

**Object Oriented
Programming
in C++**

UC1060



UNIX® SYSTEM CURRICULUM AT A GLANCE

IF YOU ARE A:	FUNDAMENTAL	INTERMEDIATE	ADVANCED	
APPLICATIONS PROGRAMMER OR SYSTEMS PROGRAMMER	<ul style="list-style-type: none">• C For Programmers UC1001 5 days	<ul style="list-style-type: none">• Release 3 UNIX System Calls and Libraries UC1011 5 days	<ul style="list-style-type: none">• UNIX System V Release 3 Internals UC1042 5 days	<ul style="list-style-type: none">• Streams, Character and Block Device Driver Development UC1041 3 days
	<ul style="list-style-type: none">• C For New Programmers UC1633 10 days	<ul style="list-style-type: none">• Migrating to UNIX System V Release 4 UC1084 2 days• Internal UNIX System Calls and Libraries — Part I UC1058 5 days• Internal UNIX System Calls and Libraries — Part II UC1059 3.5 days• Data Structures and Algorithms in the C Language UC1038 3 days• Introduction to Language Processing Using LEX and YACC UC1030 3 days• Object-Oriented Programming in C++ UC1060 5 days• Programming X Window System* Applications UC1085 5 days• Programming the X Window System With OPEN LOOK® API UC1095 5 days	<ul style="list-style-type: none">• UNIX System V Release 4 Internals UC1057 5 days• Object-Oriented Design for C++ UC1061 3 days	<ul style="list-style-type: none">• UNIX System V Release 4 Device Drivers UC1056 5 days

To enroll or to ask your questions about our services, call 1 800 TRAINER, OPTION 1.

Object-Oriented Programming in C++ version 3.0.2

Unit 1	Introduction
Unit 2	Classes and Member Functions
Unit 3	Overloaded Functions
Unit 4	Friend Functions
Unit 5	Overloaded Operators
Unit 6	References
Unit 7	Constants
Unit 8	Data Encapsulation
Appendix 8A	Class-type Members
Unit 9	Type Casting
Unit 10	Static Members
Unit 11	Storage Management
Unit 12	Inheritance
Unit 13	Dynamic Binding
Unit 14	IO Streams
Unit 15	Kinds of Hierarchies
Unit 16	Derived Class Access
Unit 17	Multiple Inheritance
Unit 18	Virtual Base Classes
19	<i>Templates</i>
Appendix A	Alternate Introduction
Appendix B	Supplemental Materials

