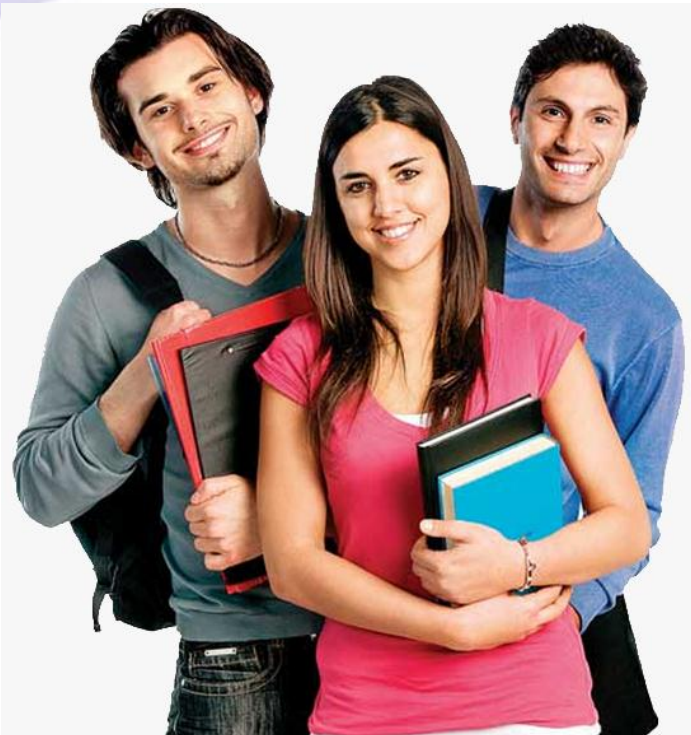
C, C++

MISSION TO TRAIN THE STUDENT WELL ESTABLISHED SOCIETY WITH A POOL OF HUMAN TALENTS TO FULLFILL THE REQUIREMENTS COMPANY/NATION WITH SYSTEMATICS APPROACH!

Agastya Solutions
A journey to excellence

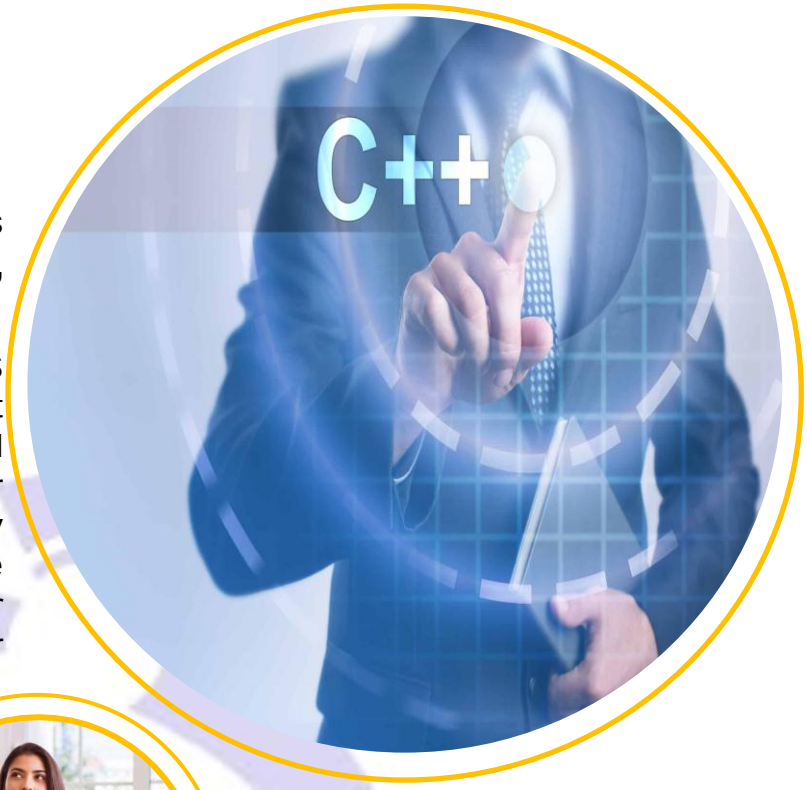


ABOUT

C, C++ AGASTYAS SOLUTIONS

AGASTYAS SOLUTIONS is provides a well-known professional's **C, C++** training.

C, C++ Course offered at AGASTYAS SOLUTIONS are devised with best practices recommended by Google and other leading search engines. Our strategies are developed with many years of experience. We are passionate about **C, C++** and that's why our strategies WORK! We are sure our sound knowledge and effective **C, C++** principles will turn you into an **C, C++** Professional.



