

Syllabus

CS 35	OBJECT-ORIENTED PROGRAMMING	3 0 0 3
(Common to CSE & IT)		

Aim: To understand the concepts of object-oriented programming and master OOP using C++.

UNIT I**9**

Object oriented programming concepts – objects – classes – methods and messages – abstraction and encapsulation – inheritance – abstract classes – polymorphism.

Introduction to C++ – classes – access specifiers – function and data members – default arguments – function overloading – friend functions – const and volatile functions - static members – Objects – pointers and objects – constant objects – nested classes – local classes

UNIT II**9**

Constructors – default constructor – Parameterized constructors – Constructor with dynamic allocation – copy constructor – destructors – operator overloading – overloading through friend functions – overloading the assignment operator – type conversion – explicit constructor

UNIT III**9**

Function and class templates - Exception handling – try-catch-throw paradigm – exception specification – terminate and Unexpected functions – Uncaught exception.

UNIT IV**9**

Inheritance – public, private, and protected derivations – multiple inheritance - virtual base class – abstract class – composite objects Runtime polymorphism – virtual functions – pure virtual functions – RTTI – typeid – dynamic casting – RTTI and templates – cross casting – down casting .

UNIT V 9

Streams and formatted I/O – I/O manipulators - file handling – random access – object serialization – namespaces - std namespace – ANSI String Objects – standard template library.

Total: 45**TEXT BOOKS:**

1. B. Trivedi, "Programming with ANSI C++", Oxford University Press, 2007.

REFERENCES:

1. Ira Pohl, "Object Oriented Programming using C++", Pearson Education, Second Edition Reprint 2004..
2. S. B. Lippman, Josee Lajoie, Barbara E. Moo, "C++ Primer", Fourth Edition, Pearson Education, 2005.
3. B. Stroustrup, "The C++ Programming language", Third edition, Pearson Education, 2004.

Course Notes Object Oriented Software Engineering

Cs35

Steve Halladay, Michael Wiebel

Course Notes Object Oriented Software Engineering Cs35:

Course Notes: Object-Oriented Software Engineering (CS350) William Joel, 2012-08-26 Course notes Object Oriented Software Engineering CS350 Object-Oriented Software Luiz Fernando Capretz, 1996-09-01 This is a textbook for a course in object oriented software engineering at advanced undergraduate and graduate levels as well as for software engineers. It contains more than 120 exercises of diverse complexity. The book discusses fundamental concepts and terminology on object oriented software development assuming little background on software engineering and emphasizes design and maintenance rather than programming. It also presents up to date and easily understood methodologies and puts forward a software life cycle model which explicitly encourages reusability during software development and maintenance.

Object-oriented Software Engineering George Wilkie, 1993 Addresses critical software engineering issues showing how an object oriented approach can provide much improved solutions over other methods. Designed as a technology tool.

Object Oriented Software Engineering Object Oriented Software Engineering, 2024-11-08 Object Oriented Software Engineering is a definitive resource that offers a comprehensive exploration of the principles, methodologies, and practical applications of object oriented approaches in software engineering. Authored by Ms. Sonia Wadhwa, Mr. Prince Kumar Sahu, Mr. Vishnu Prasad Verma, Mr. V. Ramu, and Mr. K. Surendra Reddy, this book is designed for students, educators, and professionals in the field of computer science and engineering. It begins with an introduction to software engineering and the importance of modularity, abstraction, and reusability, providing a strong foundation for understanding object oriented design. The book covers key topics such as software process models, agile development methodologies, requirement analysis, and the use of Unified Modeling Language (UML) for object modeling. Readers are guided through various stages of software engineering, including software design, testing, maintenance, and project management, with a focus on real world applications and case studies. Advanced concepts such as design patterns, architectural styles, and object oriented frameworks like the Unified Process (UP) and Rational Unified Process (RUP) are explored in depth. Practical examples and detailed explanations help bridge the gap between theoretical knowledge and industrial practices. Published by Quill Tech Publications in November 2024, this book is an invaluable resource for understanding how object oriented methods can address complex software development challenges. Whether developing small scale applications or managing large enterprise systems, Object Oriented Software Engineering equips readers with the tools and techniques needed to design robust, scalable, and maintainable software solutions.

Object-oriented Software Engineering Steve Halladay, Michael Wiebel, 1993 Venturing beyond C programming, this text shows how to engineer software products using object oriented principles. It covers gathering requirements, specifying objects, object verification, defining relations between objects, translating object design into code, object testing, and software maintenance.

