

C++ Training



Course Curriculum and Duration:

We provide both Class-room Training and Offline Training.

Duration: 30Hrs.

Week days (Mon- Fri 2Hrs per day)

Weekend batches (Sat-Sun 4Hrs per day)

About INNOVATIVE ACADEMY

INNOVATIVE ACADEMY is a best training institute in Bangalore. We providing classroom led training live instructor-led interactive online training and cooperate training. We cater to professionals and students across the globe in categories like AWS, Angular JS, JAVA, DOT NET, MCSA, CCNA, A+, N+, Databases, VMware, Mobile Technologies, Project Management and Programming.

About Course

In common, 'C' is the very first step of the journey of IT field where as 'C++' is an object oriented programming language a second step of the IT field journey which have simple, modern and general purpose programming language characteristics. Our experienced programmers would train you in C, C++ in such a manner that you will be able to learn other programming languages in future quite easily. Develop an object oriented and logical perspective to solve any bug or write any program by getting trained in C, C++ from proficient

C++ SYLLABUS

Chapter 1: C++ OVERVIEW

Learning Objectives -In this module you will learn C++ language basics, Environment Setup, Program Structure, Basic Syntax, literals, data types, Variables, Constants, How to write program in C++ and Execution of the program
Topics –C++ characteristics, Object-Oriented Terminology, Polymorphism, Basic input/ output, Compilation
Practical's to be covered-Software installation, Programs on data types , variables and constants

Chapter 2: BASICS OF C++

Learning Objectives – In this module you will understand basics of C++ like comments, data types, variable scope, storage classes, C++ operators
Topics – Comments, Data Types, Variable scope, Storage classes, C++ operators and hands on exercises.
Practical's to be covered- Programs on variable scopes, c++ operators and data types

Chapter 3: POINTERS

Learning Objectives –In this module you will learn what pointers are and how to use pointers in C to work with memory, with examples
Topics – Pointers, Pointers & Array, Pointers & Functions and hands on exercises.
Practical's to be covered- Programs on pointers, pointer functions and array

Chapter 4: STRUCTURE

Learning Objectives – In this module you will learn about structures in C++ programming; what is it, how to define it and use it in your program.
Topics – Structure, Structure & function, Pointer to structure, Enumeration and hands on exercises.
Practical's to be covered- Programs on structure, pointer to function, enumeration

Chapter 5: PROGRAM STRUCTURE

Learning Objectives – In this module you will learn to create decision making statements in a C++ program. You will learn to create loops in C++ programming. You will learn to write functions and array.
Topics –Loop types, Decision making, Functions, Arrays, String, Pointers
Practical's to be covered- programs on loops, statement, function and string

Chapter 6: CLASSES IN C++

Learning Objectives – In this module you will learn to work with objects and classes in C++ programming. You will learn how to create constructor and destructors in C++ Programming

Topics –Defining classes, Classes & Encapsulation, Member function, Initializing & using classes, Using constructors, Copy constructors, Destructors

Practical's to be covered- programs to create class, object and constructor

Chapter 7: C++ INHERITANCE

Learning Objectives – In this module you will learn inheritance in C++ to show or relate how base classes are viewed with respect to derived class.

Topics –Inheritance introduction, Function overriding, multilevel inheritance, Friend function, Virtual function and hands on exercises

Practical's to be covered- programs on types of inheritance, friend function and virtual function

Chapter 8: INPUT & OUTPUT STREAM

Learning Objectives – In this module you will learn I/O implemented in C++ by using member functions and stream manipulators.

Topics – Standard Streams, File input and output and hands on exercises

Practical's to be covered- programs on File I/o and standard streams

Chapter 9: EXCEPTION

Learning Objectives – In this module you will learn how exception works in C++ programming

Topics –Exception, Exception Hierarchy and hands on exercises

Practical's to be covered- programs on with and without Exception

Chapter 10: TEMPLATES [Generics]

Learning Objectives – In this module you will learn how C++ programming language allows functions and classes to operate with generic types.

Topics –Template overview, Customizing a template methods

Practical's to be covered- programs on templates, Non-type parameters for Templates