

PAPER III OBJECT-ORIENTED PROGRAMMING WITH C++ AND PRACTICALS

NIH3

UNIT 1 : Principles of object-oriented programming -
Beginning with C++ - Tokens, Expressions and control
structures.

UNIT 2 : Functions in C++ - classes and objects

UNIT 3 : Constructors and Destructors - Operator
overloading and Type conversions - inheritance: extending
classes.

UNIT 4 : Pointer's virtual functions and polymorphism -
Managing I/O operations

UNIT 5 : Working with files - object oriented systems
development

Text Book:

E. Balagurusamy, object oriented programming with C++, TMH, New
Delhi, 1995.