

BCA-4-03P: Object Oriented Programming Lab

Total Marks: 50
External Marks: 35
Internal Marks: 15
Credits: 2
Pass Percentage: 40%

Course: Object Oriented Programming Lab	
Course Code: BCA-4-03P	
Course Outcomes (COs) After the completion of this course, the students will be able to:	
CO1	Develop the ability to apply OOP fundamentals in creating well-structured and readable code.
CO2	Develop Programs for file handling.
CO3	Develop Programs for Operator Overloading.
CO4	Gain practical experience in implementing OOP concepts such as classes, objects, inheritance, and polymorphism in programming assignments.
CO4	Gain proficiency in using programming languages that support OOP to develop applications and solve real-world problems.

Detailed List of Programs:

Programme No.	Name of Program
P1	Create a class with attributes and methods, and then create objects of that class to demonstrate basic OOP principles.
P2	Create a base class and one or more derived classes to demonstrate inheritance and the use of base class members in derived classes.
P3	Create a base class with a virtual function, override the function in a derived class, and demonstrate runtime polymorphism by calling the function through base class pointers.
P4	Create a class with private data members and public member functions to demonstrate encapsulation and data hiding.
P5	Create a class with a constructor and destructor to demonstrate object initialization and cleanup.
P6	Overload arithmetic or comparison operators for a class to demonstrate operator overloading.

P7	Create a class with multiple functions of the same name but different parameters to demonstrate function overloading.
P8	Create an abstract class with one or more pure virtual functions to demonstrate abstract classes and interfaces.
P9	Create a program that allows the user to add, delete, modify, and display student records. Use file handling to store and retrieve student data.

Students/Learners can implement Object Oriented Programming (OOP) concepts using any language like C++ or Java or Python