

Module No.	Unit No.	Topics	Hrs.
1.0		C++ Overview	08
	1.1	Need of Object-Oriented Programming (OOP), Object Oriented Programming Paradigm, Basic Concepts of Object-Oriented Programming, Benefits of OOP and C++ as object oriented programming language.	
	1.2	C++ programming Basics, Data Types, Structures, Enumerations, control structures, Arrays and Strings, Class, Object, class and data abstraction, class scope and accessing class members, separating interface from implementation, controlling access to members.	
2.0		C++ Control Structures	08
	2.1	Branching - If statement, If-else Statement, Decision. Looping – while, do-while, for loop Nested control structure - Switch statement, Continue statement, Break statement.	
	2.2	Array - Concepts, Declaration, Definition, Accessing array element, One-dimensional and Multidimensional array.	
3.0		Object-Oriented Programming using C++	12
	3.1	Operator Overloading - concept of overloading, operator overloading, Overloading Unary Operators, Overloading Binary Operators, Data Conversion, Type casting (implicit and explicit), Pitfalls of Operator Overloading and Conversion, Keywords explicit and mutable. Function - Function prototype, accessing function and utility function, Constructors and destructors, Copy Constructor, Objects and Memory requirements, Static Class members, data abstraction and information hiding, inline function. Constructor - Definition, Types of Constructor, Constructor Overloading, Destructor.	
	3.2	Inheritance - Introduction, Types of Inheritance, Inheritance, Public and Private Inheritance, Multiple Inheritance, Ambiguity in Multiple Inheritance, Visibility Modes Public, Private, Protected and Friend, Aggregation, Classes Within Classes. Deriving a class from Base Class, Constructor and destructor in Derived Class, Overriding Member Functions, Class Hierarchies, Polymorphism - concept, relationship among objects in inheritance hierarchy, Runtime & Compile Time Polymorphism, abstract classes, Virtual Base Class.	
4.0		Introduction to Java	06
	4.1	Programming paradigms- Introduction to programming paradigms, Introduction to four main Programming paradigms like procedural, object oriented, functional, and logic & rule based. Difference between C++ and Java.	
	4.2	Java History, Java Features, Java Virtual Machine, Data Types and Size (Signed vs. Unsigned, User Defined vs. Primitive Data Types, Explicit Pointer type), Programming Language JDK Environment and Tools.	
5.0		Inheritance, Polymorphism, Encapsulation using Java	10