

C++ COURSE CONTENT

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PERSPECTIVE

- . The Software Crisis
- . Design Techniques
- . Large Software Systems
- . Roots of Object Technology
- . What is Object-Oriented Programming?
- . C++ and Object-Oriented Programming
- . Why C++?
- . Features of C++
- . Pros and Cons of C++

THE LANGUAGE OF OBJECT-ORIENTATION

- . What is an Object?
- . What is a Class?
- . Encapsulation
- . Data Hiding
- . The Public Interface
- . Relationship among Classes
- . Inheritance
- . Polymorphism
- . Object-Oriented Design

C vs C++

- . Comments
- . Namespaces
- . Simple output
- . Simple input
- . Definitions near to First use
- . The inline Specifier
- . const
- . Structure members
- . The Reference Type
- . Overloading
- . Default Parameters
- . The Scope Resolution Operator
- . Aggregates
- . Operators new and delete
- . The bool Data type
- . The string Data type

FUNDAMENTALS OF CLASSES

- . Data Types
- . User Defined Data Types
- . Using the Class Concept
- . Defining a Class
- . Public and Private Access Levels
- . The Scope Resolution Operator
- . Using Class Objects like built-in Types
- . Scope
- . Constructors
- . Member Initialization Lists
- . Destructors
- . Array of Objects
- . Pointers
- . The this Pointer
- . Passing Objects from Functions
- . Returning Objects from Functions
- . Static Class Members

OPERATOR OVERLOADING

- . Introduction
- . Rules for Operator Overloading
- . Rationale for Operator Overloading
- . Overloading Member Functions
- . Overloading Non-Member Functions
- . Friend Functions
- . The Copy Constructor

- . The Assignment Operator
- . Overloading []
- . Overloading Increment and Decrement
- . Operators
- . const Objects and References

COMPOSITION OF CLASSES

- . Relationship
- . Composition of Classes
- . The Point Class
- . The Line Class
- . Member Initialization Lists
- . An Application with Composition
- . The Copy Constructor under Composition
- . Operator= under Composition

INHERITANCE

- . Introduction
- . Public base Classes
- . The Protected Access Level
- . Member Initialization Lists
- . What isn't Inherited
- . Assignment between Base and Derived Objects
- . Compile-Time vs Run-Time Binding
- . Virtual Destructors
- . Pure virtual Functions
- . Abstract Base Classes
- . An Extended Inheritance Example

ADVANCED TOPICS

- . Template Functions
- . Template Classes
- . Multiple Inheritance
- . User-Defined Conversions
- . Data Structures
- . An Iterator Class
- . Exceptions
- . The Standard Template Library