



C++ Programming

Target Audience:

Developers with little or no experience in C++. Developers who wish to become proficient in C++ and who wish to understand the object oriented programming concepts applicable by C++ programmers.

Prerequisites:

Programming experience, in particular, C programming is most helpful.

Format:

Lecture/lab with 50% for each. Students will write extensively in C++. Many examples are presented and enhanced by the students.

When a student finishes this course, he or she will be able to:

- Write C++ programs that use the object-oriented features of C++
- Develop and use class hierarchies and access controls
- Develop and use virtual functions to achieve polymorphism
- Develop and use functions that employ exception handling
- Develop and use template classes and functions
- Develop efficient C++ programs.

Length of Course:

4.5 days

Hardware Needs:

Each student should work alone on a Linux workstation. A classroom network is beneficial.



Topics Covered

- 1. Class declarations**
- 2. Constructors and Destructors**
- 3. Parameter passing**
- 4. Inheritance & Polymorphism**
- 5. Templates**
- 6. Exception handling**