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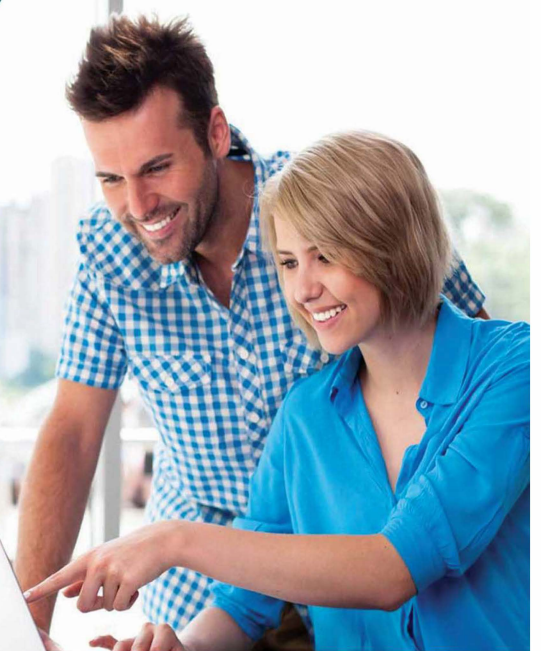


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We believe that everyone should get the opportunity to learn their desired course. So we provide flexibility timings.



Quick Contact



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Introduction

- The C Language and its Advantages
- The Structure of a C Program
- Writing C Programs
- Building an Executable Version of a C Program
- Debugging a C Program
- Examining and Running a C Application Program

Data Types and Variables

- Data Types
- Operands, Operators, and Arithmetic Expressions

Input/Output Management

- The Input/Output Concept
- Formatted Input Function

Control-Flow Statements

- The Control-Flow Program Statements
- Looping Statements
- The Data-checking process

Modular Programming with Functions

- The C Function
- Passing Data to Functions
- Passing an Address to Modify a Value in Memory
- Using Functions in the Checkbook Program
- C Standard Library Functions





Arrays, Pointers, and Strings

- Arrays , Pointers , Strings
- Using Arrays, Strings, and Pointers in the Checkbook Program

Structures

- Structures
- Arrays of Structures
- Passing Structures to Functions
- Nesting Structures

File Input/Output

- Command-line Arguments
- Combining Command-line





Introduction to C++

- Creating a project
- Writing, compiling and running a program

Variables and data types

- Expressions
- Constants
- Operators
- Type conversions

Looping constructs: while, do...while, for loops

- If...else statements
- Switch/case construct

Functions

- Passing arguments
- Function prototyping
- Default argument initializers
- Inline functions

Arrays

- Array initialisation
- Multi-dimensional arrays
- Character arrays
- Working with character strings





Storage Classes

- Global variables

Pointers

- Pointer and arrays
- Pointers to character strings
- Arrays of pointers
- Memory slicing
- Pointers to functions

C++ classes

- Data members and member functions
- Creating objects
- The new and delete operators
- Friends to a class
- Class initialisation

Reference types

- Reference type arguments

Function overloading

- Operator overloading

Copy constructor

- Assignment operator





Template classes

- Static class members
- File streams

Inheritance

- Base classes and derived classes
- Inherited member access
- Base class initialisation
- Protected members of a class

Virtual functions

- Virtual destructors

Virtual base classes

- Virtual base class member access
- Constructor and destructor ordering

Exception handling

- try...throw...catch block
- Nested catch handlers





Other Activities

Assessments

- **Objective Assessments**

- Syntactical based
- Scenario based

Note: At least 2 objective based assessments in each module

- **Hands On – Practical Assessments**

- Scenario based

Note: At least 2 Hands on assessments in each module

Assignments

- **Hands On – Practical Assignments**

Note: At least 4 Hands on assignments in each module

Tasks – Home Work

- **Regular tasks on each module**

Note: Tasks are focused more to improve self learning

Resume Support & Interview Preparation

- **Work on one or two mini projects**
- **Discuss and convert the current working project into C Based project to add in resume & to explain C experience in interviews**