IT602  Object Oriented Programming

Phase 1 - 11/1 to 26/2
OOP basic concepts, introduction to classes in C++, Object lifetime in C++, Callback functions, Templates, STL Containers, STL Algorithms

Phase 2 - 7/3 to 28/3
Details of Abstraction, Encapsulation, Inheritance and Polymorphism. Implementing these in modern C++

Phase 3 - 1/4 to 26/4
C++ Smart Pointers, Practical application design using OOP