OBJECT-ORIENTED SOFTWARE ENGINEERING YOGESH SINGH, RUCHIKA MALHOTRA, 2012-03-05 This comprehensive and well written book presents the fundamentals of object

oriented software engineering and discusses the recent technological developments in the field It focuses on object oriented software engineering in the context of an overall effort to present object oriented concepts techniques and models that can be applied in software estimation analysis design testing and quality improvement It applies unified modelling language notations to a series of examples with a real life case study The example oriented approach followed in this book will help the readers in understanding and applying the concepts of object oriented software engineering quickly and easily in various application domains This book is designed for the undergraduate and postgraduate students of computer science and engineering computer applications and information technology KEY FEATURES Provides the foundation and important concepts of object oriented paradigm Presents traditional and object oriented software development life cycle models with a special focus on Rational Unified Process model Addresses important issues of improving software quality and measuring various object oriented constructs using object oriented metrics Presents numerous diagrams to illustrate object oriented software engineering models and concepts Includes a large number of solved examples chapter end review questions and multiple choice questions along with their answers

Object-Oriented Analysis and Design with Applications Grady Booch, Robert Maksimchuk, Michael Engle, Jim Conallen, Kelli Houston, Bobbi Young Ph.D., 2007-04-30 Object Oriented Design with Applications has long been the essential reference to object oriented technology which in turn has evolved to join the mainstream of industrial strength software development In this third edition the first revision in 13 years readers can learn to apply object oriented methods using new paradigms such as Java the Unified Modeling Language UML 2 0 and .NET The authors draw upon their rich and varied experience to offer improved methods for object development and numerous examples that tackle the complex problems faced by software engineers including systems architecture data acquisition cryptoanalysis control systems and Web development They illustrate essential concepts explain the method and show successful applications in a variety of fields You ll also find pragmatic advice on a host of issues including classification implementation strategies and cost effective project management New to this new edition are An introduction to the new UML 2 0 from the notation s most fundamental and advanced elements with an emphasis on key changes New domains and contexts A greatly enhanced focus on modeling as eagerly requested by readers with five chapters that each delve into one phase of the overall development lifecycle Fresh approaches to reasoning about complex systems An examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model such as abstraction encapsulation modularity and hierarchy How to allocate the resources of a team of developers and mange the risks associated with developing complex software systems An appendix on object oriented programming languages This is the seminal text for anyone who wishes to use object oriented technology to manage the complexity inherent in many kinds of systems Sidebars Preface Acknowledgments About the Authors Section I Concepts Chapter 1 Complexity Chapter 2 The Object Model Chapter 3 Classes and Objects Chapter 4 Classification Section II Method Chapter 5 Notation Chapter 6

Process Chapter 7 Pragmatics Chapter 8 System Architecture Satellite Based Navigation Chapter 9 Control System Traffic Management Chapter 10 Artificial Intelligence Cryptanalysis Chapter 11 Data Acquisition Weather Monitoring Station Chapter 12 Web Application Vacation Tracking System Appendix A Object Oriented Programming Languages Appendix B Further Reading Notes Glossary Classified Bibliography Index *A First Course in Object-oriented Software Engineering* Bimlesh Wadhwa, Yuen Jien Soo, Damith C. Rajapakse, 2010 Understanding Object-oriented Software Engineering Stefan Sigfried, 1996 Software Engineering Miriam A. M. Capretz, 1996 Object-oriented Software Engineering George Wilkie, 1993 Object-oriented Software Engineering Stephen R. Schach, 2008 Object Oriented Software Engineering Deven N. Shah, G.P. Bherde, 2010-04-16 Object-oriented Software Engineering Ivar Jacobson, 1992 Based on Objectory which is the first commercially available comprehensive object oriented process for developing large scale industrial systems Object-oriented Software Engineering Ivar Jacobson, 1993 Object-oriented programming using SAS/AF software, 1995 Object-Oriented Programming Günther Blaschek, 2012-12-06 Object oriented programming is a popular buzzword these days What is the reason for this popularity Is object oriented programming the solution to the software crisis or is it just a fad Is it a simple evolutionary step or a radical change in software methodology What is the central idea behind object oriented design Are there special applications for which object oriented programming is particularly suited Which object oriented language should be used There is no simple answer to these questions Although object oriented programming was invented more than twenty years ago we still cannot claim that we know everything about this programming technique Many new concepts have been developed during the past decade and new applications and implications of object oriented programming are constantly being discovered This book can only try to explain the nature of object oriented programming in as much detail as possible It should serve three purposes First it is intended as an introduction to the basic concepts of object oriented programming Second the book describes the concept of prototypes and explains why and how they can improve the way in which object oriented programs are developed Third it introduces the programming language Omega an object oriented language that was designed with easy safe and efficient software development in mind **Object-oriented and Classical Software Engineering** Stephen R. Schach, 2011

Object-Oriented and Classical Software Engineering Stephen Schach, 2010 Building on seven strong editions the eighth edition maintains the organization and approach for which Object Oriented and Classical Software Engineering is known while making significant improvements and additions to content as well as problems and projects The revisions for the eighth edition make the text easier to use in a one semester course Integrating case studies to show the object oriented approach to software engineering Object Oriented and Classical Software Engineering 8 e presents an excellent introduction to software engineering fundamentals covering both traditional and object oriented **Classical and Object-oriented Software Engineering with UML and C++** Stephen R. Schach, 1999 The Universal Modeling Language UML has become an industry

standard in software engineering In this text it is used for object oriented analysis and design as well as when diagrams depict objects and their interrelationships

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author full co-operation in telling ...