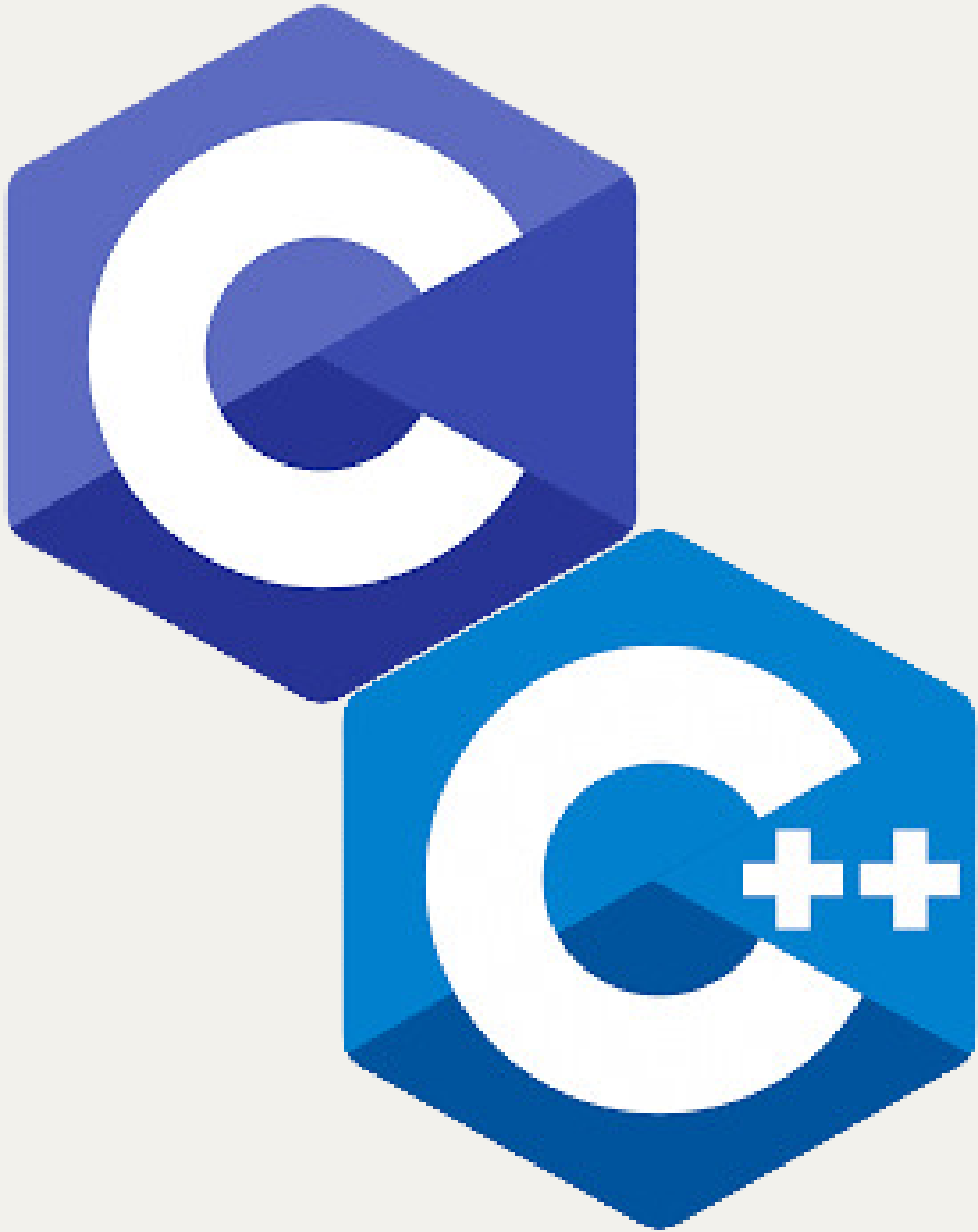


C & C++

