

OBJECT ORIENTED PROGRAMMING USING C++
B.E. V Semester (Open Elective)
[As per Choice Based Credit System (CBCS) Scheme]

Course Code	17EC562	CIE Marks	40
Number of Lecture Hours/Week	03	SEE Marks	60
Total Number of Lecture Hours	40 (08 Hrs/ Module)	Exam Hours	03

CREDITS – 03

Course objectives: This course will enable students to:

- Define Encapsulation, Inheritance and Polymorphism.
- Solve the problem with object oriented approach.
- Analyze the problem statement and build object oriented system model.
- Describe the characters and behavior of the objects that comprise a system.
- Explain function overloading, operator overloading and virtual functions.
- Discuss the advantages of object oriented programming over procedure oriented programming.

Module -1

Beginning with C++ and its features:

What is C++?, Applications and structure of C++ program, Different Data types, Variables, Different Operators, expressions, operator overloading and control structures in C++ (Topics from Ch -2,3 of Text). **L1, L2**

Module -2

Functions, classes and Objects:

Functions, Inline function, function overloading, friend and virtual functions, Specifying a class, C++ program with a class, arrays within a class, memory allocation to objects, array of objects, members, pointers to members and member functions (Selected Topics from Chap-4,5 of Text). **L1, L2, L3**

Module -3

Constructors, Destructors and Operator overloading: Constructors, Multiple constructors in a class, Copy constructor, Dynamic constructor, Destructors, Defining operator overloading, Overloading Unary and binary operators, Manipulation of strings using operators (Selected topics from Chap-6, 7 of Text). **L1, L2, L3**

Module -4

Inheritance, Pointers, Virtual Functions, Polymorphism:

Derived Classes, Single, multilevel, multiple inheritance, Pointers to objects and derived classes, this pointer, Virtual and pure virtual functions (Selected topics from Chap-8,9 of Text). **L1, L2, L3**

Module -5

Streams and Working with files: C++ streams and stream classes, formatted and unformatted I/O operations, Output with manipulators, Classes for file stream operations, opening and closing a file, EOF (Selected topics from Chap-10, 11 of Text). **L1, L2, L3**

Course Outcomes: At the end of the course, students will be able to:

- Explain the basics of Object Oriented Programming concepts.
- Apply the object initialization and destroy concept using constructors and destructors.
- Apply the concept of polymorphism to implement compile time polymorphism in programs by using overloading methods and operators.
- Use the concept of inheritance to reduce the length of code and evaluate the usefulness.
- Apply the concept of run time polymorphism by using virtual functions, overriding functions and abstract class in programs.
- Use I/O operations and file streams in programs.

Text Book:

Object Oriented Programming with C++, E.Balaguruswamy, TMH, 6th Edition, 2013.

Reference Book:

Object Oriented Programming using C++, Robert Lafore, Galgotia publication 2010.