

# OBJECT ORIENTED PROGRAMMING WITH C++ (Common to CSE & ISE)

Written by Administrator

Sunday, 08 November 2009 06:41 -

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**Sub Code**

:

**06CS44**

**IA Marks**

:

**25**

**Hrs / Week**

:

**04**

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## Exam Hours

03

## Total Hrs

52

## Exam Marks

100

## **PART – A**

### **UNIT 1:**

1. Introduction to C++: A Review of Structures, Procedure-Oriented Programming Systems, Object-Oriented Programming Systems, Comparison of C++ with C, Console Input/Output in C++, Variables in C++, Reference Variables in C++, Function Prototyping, Function Overloading, Default Values for Formal Arguments of Functions, Inline Functions

### **4 Hours**

1. Class and Objects: Introduction to Classes and Objects

### **2 Hours**

### **UNIT 2:**

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1. Class and Objects *contd.*: Member Functions and Member Data, Objects and Functions, Objects and Arrays, Namespaces, Nested Classes

**6 Hours**

### UNIT 3:

1. Dynamic Memory Management: Introduction, Dynamic Memory Allocation, Dynamic Memory Deallocation, The `set_new_handler()` function  
2. Constructors and Destructors: Constructors, Destructors, The Philosophy of OOPS

**7 Hours**

### UNIT 4:

1. Inheritance: Introduction to Inheritance, Base Class and Derived Class Pointers, Function Overriding, Base Class Initialization, The Protected Access Specifier, Deriving by Different Access Specifiers, Different Kinds of Inheritance, Order of Invocation of Constructors and Destructors

**7 Hours**

**PART – B**

**UNIT 5:**

1. Virtual Functions and Dynamic Polymorphism: The Need for Virtual Functions, Virtual Functions, The Mechanism of Virtual Functions, Pure Virtual Functions, Virtual Destructors and Virtual Constructors
2. Stream Handling: Streams, The Class Hierarchy of Handling Streams, Text and Binary Input/Output, Text Versus Binary Files, Text Input/Output, Binary Input/Output

**6 Hours**

**UNIT 6:**

1. Stream Handling *contd.*: Opening and Closing Files, Files as Objects of the `fstream` Class, File Pointer, Random Access to Files, Object Input/Output through Member Functions, Error Handling, Manipulators
2. Operator Overloading: Operator Overloading, Overloading the Various Operators – Overloading the Increment and the Decrement Operators (Prefix and Postfix), Overloading the Unary Minus and the Unary Plus Operator, Overloading the Arithmetic Operators

**7 Hours**

## UNIT 7:

1. Operator Overloading contd.: Overloading the Relational Operators, Overloading the Assignment Operator, Overloading the Insertion and Extraction Operators, Overloading the new and the delete Operators, Overloading the Subscript Operator, Overloading the Pointer-to-member (->) Operator (Smart Pointer)

**6 Hours**

## UNIT 8:

1. Type Conversion, New Style Casts, and RTTI  
2. Templates: Introduction, Function Templates, Class Templates, The Standard Template Library (STL)  
3. Exception Handling: Introduction, C-Style Handling of Error-generating Codes, C++ Style Solution – the try/throw/catch Construct, Limitation of Exception Handling

**7 Hours**

## Text Book

1. **Object-Oriented Programming with C++**, Sourav Sahay, Oxford University Press, 2006.

(Chapters 1 to 10).

## **Reference Books**

1. **C++ Primer**, Stanley B. Lippman, Josee Lajoie, Barbara E. Moo, 4<sup>th</sup> Edition, Addison Wesley, 2005.

2. **The Complete Reference C++**, Herbert Schildt, 4<sup>th</sup> Edition, TMH, 2005.