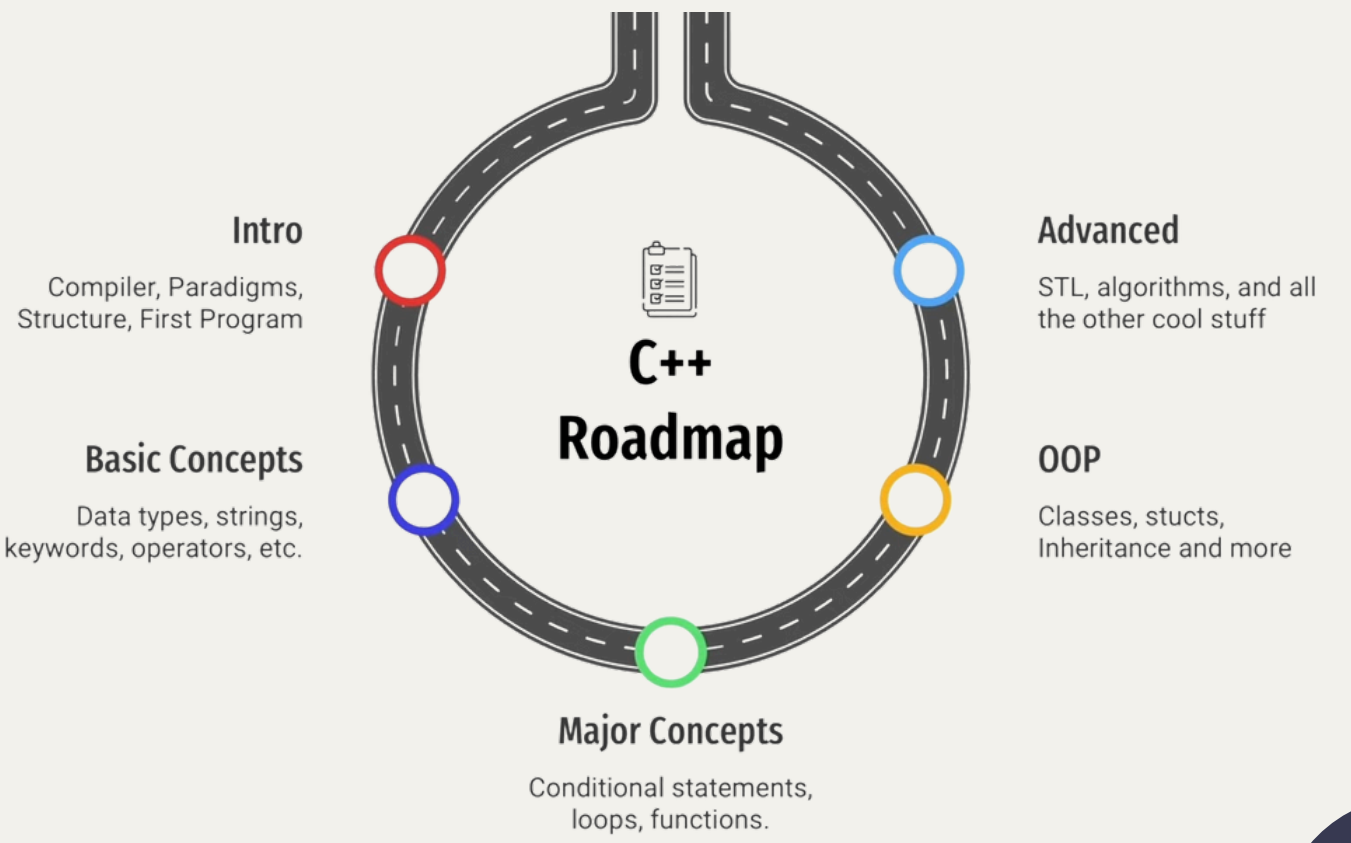
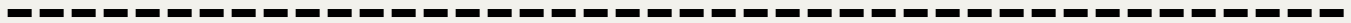
