



Introduction

- The C Language and its Advantages
- The Structure of a C Program
- Writing C Programs
- Building an Executable Version of a C Program
- Debugging a C Program
- Examining and Running a C Application Program

Data Types and Variables

- Data Types
- Operands, Operators, and Arithmetic Expressions

Input/Output Management

- The Input/Output Concept
- Formatted Input Function

Control-Flow Statements

- The Control-Flow Program Statements
- Looping Statements
- The Data-checking process

Modular Programming with Functions

- The C Function
- Passing Data to Functions
- Passing an Address to Modify a Value in Memory
- Using Functions in the Checkbook Program
- C Standard Library Functions

Arrays, Pointers, and Strings

- Arrays , Pointers , Strings
- Using Arrays, Strings, and Pointers in the Checkbook Program

Structures



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- Structures
- Arrays of Structures
- Passing Structures to Functions
- Nesting Structures

File Input/Output

- Command-line Arguments
- Combining Command-line

The following topics are covered in our **C C++ Training in Chennai**

C++ Training Syllabus

Introduction to C++

- Creating a project
- Writing, compiling and running a program

Variables and data types

- Expressions
- Constants
- Operators
- Type conversions

Looping constructs: while, do...while, for loops

- If...else statements
- Switch/case construct

Functions

- Passing arguments
- Function prototyping
- Default argument initializers
- Inline functions

Arrays

- Array initialisation
- Multi-dimensional arrays
- Character arrays
- Working with character strings

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MOBILE NUMBER : 9962673502 | EMAIL: training@ajlontech.com | sales@ajlontech.com | info@ajlontech.com

WEBSITE : www.ajlontech.com



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Storage Classes

- Global variables

Pointers

- Pointer and arrays
- Pointers to character strings
- Arrays of pointers
- Memory slicing
- Pointers to functions

C++ classes

- Data members and member functions
- Creating objects
- The new and delete operators
- Friends to a class
- Class initialisation

Reference types

- Reference type arguments

Function overloading

- Operator overloading

Copy constructor

- Assignment operator

Template classes

- Static class members
- File streams

Inheritance

- Base classes and derived classes
- Inherited member access
- Base class initialisation
- Protected members of a class

Virtual functions

- Virtual destructors

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WEBSITE : www.ajlontech.com



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Virtual base classes

- Virtual base class member access
- Constructor and destructor ordering

Exception handling

- try...throw...catch block
- Nested catch handlers

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