What is program : set of instructions

Instructions:things to do specific and precise

Input :giving the needed content

Standard Input controller:keyboard:stdin

Standard output/error controller:monitor:stdout,stderr

Functional programming :line by line coding : cobol,pascal ,foxpro

Line by line compiling:time consuming process

Systematic programming:sweet and short : compiliation

Step1: writing a program and save it with extension

Step2:compilation process:syntaxcheck: will release an executable file

Step3: Execution process: initialization , memory allocation ,logic apply,output

C programming : compiler based programming

C++ programming:compiler based and oops concept oriented programming

Oops:object oriented programming system

Object is centerpoint, object is run time entity

{}=curly braces

()=parenthesis

[]=square brackets

4 concepts:

**encapsulation:Data binding:** **writng the whole code in a template : class**

class:it is a template **, this template holds variables, functions ,constants.**

Class <class -name>

{

//variables

//functions

//constants

}

**Abstraction:Data hiding** : what is needed to be shown ,not needed will be hidden

**Inheritance: Data reusability:extendins the features of a parent class into a child class**

**Polymorphism: One name many forms**

**Function <function-name>()**

**{**

**Co ntent**

**}**

**Polymorphism: static polymorphism,dynamic polymorphism**

Source file .c++

Execution irrespective of os

JVM: Java virtual machine,byte code convert

output

full security, platform independent

compilation

Byte code

.exe