

C++

SYLLABUS

- Files And Console I/O
- Procedure V/S Object Oriented Programming
- Benefits Of OOP's
- Different OOP's Features
- Data Types, Variables
- Constants, Expressions
- Operators (Arithmetic, Logical, Relational)
- Operators (Conditional, Assignments)
- Type Conversion & Casting
- Control Structure (If, If-else, Nested If-else)
- Control Structure (Switch, While Loop)
- Control Structure (For Loop)
- Control Structure (Do While Loop)
- Control Structure (Break, Continue)
- Control Structure (Nested Loops)
- Functions (Pass By Value, Pass By Reference)
- Functions Overloading
- Functions (Inline Functions, Friend Function)
- Classes & Objects (Class Definition, Public)
- Classes & Objects (Private)
- Classes & Objects (Protected Members)
- Constructor & Destructor (Characteristics)

- **Default Constructor**
- **Constructor Overloading**
- **Parameterized Constructor, Destructor**
- **Copy Constructor, Operator Overloading**
- **Inheritance (Base & Derived Class)**
- **Single & Multilevel Inheritance**
- **Abstract Class, Virtual Base Class**
- **Virtual Function**
- **Pointer, Polymorphism, Pointer To Array**
- **Run Time & Compile Time Polymorphism**
- **Template (Template Class)**
- **C + +**
- **Template (Function Templates)**