

Course Aims:

This course is designed to provide programmers who already have a good knowledge of the C programming language with the knowledge necessary to allow them to become competent in developing object oriented ANSI-compliant C++ console programs.

Course Outline:

<p>A Review of C++ Programs The Microsoft Visual C++ IDE - Review C++ Storage Classes</p> <ul style="list-style-type: none"> • Static Variables • Register Variables • Auto Variables <p>Embedded C++ Programming</p> <ul style="list-style-type: none"> • Limitations • Unions • Bit Manipulation <p>The Principles of Object Oriented Programming</p> <ul style="list-style-type: none"> • Encapsulation • Inheritance • Polymorphism <p>Classes & Objects</p> <ul style="list-style-type: none"> • Class Implementation • Constructors & Destructors • Using objects <p>Static Class Members</p> <ul style="list-style-type: none"> • Static Class Data Members • Static Class Member Functions <p>Dynamic Memory</p> <ul style="list-style-type: none"> • Memory Leakage • new() & delete() • Overloading the new() & delete() operators • Dynamic Memory Error Handlers <p>The C++ Const Modifier</p> <ul style="list-style-type: none"> • Const Variables, Pointers & References • Constants & Functions • Const Class Member Functions <p>Class Hierarchies & Inheritance</p> <ul style="list-style-type: none"> • Deriving Classes • Public, Private & Protected Inheritance • Base Class Initialisation 	<p>Polymorphism</p> <ul style="list-style-type: none"> • Virtual Functions • Virtual Destructors • Pure Virtual Functions • Abstract Base Classes – Interface Classes <p>Advanced Casting</p> <ul style="list-style-type: none"> • static_cast, dynamic_cast, const_cast & reinterpret_cast • Mutable <p>Overloaded Constructors & Operators</p> <ul style="list-style-type: none"> • Copy Constructors • Conversion Constructors • Operator = • Operator + • Operator ++ • The << & >> Operators & Friend Functions • Subscript Operator <p>File I/O in C++</p> <ul style="list-style-type: none"> • Text Files • Binary Files • Serialising Objects <p>Exceptions & Debugging</p> <ul style="list-style-type: none"> • Try, Throw, Catch • Debugging overview • The MS Visual Studio Debugger <p>The Standard Template Library</p> <ul style="list-style-type: none"> • String • Vector • Queue • Stack • List • Map • Iterators
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Target Audience:

Systems and applications programmers who will be developing systems in C++. Anyone who wants a practical understanding of C++ will benefit from this course. It is suitable for hardware and software engineers who want to expand their knowledge in a powerful all-purpose language, technical managers who want to manage C++ programming projects.

Assumed Knowledge:

Participants should have a good knowledge of programming techniques and experience of programming in C.