FBEF211	OOPS using C++	3-0-0	3

Module I

Introduction to object oriented programming, user defined types, structures, unions, polymorphism, encapsulation. Getting started with C++ syntax, data-type, variables, strings, functions, default values in functions, recursion, namespaces, operators, flow control, arrays and pointers.

Module II

Abstraction mechanism: Classes, private, public, constructors, destructors, member data, member functions, inline function, friend functions, static members, and references.

Inheritance: Class hierarchy, derived classes, single inheritance, multiple, multilevel, hybrid inheritance, role of virtual base class, constructor and destructor execution, base initialization using derived class constructors.

Polymorphism: Binding, Static binding, Dynamic binding, Static polymorphism: Function Overloading, Ambiguity in function overloading, Dynamic polymorphism: Base class pointer, object slicing, late binding, method overriding with virtual functions, pure virtual functions, abstract classes.

Operator Overloading: This pointer, applications of this pointer, Operator function, member and non member operator function, operator overloading, I/O operators.

Exception handling: Try, throw, and catch, exceptions and derived classes, function exception declaration.

Module III

Dynamic memory management, new and delete operators, object copying, copy constructor, assignment operator, virtual destructor.

Template: template classes, template functions.

Namespaces: user defined namespaces, namespaces provided by library.

Essential readings:

1. Object Oriented Programming with C++ - E. Balagurusamy, McGraw-Hill Education (India)
2. ANSI and Turbo C++ - Ashoke N. Kamthane, Pearson Education
3. Big C++ - Wiley India
4. C++: The Complete Reference- Schildt, McGraw-Hill Education (India)
5. C++ and Object Oriented Programming – Jana, PHI Learning.
6. Object Oriented Programming with C++ - Rajiv Sahay, Oxford