S. No.	Unit Name	Chapters	References	Weeks
1.	Unit 1 Introduction to C++	1 (upto page no 22)	[2]	. 1
		2	[1]	
2.	Unit 2 Data types and Expressions	2	[2]	2 - 4
3.	Unit 3 Control Constructs in C++	3	[2]	5 – 8
4.	Unit 4 Arrays, Pointers and User Defined Functions	5 (162 – 171, 176 – 178, 182 – 186, 188 – 193, 195 – 199, 206 – 207), 7 (upto page no 276), 10 (upto page no 438)	[2]	9 - 10
5.	Unit 5 Classes and Objects	6 (upto page no 243)	[2]	11 – 15
		8 (8.1 - 8.7)	[1]	

B.A (Prog) with Computer Science as Major/Minor DSC01: Introduction to Programming using C++

Essential Readings

- 1. E. Balaguruswamy, Object Oriented Programming with C++, 7th edition, McGraw Hill Education, 2017.
- 2. Robert Lafore, Object Oriented Programming in C++, 4th edition, SAMS Publishing, 2016.

Practical List

- 1. Write a program to find the largest of n natural numbers.
- 2. Write a program to find whether a given number is prime or not.
- 3. Write a program that takes a positive integer n and the produce n lines of output as shown:
 - * * * * * * * * *

(sample output for n = 4)

- 4. Write a menu driven program for following:
 - a. to check whether a given number is odd or even.
 - b. display a Fibonacci series
 - c. compute factorial of a number
- 5. Write a program to accept a number, reverse it and print the sum of its digits.
- 6. Write a program using functions to print the series and its sum:

 $1 + 1/2! + 1/3! + \ldots + 1/n!$

- 7. Write a program to perform the following operations on an input string
 - a. Print length of the string
 - b. Find frequency of a character in the string
 - c. Print whether characters are in uppercase or lowercase
 - d. to check whether a given string is palindrome or not
- 8. Write a program that will prompt the user for a list of 5 prices. Compute the average of the prices and find out all the prices that are higher than the calculated average.
- 9. Design a class named Vehicle, having registration number and year as its private members. Define a suitable constructor and a method to print the details of a vehicle. Write a C++ program to test the above class.
- 10. Inherit a class Car from the Vehicle class defined above. Add model to the Car class. Define a suitable constructor and a method to print the details of a car. Write a C++ program to test inheritance of this class.