

Code No.: ETIT 209
Paper: Object Oriented Programming using C++

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INSTRUCTIONS TO PAPER SETTERS:

MAXIMUM MARKS: 75

1. Question No. 1 should be compulsory and cover the entire syllabus. This question should have objective or short answer type questions. It should be of 25 marks.
2. Apart from question no. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks.

UNIT – I

Introduction: Introducing Object-Oriented Approach related to other paradigms (functional, data decomposition), Characteristics of Object-Oriented Languages.

Basic terms and ideas: Abstraction, Encapsulation, Information hiding, Inheritance, Polymorphism, Review of C, Difference between C and C++, cin, cout, new, delete operators.

[No. of Hrs: 11]

UNIT – II

Classes and Objects: Abstract data types, Object & classes, attributes, methods, C++ class declaration, State identity and behavior of an object, Constructors and destructors, instantiation of objects, Default parameter value, Copy Constructor, Static Class Data, Constant and Classes, C++ garbage collection, dynamic memory allocation.

[No. of Hrs. 11]

UNIT – III

Inheritance and Polymorphism: Inheritance, Types of Inheritance, Class hierarchy, derivation – public, private & protected, Aggregation, composition vs classification hierarchies, Polymorphism, Type of Polymorphism – Compile time and runtime, Method polymorphism, Polymorphism by parameter, Operator overloading, Parametric polymorphism, Generic function – template function, function name overloading, Overriding inheritance methods

[No. of Hrs: 11]

UNIT – IV

Files and Exception Handling: Persistent objects, Streams and files, Namespaces, Exception handling, Generic Classes

Standard Template Library: Standard Template Library, Overview of Standard Template Library, Containers, Algorithms, Iterators, Other STL Elements, The Container Classes, General Theory of Operation, Vectors.

[No. of Hrs: 11]

TEXT BOOKS:

1. A.R.Venugopal, Rajkumar, T. Ravishanker “Mastering C++”, TMH, 1997.
2. R. Lafore, “Object Oriented Programming using C++”, BPB Publications, 2004.
3. Schildt Herbert, “C++: The Complete Reference”, Wiley DreamTech, 2005.

REFERENCE BOOKS:

1. D . Parsons, “Object Oriented Programming with C++”, BPB Publication, 1999.
2. Steven C. Lawlor, “The Art of Programming Computer Science with C++”, Vikas Publication, 2002.
3. Yashwant Kanethkar, “Object Oriented Programming using C++”, BPB, 2004.