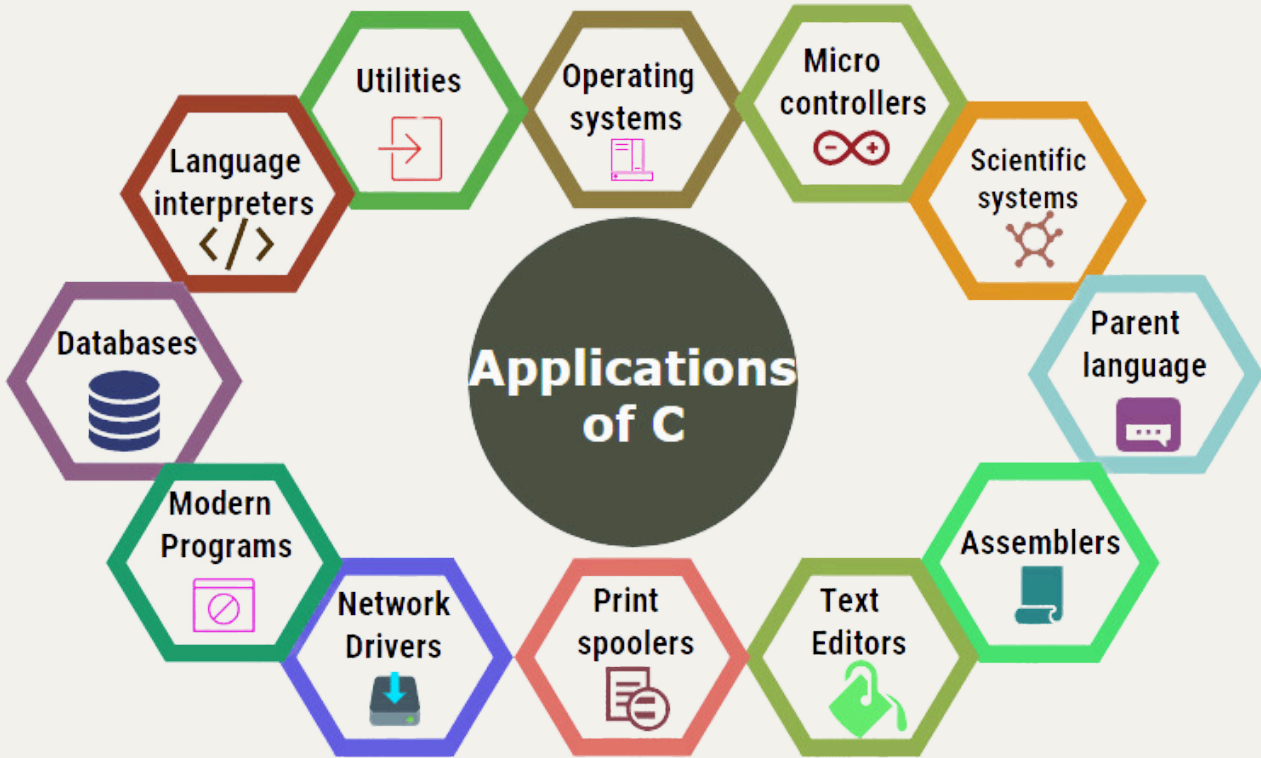


