

Course Code: **WSR003**

Course Title: **C++**

Course Duration: **1-Month (30 Classes)**

Theory: **1-2 Hour each class** **Lab: 2 Hour each class**

Course Fee: **2500/-**

SL#	SUBJECT TITLE	DESCRIPTION	CLASSES
1	UNIT-1	1. Principle of Object Oriented Programming 2. Software evaluation 3. Oop paradigm 4. Basic concept of Oop 5. Benefits & application of Oop	1
2	Lab	Lab	1
3	UNIT-2	1. Introduction to C++ 2. Tokens 3. Keywords 4. Identifiers 5. Constants 6. Operators 7. Manipulators 8. Expressions and control structure 9. Pointers 10. Functions 11. Function prototyping 12. Parameters passing in functions 13. Values Return by functions 14. Inline functions – friend and virtual functions	8
4	Lab	Lab	5
5	UNIT-3	1. Classes, objects, constructors and destructors 2. Operator overloading 3. Type conversions 4. Type of constructors 5. Function over loading	4
6	Lab	Lab	2
7	UNIT-4	1. Inheritance 2. Type of inheritance 3. Function 4. Polymorphism 5. Constructors in heritage 6. Mapping console I\O operations	3
8	Lab	Lab	2
9	UNIT-5	1. Files – File stream – File operators 2. File pointer 3. Error handling during file operations 4. Command line arguments dimensional arrays	2
10	Lab	Lab	2
		Total	30