Agastya Solutions
A journey to excellence

OUR MOTO!

TO TRAIN AND MAKE EVERYSTUDENT AN OUTSTANDING **C, C++** PROFESSIONALS.

OUR STUDENTS WORKS AT

accenture
High performance. Delivered.

HCL

CHENNAISUNDAY
Build Success Through Right People

ALTROSYS

TCS TATA CONSULTANCY SERVICES

Capgemini

Infosys®
Navigate your next

AGASTYA SOLUTIONS
A journey to excellence

netlink

ADVENCED AND EXPERT C, C++

- **SUPPORT & GUIDANCE FOR GOOGLE & OTHER INDUSTRY CERTIFICATIONS.**
- **CASE STUDIES & REAL TIME PROJECTS/ TRAINING**

DURATIONS

45 – 75 Hours.

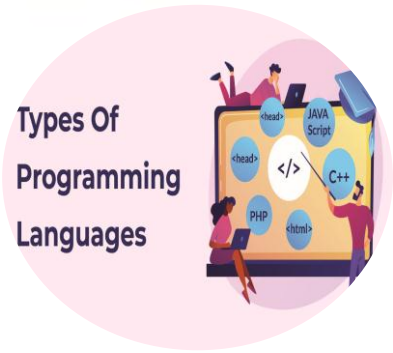
Agastya Solutions
A journey to excellence

INTRODUCTION OF PROGRAMMING LANGUAGES

- TYPES OF LANGUAGES
- EVOLUTION OF 'C' LANGUAGE
- STRUCTURE OF A ‘C’ PROGRAM
- ‘C’ PROGRAM DEVELOPMENT LIFE CYCLE
- EXECUTING AND DEBUGGING A ‘C’ PROGRAM

‘C’ TOKENS

- KEYWORDS AND IDENTIFIERS
- OPERATORS
- CONSTANTS
- VARIABLES
- DATA TYPES
- PRECEDENCE OF OPERATORS
- SCOPE AND LIFETIME OF VARIABLES



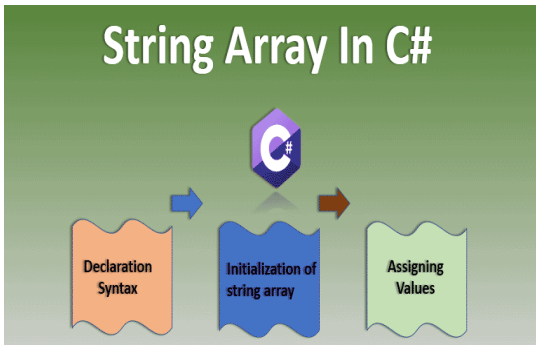
CONTROL STATEMENT AND EXPRESSIONS

- DECISION MAKING USING IF STATEMENT
- TYPES OF IF ...ELSE BLOCK
- SWITCH CASE BLOCK
- ARITHMETIC EXPRESSIONS
- EVALUATION OF EXPRESSIONS
- GOTO STATEMENT

LOOPING

- CONCEPT OF LOOP
- FOR LOOP
- WHILE LOOP
- DO WHILE LOOP
- JUMPING IN LOOP
- BREAK AND CONTINUE STATEMENT

ARRAYS AND STRING



- INTRODUCTION OF ARRAY
- ONE - D ARRAY
- TWO - D ARRAY
- MULTIDIMENSIONAL ARRAY
- DYNAMIC ARRAYS
- IMPLEMENTING STRING VARIABLES
- STRING HANDLING FUNCTIONS

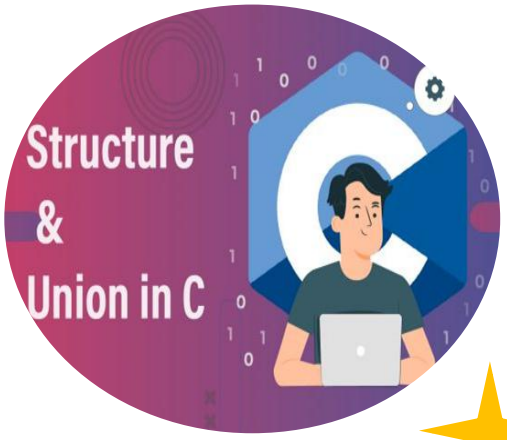
FUNCTIONS

- CONCEPT OF FUNCTION
- USER DEFINED FUNCTION
- SYSTEM DEFINED FUNCTION
- TYPES OF PARAMETER PASSING IN FUNCTION

POINTERS

- NEED OF POINTERS
- TYPES OF POINTERS
- POINTER EXPRESSION

AGASTYA SOLUTIONS
A journey to excellence



- ARRAYS OF POINTERS
- POINTERS AND FUNCTIONS

STRUCTURE AND UNIONS

- NEED OF STRUCTURE
- IMPLEMENTING STRUCTURE VARIABLE
- ARRAYS OF STRUCTURE
- STRUCTURE WITHIN STRUCTURE
- INTRODUCTION OF UNIONS
- DIFFERENCE BETWEEN STRUCTURE AND UNIONS

