Software Skills Training, Inc.

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C++ Programming for C Programmers

Duration: 4 days *(Face-to-Face & Remote-Live)*, or 28 Hours *(On-Demand)*

Price: $2095 *(Face-to-Face & Remote-Live)*, or $1495 *(On-Demand)*

Discounts: We offer multiple discount options. Click here for more information.

Delivery Options: Attend face-to-face in the classroom, remote-live or via on-demand training.

Description

This C++ course presents a thorough introduction to object-oriented programming in C++ for experienced C programmers. The central concepts of C++ syntax and style are taught in the context of using object-oriented methods to achieve reusability, adaptability and reliability. Emphasis is placed on the features of C++ that support abstract data types, inheritance, and polymorphism. Students will learn to apply the process of data abstraction and class design. Extensive programming examples and exercises are provided, with approximately half of course time spent performing hands on programming labs. Practical aspects of C++ programming including efficiency, performance, testing, and reliability considerations are stressed throughout.

Prerequisites

Prior programming experience with C.

Course Overview

Moving from C to C++

- New Compiler Directives
- Stream Console I/O
- Explicit Operators
- Standard Libraries
- Data Control Capabilities

Handling Data

- New Declaration Features
- Initialization and Assignment
- Enumerated Types
- The `bool` Type
- Constant Storage
- Pointers to Constant Storage
- Constant Pointers
- References

- Constant Reference Arguments
- Volatile Data
- Global Data

Functions

- Function Prototypes and Type Checking
- Default Function Data Types
- Function Overloading
- Problems with Function Overloading
- Name Resolution
- Promotions and Conversions
- Call by Value
- Reference Declarations
- Call-by-Reference and Reference Types
- References in Function Return
- Constant Argument Types
- Conversion of Parameters Using Default Initializers
- Providing Default Arguments
- Inline Functions

Creating and Using Objects

- Creating Automatic Objects
- Creating Dynamic Objects
- Calling Object Methods
- Constructors
- Initializing Member consts
- Initializer List Syntax
- Allocating Resources in Constructor
- Destructors
- Block and Function Scope
- File and Global Scope
- Class Scope
- Scope Resolution Operator ::
- Using Objects as Arguments
- Objects as Function Return Values
- Constant Methods
- Containment Relationships

Dynamic Memory Management

- Advantages of Dynamic Memory Allocation
- Static, Automatic, and Heap Memory
- Free Store Allocation with new and delete
- Handling Memory Allocation Errors

Controlling Object Creation

- Object Copying and Copy Constructor
- Automatic Copy Constructor
- Conversion Constructor

Inheritance

- Inheritance and Reuse
- Composition vs. Inheritance
- Inheritance: Centralized Code
- Inheritance: Maintenance and Revision
  - Public, Private and Protected Members
  - Redefining Behavior in Derived Classes
  - Designing Extensible Software Systems
- Syntax for Public Inheritance
- Use of Common Pointers
- Constructors and Initialization
- Inherited Copy Constructors
- Destructors and Inheritance

Streaming I/O

- Streams and the `iostream` Library
- Built-in Stream Objects
- Stream Manipulators
- Stream Methods
- Input/Output Operators
- Character Input
- String Streams
- Formatted I/O
- File Stream I/O
- Overloading Stream Operators
- Persistent Objects

Public, Protected, Private Inheritance

Introduction to Object Concepts

- The Object Programming Paradigm
- Object-Orientated Programming Definitions
- Information Hiding and Encapsulation
- Separating Interface and Implementation
- Classes and Instances of Objects
- Overloaded Objects and Polymorphism

Templates

- Purpose of Template Classes
- Constants in Templates
- Templates and Inheritance
- Container Classes
- Use of Libraries

Strings in C++

- Character Strings
- The String Class
- Operators on Strings
- Member Functions of the String Class

Exceptions

- Types of Exceptions
- Trapping and Handling Exceptions
- Triggering Exceptions
- Handling Memory Allocation Errors

C++ Program Structure

- Organizing C++ Source Files
- Integrating C and C++ Projects
- Using C in C++

Reliability Considerations in C++ Projects

- Function Prototypes
- Strong Type Checking
- Constant Types
- C++ Access Control Techniques

Polymorphism in C++

- Definition of Polymorphism
- Calling Overridden Methods
- Upcasting
- Accessing Overridden Methods
- Virtual Methods and Dynamic Binding
- Virtual Destructors
- Abstract Base Classes and Pure Virtual Methods

Multiple Inheritance

- Derivation from Multiple Base Classes
- Base Class Ambiguities
- Virtual Inheritance
  - Virtual Base Classes
  - Virtual Base Class Information

Declaring and Defining Classes

- Components of a Class
- Class Structure
- Class Declaration Syntax
- Member Data
- Built-in Operations
- Constructors and Initialization
- Initialization vs. Assignment
- Class Type Members
- Member Functions and Member Accessibility

Operator Overloading

- Advantages and Pitfalls of Overloading
- Member Operator Syntax and Examples
- Class Assignment Operators
- Class Equality Operators
- Non-Member Operator Overloading
- Member and Non-Member Operator Functions
- Operator Precedence
- The this Pointer

- Inline Member Functions
- Friend Functions
- Static Members
- Modifying Access with a Friend Class
- Overloading the Assignment Operator
- Overloading Caveats

The Standard Template Library

- STL Containers
- Parameters Used in Container Classes
- The Vector Class
- STL Algorithms
- Use of Libraries

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