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ROADMAP



SYLLABUS-C

• Introduction

1

1. Overview of C Language
2. Where is it used
3. Role of Interpreter
4. Your First Program
5. Role of Compiler
6. Data Type
7. How to declare Variables
8. ASCII Code Table
9. Type Casting
10. Operators in C/C++
11. Life Cycle of Integer
12. Conditional Statement
13. If else
14. Ternary operator
15. Switch case

• LOOPS

2

1. for, while, do while

SYLLABUS-C

• Arrays

3

1. Array Types
2. Single Dimensional array
3. Double Dimensional array
4. Single Character Array
5. String
6. Function

• Pointers

4

1. Understanding Pointers
2. Pointer expressions
3. Pointer and Arrays
4. Pointers and Character String
5. Pointers to Functions
6. Pointers and Structures Call By Reference Function

SYLLABUS-C

5

• Structure

1. How to declare structure
2. How to declare array in structure
3. Structure pointer
4. Union, Enum
5. File Management In C
6. Introduction to File Management
7. Opening/Closing a File
8. Input/output operations on Files
9. Error Handling During I/O Operations
10. Command Line Arguments
11. Structures And Unions
12. Defining a Structure
13. Advantage of Structure
14. Dynamic Memory Allocation
15. Introduction to Dynamic Memory Allocation
16. Malloc, Calloc, Realloc, Free
17. Preprocessor
18. Macro Substitution
19. File Inclusion
20. Computer Control Directives

SYLLABUS-C++

1

• Introduction

1. Difference Between C and C++
2. Overview of C++ Language
3. Where is it used
4. Your First Program of C/C++
5. Data Type
6. How to declare Variables
7. ASCII Table, Type Casting
8. Operators in C/C++
9. Life Cycle of Integer
10. Conditional Statement
11. Life Cycle of Integer
12. Conditional Statement
13. If else, Ternary operator, Switch case
14. Loop, for, while, do while
15. Array, String
16. Function
17. Pointer
18. Structure
19. Input/output operations on Files
20. Error Handling During I/O Operations
21. Command Line Arguments

SYLLABUS-C++

• Object Oriented Programming 2

1. Oops Concepts
2. Class
3. Object
4. Inheritance
5. Method Overloading
6. Method Overriding
7. Static

• Constructor 3

1. Type of Constructor
2. Operator Overloading
3. Polymorphism
4. Friend's Function
5. Templates
6. File Handling, Exception Handling
7. Graphics
8. # and ## Operators in c
9. String zing Operator (#)
10. Automatic Storage Class
11. Register Storage, External Storage Class

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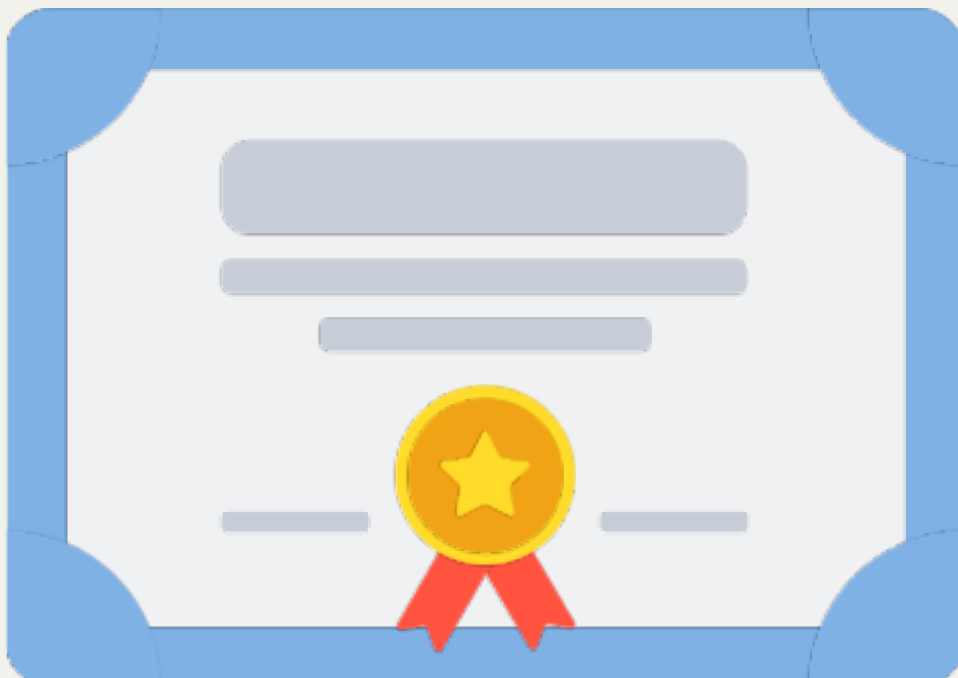


