

1. ADT – Stack, Queue
2. Nesting of member functions
3. Function Overloading, Friend functions, Forward reference
4. Constructors, Destructors and Constructor Overloading
5. Operator Overloading – binary and unary operators as friend and member functions
6. Unary operator - Prefix and Postfix form
7. Overloading of subscripting operator, function call operator, Comma and indirection operator
8. Inheritance and its forms
9. Runtime Polymorphism – Virtual functions
10. Function templates
11. Class templates
12. Exception Handling