

*Syllabus* : Principles of Object Oriented Programming; Tokens, expressions and control structures; Classes and objects; Object initialization and cleanup; Operator overloading and type conversion; Inheritance, extending classes; Pointers, virtual functions and polymorphism; Working with files; Generic programming with templates; Introduction to Object-Oriented analysis and design

*Texts* :

1. Object-Oriented Programming in C++ By Robert Lafore
2. Object Oriented Programming with C++ by Balaguruswamy, TMH

*References* :

1. Object Oriented Programming By- Budd, Addison Wesley.
2. Mastering C++ By K.R Venugopal , Rajkumar, TMH.
3. An Introduction to Object Oriented Programming with C++ by Timothy Budd, Addison-Wesley
4. C++ and Object-Oriented Programming By - Kip R. Irvine, Prentice Hall.