

## Introduction to C++ programming

The programming language for this course is C++.

The course begins with the basic concepts of computer programming. The C++ language fundamentals starts from the second chapter and in the last chapters the basics of object-oriented programming are introduced.

The course includes 11 theory chapters, including x pages. **Introduction to C++ programming** includes 23 programming exercises and 51 multiple-choice questions. Finishing this course takes about 60-120 hours.

### Table of contents:

<p><b>1 Countdown to the world of programming</b></p> <p>1.1 What does “programming” mean            1.2 Defining a problem and solving it            1.3. Implementing the solution into an action plan            1.4 Unambiguity of an algorithm (enhanced instructions to Barney)</p>	<p><b>2 From travelling algorithms to the world of computing</b></p> <p>2.1. From algorithm to source code            2.2 Your first C++ coding: calculating and printing the square of a number            2.3. Commenting in C++            2.4. Formatting the source code            2.5. What kind of programs will I learn to do?            2.6. From source code to a real application</p>	<p><b>3 Variables in C++</b></p> <p>3.1. How does the computer memory work?            3.2. Using and naming variables            3.3 Primitive datatypes in C++            3.4 Defining variables            3.5 Initializing variables            3.6 Handling strings            3.7 More on printing: concatenated print statements and formatting</p>
<p><b>4 Programming statements, expressions and operators</b></p> <p>4.2 C++ Programming statements            4.2 Expressions            4.3 Operators</p>	<p><b>5 Add some kick with if-statement</b></p> <p>5.1 What is an if-statement?            5.2 Switch() - choose your path</p>	<p><b>6 C++ loop structures: a lazy programmer's dream come true</b></p> <p>6.1 Make boring things easier, use for-statement            6.2 While-statement repeats until...            6.3 Do first, then test: do .. while</p>
<p><b>7 Functions – the gateway to larger programs</b></p> <p>7.1 Function - a simple example            7.2 Programming customized functions</p>	<p><b>8 Numerical arrays in C++</b></p> <p>8.1 One-dimensional arrays            8.2 Why to use arrays?            8.3 Multidimensional arrays            8.4 An example of manipulating a two-dimensional array</p>	<p><b>9 Object-oriented programming – the basics</b></p> <p>9.1 Classes and objects            9.2 Functionality for the class - tricks for the dog            9.3 Class constructor            9.4 From class to object</p>
<p><b>10 More about objects - inheritance</b></p> <p>10.1 Inheritance in C++            10.2 Testing the Dog class            10.3 The bliss of object-oriented programming</p>	<p><b>11 Basics of file handling</b></p> <p>11.1 Concepts            11.2 Constant input stream cin and constant output stream cout            11.3 File objects            11.4 Reading a file - using ifstream class            11.5 Writing to a file - ofstream-class            11.6 Reading and writing - fstream-class            11.7 Reading different types of files</p>	