

Deccansoft Software Services

(A Microsoft Learning Partner)

C++ Syllabus

Module 1:-- Introduction and First Program

In this module you learn about what is c++ language where we are using this language and what are the features of c++ language.

- ❖ Introduction of c++
- ❖ First C++ Program

Module 2:-- Language Features

In this module you learn about Variables Declaration, function overloading and reference variables

- ❖ How C++ differs from C
- ❖ Variables Declaration
- ❖ Function overloading
- ❖ Optional Parameters
- ❖ Reference Variables
- ❖ Operator overloading
- ❖ Basics of Console Input and Output
- ❖ Constant Pointers
- ❖ Dynamic Memory Allocation

Module 3:-- OOPs Concepts

In this module you learn about OOPs Concepts.

- ❖ Overview of OOPs Principles
- ❖ Introduction to classes & objects
- ❖ Creation & destruction of objects
- ❖ Data Members
- ❖ Member Functions
- ❖ this Pointer
- ❖ Constructor & Destructor
- ❖ Static class member

Address: Block No-402, Saptagiri Towers, Landmark: Above Pantaloons, Begumpet Main Road,
Hyderabad - 500 016, TELANGANA, Phone No: +91 80083 27000.

Email: enquiry@deccansoft.com , support@bestdotnettraining.com

- ❖ Friend class and functions
- ❖ Namespace

Module 4:-- Inheritance

In this module you learn about deferent types of Types of Inheritance and constructors

- ❖ Introduction and benefits.
- ❖ Access Specifier.
- ❖ Base and Derived class Constructors
- ❖ Types of Inheritance.
- ❖ Down casting and up casting.
- ❖ Function overriding.
- ❖ Virtual functions.
- ❖ Destructor overriding.

Module 5:--Polymorphism

In this module you learn about what is polymorphism, virtual functions and how to achieve the Polymorphism

- ❖ What is Polymorphism
- ❖ Pure virtual functions
- ❖ Virtual Base Class

Module 6:-- I/O Streams

In this module you learn about what is stream, file handling concepts and how to handling the errors during file operations

- ❖ What is a stream?
- ❖ C++ Class Hierarchy
- ❖ File Stream
- ❖ Text File Handling
- ❖ Binary File Handling
- ❖ Error handling during file operations
- ❖ Overloading << and >> operators

Module 7:-- Exception Handling

In this module you learn about how to handling the error and writing the custom errors

- ❖ Introduction to Exception.

- ❖ Benefits of Exception handling.
- ❖ Try and catch block.
- ❖ Throw statement.
- ❖ Pre-defined exceptions in C++.
- ❖ Writing custom Exception class.
- ❖ Stack Unwinding.

Module 8:-- Templates

In this module you will learn about what is template and type of templates

- ❖ Introduction
- ❖ Function Templates
- ❖ Class Templates