

Branch: BCA	Semester-II
Subject Code: 2201	Lecture: 02 Credit: 02
Course Opted	Core Course -4 Practical
Subject Title	PROGRAMMING METHODOLOGY AND C++ LAB

Course Objectives:

Will enable students to

- Identify and practice the object-oriented programming concepts and techniques
- Practice the use of C++ classes and class libraries, arrays, vectors, inheritance and file I/O stream concepts.

Course Outcomes:

Students will be able to:

- Create simple programs using classes and objects in C++.
- Implement Object Oriented Programming Concepts in C++.
- Develop applications using stream I/O and file I/O.
- Implement simple graphical user interfaces.
- Implement Object Oriented Programs using templates and exceptional handling

Module	Sr. No.	Topic and Details	No. of Lectures Assigned	Marks Weightage
UNIT- I	1.	Evolution of OOP: Simple Programs on fundamental Data Types and I/O operators, Derived data types, Symbolic constants, variables and Reference variables Operators and decision control structures: Programs to implement if statements, Switch statements, Loop statements, Functions in C++: Main function, function proto type, Call by reference, return by reference, Inline functions, Default arguments, Const Arguments, Function overloading,	3	6
	2.	Advanced Language Constructs: Programs on Arrays, Multi dimensional arrays, pointers and structures.	2	4
UNIT- II	3.	Objects and Classes: Classes and Object, Programs for memory allocation for objects, Arrays of objects, Returning objects, Const Member functions, Pointers to members. Functions and Variables: Programs to implement Defining a function, declaration and calling a function, function arguments, Default values for parameters, friend function, Dynamic creation and derived data and use of arrays and strings with functions.	2	6

	4.	<p>Inheritance : Programs for Inheritance Single, Multiple, Multilevel, Hierarchical inheritance, Hybrid inheritance, Virtual base class, Abstract class, Constructors in derived classes, Nesting of classes.</p> <p>Constructors and Destructors : Implementations of Constructors(Parameterized Constructors, Multiple constructors in a class, Constructors with default arguments, Copy constructors, Dynamic constructors)Destructors</p>	4	8
UNIT - III	5.	<p>Polymorphism: Programs for Operator Overloading (Unary, Binary, Using friend functions etc.)</p>	2	5
	6.	<p>Memory Management : Programs on memory management using new and delete and pointers to objects</p>	2	5
UNIT- IV	7.	<p>Files and Streams : Programs for Managing Console I/O Operations and Working with files: C++ Stream and Classes, Unformatted I/O operations, Put(),get(), getline(),write(), Formatted console I/O operations, ios class functions and flags, Manipulators, User defined output functions.</p> <p>File input and output: Implementation of Opening and closing files, Detecting End of file, File modes, File pointers and their manipulations, Sequential input and output operations, Reading and writing class object, Command line arguments.</p>	5	8
	8.	<p>Templates: Implementations of Class template, Class template with multiple parameters, Function template.</p> <p>Exception Handling: Implementations of try, catch and throw statement for handling the exceptions.</p>	5	8
TOTAL			25	50

Text Books:

1. E. Balguruswamy, 'Object Oriented Programming with C++', Tata McGraw – Hill Education, 2008
2. K.R Venugopal 'Mastering C++', Tata McGraw-Hill Education, 1997

Reference Books:

1. B.Stroustrup 'C++ Programming Language' (3rd Edition). Addison Wesley, 1997
2. B.chandraNarosa 'A Treatise On Object Oriented programming using C++'- Publications, 1998
3. Herbert Schildt, "The Complete Reference CN", Tata McGraw-Hill, 2001