



There are many varieties of courses provided by Skillora, and the key feature is that all courses are certified.



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Each course is focused on particular elements of the learning experience, helping you to develop specific skills you need for your career.



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WHY CHOOSE SKILLORA?

- Placement Assurance
- Highly Skillfull Trainers
- Advanced Training Modules
- Internship Assistance

ABOUT OUR COURSES

- *Online Course*
- *Certification*
- *Expert Tutors*
- *Recorded Lectures*
- *Q & A Sessions*
- *One to One Interaction*

```
function(e, t, n) {  
  if (r, i = 0,  
    o = e.length,  
    a = M(e);  
  if (n) {  
    if (a) {  
      for (; o > i; i++)  
        if (r = t.apply(e[i], n), r === !1) break  
    } else  
      for (i in e)  
        if (r = t.apply(e[i], n), r === !1) break  
  } else if (a) {  
    for (; o > i; i++)  
      if (r = t.call(e[i], i, e[i]), r === !1) break  
  } else  
    for (i in e)  
      if (r = t.call(e[i], i, e[i]), r === !1) break;  
  return e  
},  
trim: b && !b.call("\uffeff\u00a0") ? function(e) {  
  return null == e ? "" : b.call(e)  
} : function(e) {  
  return null == e ? "" : (e + "").replace(C, "")  
},  
makeArray: function(e, t) {  
  var n = t || [];  
  return null != e && (M(Object(e)) ? x.merge(n, "string" == typeof e ? [e] : e) : h.call(n, e)), n  
},  
isArray: function(e, t, n) {
```


C++ PROGRAMMING

C++ is a valued object oriented programming language because it can be used to design solutions, control hardware devices and even bolster cybersecurity. It is a general purpose programming language with object-oriented programming (OOP) principles, memory management and an extensive library of classes.

If you want to work in app development, computer engineering or video game programming explore our C++ course to learn from scratch or deepen your knowledge.

C++ COURSE PLAN

1. Getting started
2. Structure of a C++ Program
3. Variables and Constants
4. Arrays and Vectors
5. Strings in C++
6. Expressions, Statements and Operators
7. Determining Control Flow
8. Functions
9. Pointers and References
10. OPP - Classes and Objects
11. Inheritance
12. Polymorphism
13. Smart Pointers
14. The Standard Template Library (STL)
15. I/O Streams
16. Exception Handling