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Completion Certificate



Additional Features

Welcome Kit



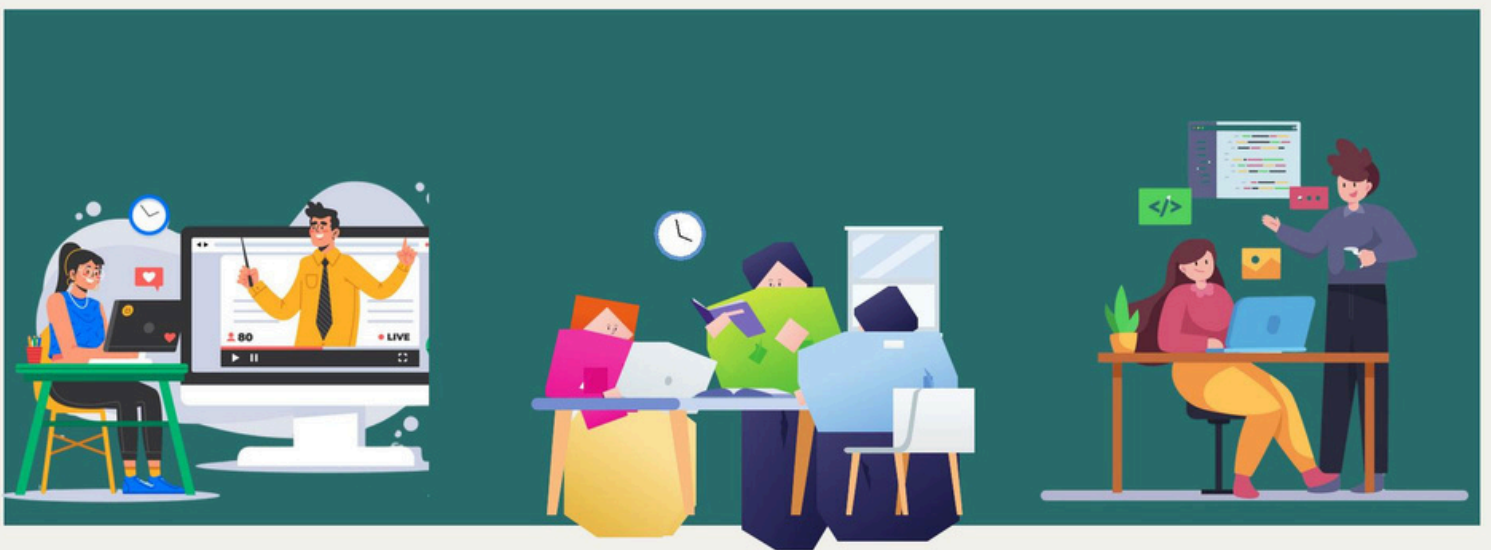
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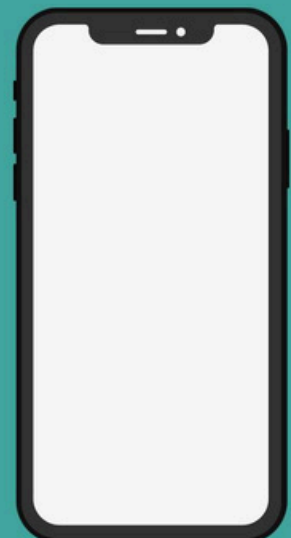


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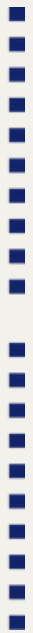
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