

Introduction to C++

Modality: Self-Paced Learning

Duration: 20 Hours

SATV Value:

CLC:

NATU:

SUBSCRIPTION: Learn, Master

About this course:

C++ is a broadly useful programming language that underpins different PC programming models, for example, generic programming and object-oriented programming. Bjarne Stroustrup introduced this programming language and, "Its basic reason was to make writing great tasks progressively charming and simpler for the individual programmer."

With the course of learning C++, you can make applications that will run on a wide assortment of platforms for hardware, for example, PCs running Windows, UNIX, Linux, and Mac OS X, and also little structure factor equipment, for example, IoT gadgets like the Arduino-based boards and Raspberry PI.

Course Objective:

- C++ Syntax
- How to Create Functions in C++
- C++ Language Fundamentals
- Portability, Compiling, and Linking
- Available Data Types
- Variables and Constants
- Complex Data Types
- Set yourself up for the progressed and intermediate C++ subjects in follow-up courses instructed by Microsoft
- C++ Operators
- Decision Statements
- Repetition Statements
- Introducing Functions
- Introducing Objects (Classes)
- Encapsulation

Audience:

Programmer

Prerequisites:

This course comprises four modules that give an overview of the programming language of C++. Subsequently, there are no essentials for this course. However, it is suggested that understudies make them the capability to install applications, comprehend fundamental PC activity, and the ability to work within a command-line on their picked operating framework.

Course Outline:

Module 1 Introducing C++

- What Exactly is C++?
- Portability, Compiling, and Linking
- C++ Fundamentals

Module 2 Data Types in C++

- Available Data Types
- Variables and Constants
- Complex Data Types
- Peer Review

Module 3 Control Statements

- C++ Operators
- Decision Statements
- Repetition Statements
- Peer Review

Module 4 Functions and Objects

- Introducing Functions
- Introducing Objects (Classes)
- Encapsulation
- Const Objects
- Peer Review

End of Course Evaluation

- Course Evaluation?