

**Semester 3****Web Technology Track****Object Oriented Programming IT-201****3 Credit Hours****Objectives**

The course aims to focus on object-oriented concepts, analysis and software development. The following topics will be covered in the course: Evolution of OO, OO concepts and principles, problem solving in OO paradigm, OO program design process, classes, methods, objects and encapsulation, constructors and destructors, operator and function overloading, virtual functions, derived classes, inheritance and polymorphism, I/O and file processing, exception handling.

**Prerequisites**

Introduction to Computing, Programming Fundamentals

**Text Book**

R. Lafore, *Object-Oriented Programming in C++*, 4<sup>th</sup> Edition, Sams publishing, 2002.

**Reference Material**

- Deitel and Deitel, *C++: How to Program*, 4/e, Pearson.
- Bruce Eckel, *Thinking in C++*, 2nd Edition, Prentice Hall.
- D.S. Malik, *C++ Programming*, 4<sup>th</sup> Edition, Thomson, 2008.

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**Object Oriented Programming Lab****1 Credit Hours**

Relevant to the above topics

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