# AMSW07 OBJECT ORIENTED PROGRAMMING

**UNIT-1 OBJECT ORIENTED TECHNOLOGY**

1.1 Comparison with procedural programming (C and C++),
1.2 key concepts of object programming,
1.3 Input and output in C++, declarations,
1.4 Control structures,
1.5 Functions

**UNIT-2 CLASSES AND OBJECTS**

2.1 Declaring objects,
2.2 Accessing member variables,
2.3 Defining member functions,
2.4 Inline functions, static member variables and functions,
2.5 Friend function, overloading,
2.6 Constructors and destructors,
2.7 Overloading constructors,
2.8 Copy constructors anonymous objects,
2.9 Dynamic initialization using constructors,
2.10 Dynamic operators and constructors,
2.11 Recursive constructors encapsulation

**UNIT-3 INHERITANCE**

3.1 Types of inheritance,
3.2 Virtual base class,
3.3 Abstract class,
3.4 Advantages and disadvantages of inheritance,
3.5 Pointers and arrays,
3.6 C++ and memory Module IV Binding,
3.7 Polymorphism and virtual functions,
3.8 Generic programming with templates,
3.9 Exception handling,
3.10 String handling and file handling

**References Book:**


1. Object oriented programming with ANSI and TURBO C++, Ashok N Kamthane, Pearson education 7th impression 2009.
2. Object oriented programming with C++ M.P.Bhave, S.A.Patekar, and Pearson Edn.
3. "Object Oriented Programming in C++" Robert Lafore, 4/e Pearson Edn.
4. Programming a Practical Approach, Madhusudan Mothe, Pearson Edn