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Learning Style: On Demand

Technology:

Difficulty: Intermediate

Course Duration: 4 Hours

C++ 11: Intermediate



About this course:

If you want to learn C++ to advance your skills, gain the ability to program games, and create your own software, you might love this course! You can go from beginner to advanced with C++ using this course because it has 9+ hours of video that might motivate you to keep learning and programming in C++!

If you have no previous knowledge or experience in C++, you will like that the

course begins with C++ basics. If you have learned about C++ already in another course and want to improve what you already know, the course has hours of different topics in C++ with one topic per section.

The average salary for C++ Developer is **$70,641** per year.

Course Objectives:

- Classes and Structs - Part 1
- Enums - Part 1
- Unions - Part 1
- Typedefs - Part 1
- Introduction to Pointers - Part 1
- Pointers and Array Indexing - Part 1
- Using Const with Pointers - Part 1
- Pointers to String Literals - Part 1
- References - Part 1
- Smart Pointers - Part 1

Audience:

- Complete beginners who wish to learn C++
- No previous programming knowledge is needed

Prerequisite:

- Basic Computer skills will be sufficient

Course Outline:

Chapter 01 - Data Structures and Pointers

- **Topic A: Classes and Structs - Part 1**
- Classes and Structs - Part 2
- Classes and Structs - Part 3
- **Topic B: Enums - Part 1**
- Enums - Part 2
- Enums - Part 3
- **Topic C: Unions - Part 1**
- Unions - Part 2
- Unions - Part 3
- **Topic D: Typedefs - Part 1**
- Typedefs - Part 2
- Typedefs - Part 3
- **Topic E: Introduction to Pointers - Part 1**
- Introduction to Pointers - Part 2
- Introduction to Pointers - Part 3
- **Topic F: Pointers and Array Indexing - Part 1**
- Pointers and Array Indexing - Part 2

- Pointers and Array Indexing - Part 3
- **Topic G: Using Const with Pointers - Part 1**
- Using Const with Pointers - Part 2
- Using Const with Pointers - Part 3
- **Topic H: Pointers to String Literals - Part 1**
- Pointers to String Literals - Part 2
- Pointers to String Literals - Part 3
- **Topic I: References - Part 1**
- References - Part 2
- References - Part 3
- **Topic J: Smart Pointers - Part 1**
- Smart Pointers - Part 2
- Smart Pointers - Part 3

Chapter 02 - Arrays and Strings

- **Topic A: Arrays - Part 1**
- Arrays - Part 2
- Arrays - Part 3
- **Topic B: Standard Library Strings - Part 1**
- Standard Library Strings - Part 2
- Standard Library Strings - Part 3
- **Topic C: More Standard Library Strings - Part 1**
- More Standard Library Strings - Part 2
- More Standard Library Strings - Part 3
- **Topic D: Functions - Part 1**
- Functions - Part 2
- Functions - Part 3
- **Topic E: More Functions - Part 1**
- More Functions - Part 2
- More Functions - Part 3
- **Topic F: Function Pointers - Part 1**
- Function Pointers - Part 2
- Function Pointers - Part 3
- **Topic G: Control Statements - Part 1**
- Control Statements - Part 2
- Control Statements - Part 3

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