

Syllabus for “C++ Programming Language – introduction”

Textbook

“C++ programming language” 3rd edition by Bjarne Stroustrup.

Description:

In this class, we will learn the basics about C++ programming language such as variables, data types, arrays, pointers, functions and classes etc.

Objective:

At the end of the class, we expect people to have a good understanding about the concept of object-oriented programming using C++, be able to write and read basic C++ code.

Prerequisite:

No prior knowledge about C++ is required, but people are expected to have some basic knowledge about computers, some knowledge about one or two other programming languages such as Perl, PHP, Python or Java etc is preferred.

Course Outlines:

Introduction

- What is C++?
- Why C++?
- C and C++
- Exception Handling
- Object Oriented Programming
- Standard Template Library

Types and declarations

- Types

- Booleans
- Integer Types
- Floating-Point Types
- Sizes
- Void
- Enumerations
- Declarations

Pointers, Arrays and Structures

- Pointers
- Arrays
- Pointers into Arrays
- Constants
- References
- Pointers to void
- Structures

Expressions and Statements

- A Deck Calculator
- Operator Summary
- Statement Summary
- Comments and Indentation

Functions

- Function Declarations
- Argument Passing
- Value Return
- Overloaded Function Names
- Default Arguments
- Pointer to Function
- Macros

Namespaces and Exceptions

Namespaces
Exceptions

Source Files and Programs

Separate Compilation
Linkage
Using Header Files
Programs

Classes

Classes
Access Control
Constructors
Member functions
Static members
Destructors
Memory allocation
Member initialization

Operator overloading

Introduction
Operator Functions
A Complete Number Type
Conversion Operators
Friends
Large Objects
Essential Operators
Subscripting
Functions Calls
Dereferencing
Increment and Decrement
A String Class

Derived class

Introduction

Derived Classes

Abstract Classes

Design of Class Hierarchies

Class Hierarchies and Abstract Classes