FILE HANDLING USING 'C'

- OPENING AND CLOSING FILE
- INPUT / OUTPUT OPERATIONS ON FILE
- RANDOM ACCESS TO FILES
- COMMAND LINE ARGUMENTS

DYNAMIC MEMORY ALLOCATION

- CONCEPT OF DYNAMIC ALLOCATION
- IMPLEMENTING MALLOC AND CALLOC FUNCTIONS
- RELEASING THE FREE SPACE

STORAGE CLASSES AND PRE-PROCESSOR

- INTRODUCTION OF STORAGE CLASS
- TYPES OF STORAGE CLASSES
- INTRODUCTION OF PRE-PROCESSOR
- MACRO SUBSTITUTION
- FILE INCLUSION

PROGRAMMING IN 'C++'

INTRODUCTION TO OBJECT ORIENTED PROGRAMMING

- CONCEPT OF OOP
- FEATURES OF OOP
- INTRODUCTION OF ‘C++’
- STRUCTURE OF ‘C++’ PROGRAM
- EXECUTING AND DEBUGGING A ‘C++’ PROGRAM

‘C++’ TOKENS AND TYPE CASTING

- KEYWORDS AND IDENTIFIERS
- OPERATORS
- CONSTANTS
- VARIABLES
- DATA TYPES
- PRECEDENCE OF OPERATORS
- SCOPE AND LIFETIME OF VARIABLES

CLASSES & OBJECTS

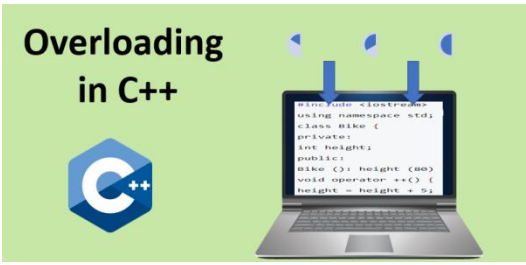
- CLASSES & OBJECT SPECIFIER

- DEFINING DATA MEMBERS AND MEMBER FUNCTIONS
- ARRAY OF OBJECTS
- MANAGING CONSOLE I/O
- ‘C++’ STREAM CLASSES
- FORMATTED AND UNFORMATTED CONSOLE I/O
- USAGE OF MANIPULATORS

FUNCTION IN ‘C++’

- CALL BY REFERENCE, RETURN BY REFERENCE
- FUNCTION OVERLOADING AND DEFAULT ARGUMENTS
- INLINE FUNCTION
- STATIC CLASS MEMBERS
- FRIEND FUNCTIONS
- VIRTUAL FUNCTIONS

CONSTRUCTORS AND DESTRUCTOR



- CONCEPT OF CONSTRUCTOR
- TYPES OF CONSTRUCTORS
- MEMORY ALLOCATION (NEW AND DELETE)
- USAGE OF DESTRUCTOR

OPERATOR OVERLOADING

- OVERLOADING UNARY AND BINARY OPERATORS
- OVERLOADING USING FRIEND FUNCTION

INHERITANCE

- TYPES OF INHERITANCE
- VIRTUAL BASE CLASSES AND ABSTRACT BASE CLASSES
- CONSTRUCTOR AND DESTRUCTOR IN DERIVED CLASS

WORKING WITH FILES

- FILE OPERATIONS

- FILE POINTER AND THEIR MANIPULATION
- FILE UPDATION WITH RANDOM ACCESS

EXCEPTION HANDLING

- VARIOUS EXCEPTION HANDLING CLASSES
- IMPLEMENTING TRY AND CATCH BLOCK
- USE OF THROW KEYWORD

GETTING A HIGH PAYING JOB OR SETTING UP YOUR BUSINESS

BEST WISHES FOR YOUR GREAT ENDEAVORS & FUTURE!

THANK YOU!

Agastya Solutions
A journey to excellence