

**CS305PC: OBJECT ORIENTED PROGRAMMING USING C++****B.TECH II Year I Sem.**

| L | T | P | C |
|---|---|---|---|
| 2 | 0 | 0 | 2 |

**Prerequisites:** A course on “Programming for Problem Solving using C”.**Course Objectives:**

- Introduces Object Oriented Programming concepts using the C++ language.
- Introduces the principles of data abstraction, inheritance and polymorphism;
- Introduces the principles of virtual functions and polymorphism
- Introduces handling formatted I/O and unformatted I/O
- Introduces exception handling

**Course Outcomes:**

- Able to develop programs with reusability
- Develop programs for file handling
- Handle exceptions in programming
- Develop applications for a range of problems using object-oriented programming techniques

**UNIT - I**

**Object-Oriented Thinking:** Different paradigms for problem solving, need for OOP paradigm, differences between OOP and Procedure oriented programming, Overview of OOP concepts- Abstraction, Encapsulation, Inheritance and Polymorphism.

**C++ Basics:** Structure of a C++ program, Data types, Declaration of variables, Expressions, Operators, Operator Precedence, Evaluation of expressions, Type conversions, Pointers, Arrays, Pointers and Arrays, Strings, Structures, References. Flow control statement- if, switch, while, for, do, break, continue, goto statements. Functions - Scope of variables, Parameter passing, Default arguments, inline functions, Recursive functions, Pointers to functions. Dynamic memory allocation and de-allocation operators-new and delete, Preprocessor directives.

**UNIT - II**

**C++ Classes and Data Abstraction:** Class definition, Class structure, Class objects, Class scope, this pointer, Friends to a class, Static class members, Constant member functions, Constructors and Destructors, Dynamic creation and destruction of objects, Data abstraction, ADT and information hiding.

**UNIT - III**

**Inheritance:** Defining a class hierarchy, Different forms of inheritance, Defining the Base and Derived classes, Access to the base class members, Base and Derived class construction, Destructors, Virtual base class.

**Virtual Functions and Polymorphism:** Static and Dynamic binding, virtual functions, Dynamic binding through virtual functions, Virtual function call mechanism, Pure virtual functions, Abstract classes, Implications of polymorphic use of classes, Virtual destructors.

**UNIT - IV**

**C++ I/O:** I/O using C functions, Stream classes hierarchy, Stream I/O, File streams and String streams, Overloading operators, Error handling during file operations, Formatted I/O.

**UNIT - V**

**Exception Handling:** Benefits of exception handling, Throwing an exception, The try block, Catching an exception, Exception objects, Exception specifications, Stack unwinding, Rethrowing an exception, Catching all exceptions.

**TEXT BOOKS:**

1. The Complete Reference C++, 4<sup>th</sup> Edition, Herbert Schildt, Tata McGraw Hill.
2. Problem solving with C++: The Object of Programming, 4<sup>th</sup> Edition, Walter Savitch, Pearson Education.

**REFERENCES:**

1. The C++ Programming Language, 3<sup>rd</sup> Edition, B. Stroutstrup, Pearson Education.
2. OOP in C++, 3<sup>rd</sup> Edition, T. Gaddis, J. Walters and G. Muganda, Wiley Dream Tech Press.
3. Object Oriented Programming in C++, 3<sup>rd</sup> Edition, R. Lafore, Galigotia Publications Pvt Ltd.