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| **Sl. No** | **Syllabus** | **Curriculum** | **Deployment Strategy and**  **Tool** | **Cross-cutting issues**  **integrated** | **PO, PSO and CO** | **Attainment Verification** |
| 1. | Object Oriented Programming With C++ | * Students can apply OOPs in user interface design such as windows, menu. Real Time Systems. Simulation and Modeling. * Object Oriented Development (OOD) has been touted as the next great advance in software engineering. It promises to reduce development time, reduce the time and resources required to maintain existing applications, increase code reuse, and provide a competitive advantage to organizations that use it. * Faster development of code is done as we develop classes parallel instead of sequentially. OOP provides greater security due to data abstraction. The outside world cannot access the hidden data | 1. Chalk and   Talk method   1. PPT | * Business   Ethics   * Human   values | PO1:Engineering Knowledge  PO2:Problem Analysis |  |
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|  |  | PSO1:Professional Skills  PSO2:Problem Solving Skill |
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|  |  | CO1:Apply the fundamental knowledge of Object Oriented Programming to solve computing problems using C++.  CO2:Design and develop C++ programs using concepts of inheritance and virtual functions.  Co3:Illustrate basic input output operations in C++ using streams and files.  CO4:Demonstrate exception handling to solve anomalous conditions that require special processing. |
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