e. IO Manipulation
- f. Floating Point: Default Print Format, Manipulating Default format, fixed and scientific
- g. Practice Problems

4. Operators

- a. Arithmetic Operators
- b. Comparison Operators
- c. Logical Operators
- d. Assignment Operators
- e. Operator Precedence and Associativity
- f. Bitwise Operators
- g. Day Before N days
- h. Sum of N Natural Numbers
- i. Last Digit of a Number
- j. Practice Problems

5. Flow Control

- a. If Else
- b. Nested If Else
- c. Switch
- d. Ternary
- e. Even Odd
- f. Largest of 3 numbers
- g. Leap Year
- h. Calculator Program
- i. Practice Problems

6. Function

- a. Introduction to function
- b. Function Definition and Declaration
- c. Inline function
- d. Function Overloading
- e. First Digit of a Number
- f. Prime Factorization
- g. Practice Problems

7. Loops

- a. For Loop

- b. While Loop
- c. Do while loop
- d. Continue
- e. Break
- f. Square Pattern
- g. Triangle Pattern
- h. Inverted Triangle Pattern
- i. Pyramid pattern
- j. Count Digits of a Number
- k. Factorial of a Number
- l. Check for Prime
- m. All Divisors of a Number
- n. GCD of Two Numbers
- o. LCM of Two Numbers
- p. Fibonacci Numbers
- q. Check for prime
- r. Table of a Number
- s. Practice Problems on Loops

8. Array

- a. Introduction to Arrays
- b. Declaration and initialization of an array
- c. Size of an Array
- d. Array Traversal
- e. Check if Array is Sorted
- f. Count Distinct in an array
- g. Sum of an array
- h. Average of an array
- i. Maximum in an array
- j. Practice Problems

9. References

- a. References in C++
- b. Function Parameters & References
- c. Range based for Loop & References
- d. Const & R value References
- e. Practice Problems

10. Pointers

- a. Address and Dereference Operators
- b. Introduction to Pointers
- c. Application of Pointers
- d. Function Pointer
- e. Array Parameter and Pointers
- f. Pointers vs Arrays
- g. Null in C++
- h. nullptr in C++
- i. Pointer Arithmetic
- j. Dynamic Memory Allocation
- k. Practice Problems

11. Strings

- a. Introduction to strings
- b. C style String in C++
- c. String class in C++
- d. Operation on strings
- e. String Comparison
- f. getline() in c++
- g. String Traversal
- h. Reverse a string
- i. Palindrome
- j. Pattern Searching
- k. Practice Problems

12. Structure and Union

- a. Struct in C++
- b. Struct vs Class in C++
- c. Structure (Pointer Array and Argument)
- d. Structure Alignment and Padding in C++
- e. Union in C++
- f. Complex Number using C++
- g. Practice Problems

13. Vectors

- a. Introduction to vectors
- b. Vector Declaration
- c. Operation on Vectors
- d. Get Smaller Elements
- e. Separate Even Odd
- f. Practice Problems

14. Multidimensional Array

- a. Multidimensional Array in CPP
- b. Passing 2D array in as argument in CPP
- c. Transpose of a Matrix
- d. Matrix Multiplication
- e. Practice Problems

15. Templates in C++

- a. Template in C++
- b. Function Template in C++
- c. Class Template in C++
- d. Practice Problems

16. Object Oriented Programming in C++

- a. Object Oriented Programming in C++
- b. Constructor and Destructor
- c. This Pointer
- d. Static Member in C++
- e. Inheritance
- f. Virtual Functions
- g. Multiple Inheritance
- h. Operator Overloading
- i. Friend Function
- j. Practice Problems

17. Exception Handling

- a. Exception Handling in C++
- b. Try throw and Catch in Exception Handling
- c. Stack Unwinding in Exception Handling
- d. User Defined Exception
- e. Practice Problems

18. Advanced

- a. Smart Pointer Introduction
- b. `unique_ptr`, `shared_ptr` and `weak_ptr` in C++
- c. Function Pointers
- d. Passing function as Parameters
- e. Lambda Expression
- f. Lambda Expression Examples
- g. Capture List in Lambda Expression
- h. Practice Problems