

Cs902	1. Input/output instruction. 2. Variables. Types. 3. Arithmetic expressions. 4. Accumulations. 5. Conditional Statements. If..else. 6. Boolean Expressions and operators such as And, or 7. Select Case Statement. 8. Nested IF else. 9. Nested Select Case. 10. Loops. 11. For loops. 12. While loops. 13. Do loops 14. Nested loops. 15. Functions. 16. Passing Argument to functions by value. 17. Passing arguments to functions by reference. 18. Arrays. 19. Searching Arrays. 20. Updating arrays.
Cs939 (C ++)	1. Creating Projects using Visual Studio. 2. Compilation to create .exe files. 3. Input/output instructinos. 4. Data Types and the memory reserved for each data type. 5. Floating point operations. Type casting from one to another type. 6. The cin Object 7. 3.2 Mathematical Expressions 8. 3.3 Data Type Conversion and Type Casting 9. 3.4 Overflow and Underflow 10. 3.5 Named Constants 11. 3.6 Multiple and Combined Assignment 12. 3.7 Formatting Output 13. 3.8 Working with Characters and Strings 3.9 Using C-Strings 14. 3.10 More Mathematical Library Functions 15. Difference between C-Strings and String class. 16. How the strings are stored in memory. 17. Formatting output. 18. Conditional Statements 19. If conditions. 20. If else. 21. Switch statements. 22. Looping 23. For loops, while loops, do loops. 24. Scope of variables inside the loops. 25. Breakding out of the loops. 26. Storing data in the text file. 27. Functions. 28. Passing data by reference and by value.

	29. Returning data from the functions. 30. Function prototypes. 31. Local variables. 32. Introduction into classes. 33. Detailed explanation about primitive data types and classes and objects. 34. Creating and using objects. 35. Member functions for classes. 36. Constructors. 37. Destructors. 38. Private member functions 39. Passing objects to functions. 40. Object composition. 41. Structures. 42. Arrays: 43. Two dimensional arrays. 44. Passing arrays to functions. 45. Vectors 46. Array of Objects. 47. Searching and sorting. 48. Sorting array of objects. 49. Searching Array of objects. 50. Pointers: 51. Pointers and Address operators. 52. Pointer variables. 53. Relationship between pointers and arrays. 54. Pointers and the Address Operator 55. The Relationship Between Arrays 56. and Pointers 57. Pointer Arithmetic 58. Initializing Pointers 59. Comparing Pointers 60. Pointers as Function Parameters 61. Pointers to Constants and Constant 62. Pointers 63. Pointers and the Address Operator 64. Pointer Variables 65. The Relationship Between Arrays 66. and Pointers 67. Pointer Arithmetic 68. Initializing Pointers 69. Comparing Pointers 70. Pointers as Function Parameters 71. Pointers to Constants and Constant 72. Pointers 73. MORE ABOUT CLASSES: 74. The this Pointer and Constant 75. Member Functions
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Cs990	1. Installing elipse/netbeans. 2. Creating projects for java and running them. 3. Brief tour of IDE. 4. Data types in Java. 5. Difference between Variable and the object the variable points to. 6. Basic input/output. 7. Java string class. 8. Conditional statements. 9. Comparing string objects. 10. Parsing text to numbers. 11. Loops 12. Introduction to file input/output. 13. Passing variables by reference/ by value. Passing objects by reference. Difference between passing primitive data types and objects to functions. 14. Classes: 15. Classes and Objects 16. Instance Fields and Methods 17. Constructors 18. Overloading Methods and 19. Constructors 20. Scope of Instance Fields 21. Packages and import Statements 22. GUI 23. Introduction 24. Creating Windows

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