

<b>Chapter 1: Getting Started</b>
You will learn: <ul style="list-style-type: none"><li>• Terminology.</li><li>• Features and benefits of C++.</li><li>• Definition of class.</li></ul>
<b>Chapter 2: Lexical Conventions</b>
You will learn: <ul style="list-style-type: none"><li>• I/O streams.</li><li>• Default function arguments.</li><li>• Scope of a function.</li><li>• Function overloading.</li><li>• Use of aliases.</li><li>• Function parameters references.</li><li>• String arrays.</li></ul>
<b>Chapter 3: Language Elements</b>
You will learn: <ul style="list-style-type: none"><li>• Declaring variables.</li><li>• Working with constants.</li><li>• To use a reference for simplifying code.</li><li>• Scope and lifetime of variables.</li><li>• Fundamental data types.</li><li>• Expressions and statements.</li><li>• Command format.</li></ul>
<b>Chapter 4: I/O Streams and Functions</b>
You will learn: <ul style="list-style-type: none"><li>• Console I/O using streams.</li><li>• Coding functions.</li><li>• How to use prototypes.</li><li>• Specifying default arguments.</li><li>• Working with in-line functions.</li><li>• Function overloading.</li></ul>

**Chapter 5: OOPs Programming**

You will learn:

- Concept of Object Oriented Programming (OOP).
- Reuse code by composition.
- Concept of base and derived classes.
- Scope resolution.

**Chapter 6: Constructor/Destructor**

You will learn:

- Class member visibility.
- Access mechanism.
- Pushing an object onto the stack.
- Popping an object off the stack.
- Constructor and destructor functions.
- Access functions and public data members.
- Using member objects.
- Polymorphism.
- Dynamic binding.

**Chapter 7: Overloading & Scope**

You will learn:

- Use of protected members.
- Operator overloading.
- Use of public, private, and protected keywords.
- Concept of derived class.
- Inline member functions.
- To supply default arguments.
- Pointers to functions and classes.
- Virtual functions.
- Function and operator overloading.
- To use header and source files.

**Chapter 8: Storage Class Specifiers**

You will learn:

- Storage class specifiers.
- New and delete operators.
- Free store and built-in types.
- Assignment operators.
- Use of this Pointer.
- Static members and member functions.
- Use of friend keyword.
- Use of arrays of class objects.
- Concept of virtual functions.

**Chapter 9: Stream I/O**

You will learn:

- Common stream I/O functions.
- C++ stream errors.
- Use of ios::operator void\*() and ios::operator!.
- ios format control member functions.
- cout formatting.
- C++ stream manipulation.
- File I/O.