

PRESENTS

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C++ ZERO TO HERO



INTRODUCTION TO PROGRAMMING

- INTRODUCTION ABOUT LANGUAGE
- SYNTAX OVERVIEW
- INPUT AND OUTPUT
- PRACTICE EXERCISE



VARIABLES & DATA TYPES

- OVERVIEW
- USER INPUT AND OUTPUT
- PRACTICE EXERCISE



OPERATORS, STRINGS, MATHS

- **OPERATORS OVERVIEW**
- STRINGS AND BOOLEANS
- MATH STATEMENT
- PRACTICE EXERCISES

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CONDITIONS, LOOP, ARRAYS

- IF ELSE & SWITCH STATEMENTS
- WHILE, FOR & DO WHILE LOOPS
- BREAK, CONTINUE STATEMENTS
- ARRAYS OVERVIEW
- PRACTICE EXERCISE



FUNCTIONS & POINTERS

- OVERVIEW OF FUNCTIONS
- RECURSION & FUNCTION PARAMETERS
- POINTERS AND REFERENCES
- PRACTICE EXERCISE

STRUCTURE & ENUMS

- **OVERVIEW OF STRUCTURE**
- ENUMS
- PROJECT I: RECORDS MANAGEMENT SYSTEM

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OBJECT ORIENTED CONCEPT

- OVERVIEW OF CLASSES & OBJECTS
- CLASS METHODS
- CONSTRUCTORS & ITS TYPES
- ACCESS SPECIFIERS
- INHERITANCE & ITS TYPES
- POLYMORPHISM AND ENCAPSULATION
- PROJECT II: BANK MANAGEMENT SYSTEM



FILES & EXCEPTION HANDLING

- OVERVIEW OF EXCEPTION
- TRY AND CATCH STATEMENT
 - FINALLY STATEMENT
 - READING AND WRITING IN FILE
- PRACTICE EXERCISE





ADVANCE CONCEPT (STL)

- OVERVIEW OF TEMPLATES
- METHODS IN STANDARD TEMPLATE LIBRARY (STL)
- VECTORS
- SETS
- MAPS
- OVERVIEW OF STACKS, QUEUE IN STL
- PRACTICE EXERCISES



ONLINE TEST ASSESMENT

- PRACTICE TEST 1
- PRACTICE TEST 2
 - FINAL ASSESSMENT