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Learning Style: On Demand

Technology:

Difficulty: Intermediate

Course Duration: 4 Hours

C++ 11: Intermediate



About this course:

If you want to learn C++ to advance your skills, gain the ability to program games, and create your own software, you might love this course! You can go from beginner to advanced with C++ using this course because it has 9+ hours of video that might motivate you to keep learning and programming in C++!

If you have no previous knowledge or experience in C++, you will like that the course begins with C++ basics. If you have learned about C++ already in another course and want to improve what you already know, the course has hours of different topics in C++ with one topic per section.

The average salary for C++ Developer is \$70,641 per year.

Course Objectives:

- Classes and Structs Part 1
- Enums Part 1
- Unions Part 1
- Typedefs Part 1
- Introduction to Pointers Part 1
- Pointers and Array Indexing Part 1
- · Using Const with Pointers Part 1
- Pointers to String Literals Part 1
- References Part 1
- Smart Pointers Part 1

Audience:

- Complete beginners who wish to learn C++
- No previous programming knowledge is needed

Prerequisite:

Basic Computer skills will be sufficient

Course Outline:

Chapter 01 - Data Structures and Pointers

- Topic A: Classes and Structs Part 1
- Classes and Structs Part 2
- · Classes and Structs Part 3
- Topic B: Enums Part 1
- Enums Part 2
- Enums Part 3
- Topic C: Unions Part 1
- Unions Part 2
- Unions Part 3
- Topic D: Typedefs Part 1
- Typedefs Part 2
- Typedefs Part 3
- Topic E: Introduction to Pointers Part 1
- Introduction to Pointers Part 2
- Introduction to Pointers Part 3
- Topic F: Pointers and Array Indexing Part 1

- Pointers and Array Indexing Part 2
- Pointers and Array Indexing Part 3
- Topic G: Using Const with Pointers Part 1
- Using Const with Pointers Part 2
- Using Const with Pointers Part 3
- Topic H: Pointers to String Literals Part 1
- Pointers to String Literals Part 2
- Pointers to String Literals Part 3
- Topic I: References Part 1
- References Part 2
- References Part 3
- Topic J: Smart Pointers Part 1
- Smart Pointers Part 2
- Smart Pointers Part 3

Chapter 02 - Arrays and Strings

- Topic A: Arrays Part 1
- Arrays Part 2
- Arrays Part 3
- Topic B: Standard Library Strings Part 1
- Standard Library Strings Part 2
- Standard Library Strings Part 3
- Topic C: More Standard Library Strings Part 1
- More Standard Library Strings Part 2
- More Standard Library Strings Part 3
- Topic D: Functions Part 1
- Functions Part 2
- Functions Part 3
- Topic E: More Functions Part 1
- More Functions Part 2
- More Functions Part 3
- Topic F: Function Pointers Part 1
- Function Pointers Part 2
- Function Pointers Part 3
- Topic G: Control Statements Part 1
- Control Statements Part 2
- Control Statements Part 3