

PGDCA Some Important Topics

Introduction To Programming & Problem Solving Using C++

Unit -1

- 1) Object Oriented Programming Introduction, Features & Advantage
- 2) Software Evolution
- 3) Procedure & Object Oriented Language Differences
- 4) Oops – Application & Benefits

Unit -2

- 1) Data Types
- 2) Operators
- 3) Variable
- 4) Type Conversion
- 5) Loops

Unit -3

- 1) Function (Call By References, Call By Return, Virtual)
- 2) Inline Function
- 3) Function Overloading
- 4) Array

Unit -4

- 1) Class & Object
- 2) Member Functions
- 3) Constructors & Destructor

Unit -5

- 1) Inheritance & It's Types
- 2) Abstract Class
- 3) Polymorphism
- 4) Operators Overloading