

VEER NARMAD SOUTH GUJARAT UNIVERSITY

B.C.A. Semester - III

Effective from year 2010-11

Paper – 304

Object Oriented Programming

1. Principles of object oriented Programming
 - 1.1. Procedures oriented programming VS Object Oriented Programming
 - 1.2. Basic Concepts of Object Oriented Programming
 - 1.3. Benefits of Object Oriented Programming
 - 1.4. Structure & Class
 - 1.5. Encapsulation and Data Hiding
 - 1.6. Constructor
 - 1.7. Friend Function
 - 1.8. Inline Function
 - 1.9. Dynamic Object Creation and Destruction
 - 1.10. Destructor
2. Object oriented Properties
 - 2.1 Introduction to object oriented properties
 - 2.2 Abstraction
 - 2.3 Polymorphism
 - 2.3.1. Operator Overloading
 - 2.3.2. Function Overloading & Type Conversion
 - 2.4 Inheritance
 - 2.4.1. Types of inheritance
 - 2.4.2. Constructor & Destructor calls during inheritance
 - 2.5 Dynamic Polymorphism
 - 2.5.1. Overloading
 - 2.5.2. Virtual Function
 - 2.5.3. Abstract Class
3. Data Files
 - 3.1. Manipulator (in built,user define)
 - 3.2. File Modes
 - 3.3. File Function
 - 3.4. Error Handling during file operation

Reference Books

- 1 Stroustrup:the C++ programming Language-Adission Wesley
- 2 Robert Lofore in Turbo C++ Publication
- 3 Lippman :C++ Primer-Adission Weslev
- 4 Probal Sengupta:Object Oriented Programming Fundamentals & Applications-PHI
- 5 Herbert Schildt the Complete Reference;Osborne
- 6 Let us c++-Yashwant Kanetkar-TMh Publication
- 7 Programming c++-E BalaguruSamy-BPB