

Short Term Courses

C++ With DATA STRUCTURES & OBJECT ORIENTED PROGRAMME

Introduction to Objected Oriented Programming Concepts

- OOP's features
- Data abstraction
- Encapsulation
- Binding
- Inheritance
- Polymorphism
- History of C++
- Structure of C++ program
- Data types, variables, reference variables
- Constants
- Operators
- Basic input /output
- Simple C++ programs

Control Statements

- If, nested if, if..else, nested if.. else, ladder if..else
- While, do..while, for, continue
- Switch..case, break

Functions

- Difference between C functions & C++ functions
- Stack operations on transfer of control calling to called functions
- Proto type declaration
- Defining & Calling functions
- Function overloading
- Function overloading with default arguments
- Call by value, call by reference, call by address
- Comparisons of Structures in C and structures in C++
- Classes and Objects
- Defining Class
- Data members
- Comparison of class and & structures
- Access specifiers
- Members functions
- Passing objects as parameters
- Returning Objects
- Static member & member functions
- Constant member functions
- Accessing private member functions
- Friend functions
- Friend classes
- Classes and arrays

Constructors and destructors

- Need for constructors
- Different types of constructors
- Constructors overloading
- Destructors
- Constructors with default arguments
- New & delete operators
- Dynamic constructors & destructors

Operator overloading

- Need for operator overloading
- Overloading unary operators
- Overloading binary operators
- Overloading operators with basic data types
- Overloading operators using friend functions
- Overloading function call operator

Inheritance

- Benefits of inheritance
- Different types of inheritance
- Single inheritance
- Multiple inheritance
- Multilevel inheritance
- Hybrid inheritance
- Hierarchical inheritance
- Multi-path inheritance
- Inheritance with constructors
- Inheritance with destructors.
- Virtual base classes
- Inheritance with function

overriding

Pointers

- Polymorphism
- Need for pointers
- Virtual functions
- Need for polymorphism
- Pointer to member
- Pure virtual functions
- Static binding
- Dynamic binding
- This pointer
- Pointer to objects
- Abstract class
- Virtual destructors

Templates

- Need for Templates
- Generic functions
- Generic class
- Templates with function overloading
- Templates with function overriding

Exception Handling

- Templates with function overriding
- Need for exception handling
- Try
- Throw
- Catch

Files

- Need for files
- What are streams
- File I/O operations
- Open method
- Constructor method
- Opening & closing file
- Reading & writing data from files
- Object files
- MINI Project

DIPLOMA IN WEB DESIGNING

- HTML
- DHTML
- Java Script
- Dream Weaver
- Photo Shop
- Flash
- GIF Animator
- Project

DIPLOMA IN WEB DEVELOPMENT

- HTML
- DHTML
- Java Script
- PHP
- MY SQL
- XML
- Project

DIPLOMA IN GRAPHICS DESIGNING

- Photoshop
- Corel Draw
- Page Maker
- Project

AutoCAD

- Introducing AutoCAD
- Introducing Drawing
- Draw Tools, Osnap & AutoSpan
- Zoom, Pan & Templates
- The Modify Tools
- Dimension & Text
- Orthographic & Isometric
- Hatching
- Blocks & Inserts
- Other types of File Format
- Building Drawing
- Introducing 3D Modeling
- 3D Part & Wire Frame Modeling
- 3D Models in View Ports
- The Modification n 3D Models