CS2311   OBJECT ORIENTED PROGRAMMING   3 0 0 3

Unit I   7

Object oriented programming concepts – objects-classes- methods and messages-abstraction and encapsulation-inheritance- abstract classes- polymorphism.Introduction to C++- objects-classes-constructors and destructors

Unit II   12

Operator overloading – friend functions- type conversions- templates - Inheritance – virtual functions- runtime polymorphism.

Unit III   8

Exception handling – Streams and formatted I/O – file handling – namespaces – String Objects – standard template library.

Unit IV   8

Introduction to JAVA , bytecode, virtual machines – objects – classes – Javadoc – packages – Arrays – Strings

Unit V   10

Inheritance – interfaces and inner classes – exception handling – threads – Streams and I/O

TOTAL : 45 PERIODS

TEXT BOOKS

1. B. Trivedi, "Programming with ANSI C++", Oxford University Press, 2007.

2. Cay S. Horstmann, Gary Cornell, "Core JAVA volume 1", Eighth Edition, Pearson

    Education, 2008.

REFERENCES
1. ISRD Group, "Introduction to Object-oriented Programming and C++", Tata McGraw-Hill Publishing Company Ltd., 2007.

2. ISRD Group, "Introduction to Object-oriented programming through Java", Tata McGraw-Hill Publishing Company Ltd., 2007.

3. S. B. Lippman, Josee Lajoie, Barbara E. Moo, "C++ Premier", Fourth Edition, Pearson Education, 2005.

4. D. S. Malik, "C++ Programming: From Problem Analysis to Program Design", Third Edition, Thomson Course Technology, 2007.

5. K. Arnold and J. Gosling, "The JAVA programming language", Third edition, Pearson Education, 2000.