

II BCA / IV Semester

Programming In C++

UNIT I

Principles of Object Oriented Programming(OOP) - Software Evaluation - OOP Paradigm - Basic Concepts of OOP - Benefits of OOP - Application of OOP.

UNIT II

Introduction to C++ - Tokens - Keywords - Identifiers - Variables - Operators - Manipulators - Expressions and Control Structures - Pointers - Functions - Function Prototyping Parameters Passing in Functions - Values Return by Functions - Inline Functions - Friend and Virtual Functions.

UNIT III

Classes and Objects - Constructors and Destructors - Operator overloading - Type Conversions - Type of Constructors - Function Overloading.

UNIT IV

Inheritance - Types of Inheritance - Virtual Functions and Polymorphism Constructors in inheritance - Mapping Consol I/O operations.

UNIT V

Files - File Streams - File operations - File pointer - Error Handling during file operations Command line arguments.

Books for Study

1. E. Balagurusamy - Object Oriented programming with C++ - TMH.
2. Robert Lafore - Object Oriented Programming in Microsoft C++ - Galgotia.