

## **Topics of C++**

1. Object oriented design.
2. Introduction to OOP in C++
3. Classes and Objects.
4. Arrays within a class
5. Arrays of objects
6. Access Modifiers.
7. Inheritance.
8. Polymorphism.
9. Encapsulation.
10. Data Abstraction.
11. Function in C++ , the main function, Function prototyping
12. Call by reference & Return by reference
13. Function overloading
14. Friendly functions
15. Constructors
16. Default constructor, Parameterized constructor & Copy constructor
17. Destructors
18. Operator overloading, Unary and Binary operator overloading
19. Pointers
20. Virtual functions & Pure virtual functions