



## C++ Program Design

<b>Author :</b>	G. S. Baluja
<b>ISBN 13 :</b>	978-81-87522-12-6
<b>ISBN 10 :</b>	81-87522-12-7
<b>E-ISBN 13 :</b>	978-81-87522-12-6
<b>Edition :</b>	2
<b>Pages :</b>	704
<b>Type of book :</b>	Paperback
<b>Weight (g) :</b>	763.00
<b>Year :</b>	2015
<b>Language :</b>	English
<b>Publisher :</b>	Khanna Publishing House
<b>M.R.P :</b>	Rs 295.00
<b>Categories :</b>	<a href="#">Computer Science Engineering</a>
<b>Condition Type :</b>	New
<b>Country Origin :</b>	India

### Product Description

This book is a unique book valuable for beginners, intermediate and advance users. It is written with several goals in mind. It is designed to provide all the essential information you'll need to learn and master C++. It presents the basic to advance features of C++ in the context of procedural, genetic and object oriented programming. It contains a rich collection of examples, solved problems and exercises drawn from many fields to provide the reader with a chance to solve interesting real world problems. The plus point of this book is, its detail coverage of all the major features of C++ including new additions like standard template library, exception handling, graphic and data structures. With this one book you can master the language in quick time.



**Khanna Publishing House**

4C/4344, Ansari Road, Daryaganj, New Delhi-110002

Email: [contact@khannabooks.com](mailto:contact@khannabooks.com) | Tel: 011-2324 44 47 - 48 | Mobile: + +91-99109 09320

---

## Table of Contents

---

**Chapter 1:** Introduction to Computer Languages and C++ Programming. **Chapter 2:** Fundamentals of C++.  
**Chapter 3:** Input and Output. **Chapter 4:** Control Structures. **Chapter 5:** Functions. **Chapter 6:** Array. **Chapter 7:** Pointers. **Chapter 8:** Structures and Unions. **Chapter 9:** Object Oriented Programming- Part I. **Chapter 10:** Object Oriented Programming- Part II. **Chapter 11:** Inheritance. **Chapter 12:** Virtual Functions and Polymorphism. **Chapter 13:** Function and Operator Overloading. **Chapter 14:** Templates and Exception Handling. **Chapter 15:** File Handling. **Chapter 16:** Graphics In C++. **Chapter 17:** Data Structure in C++.

---

## Author

---

**G. S. Baluja** Gurvinder Singh Baluja: Mr. Gurvinder Singh is a teacher, trainer and consultant in the field of information technology. He holds a B.E. in Computer Science and Engineering. Currently the acting H.O.D. of GTBPI Vasant Vihar, New Delhi, and he is doing M. Tech (Part Time) in Computer Application from I.I.T. Delhi, already an author of the book "C++ program Design".

---

