C++ Language – Object Oriented Programming

Course code: CPP_OOP

The course is intended for people who are switching from C to C++ or simply want to start designing and implementing objects in C++. The demonstrated techniques are strictly platform-neutral and can be used in Windows, Unix, Linux etc.

Affiliate	Duration	Course price	ITB
Praha	5	25 500 Kč	50
Brno	5	25 500 Kč	50
Bratislava	5	1 020 €	50

The prices are without VAT.

Course terms

Date	Duration	Course price	Type	Course language	Location
23.11.2026	5	25 500 Kč	Presence	CZ/SK	GOPAS Brno
14.12.2026	5	25 500 Kč	Presence	CZ/SK	GOPAS Praha
18.01.2027	5	25 500 Kč	Online	CZ/SK	Online
18.01.2027	5	1 020 €	Online	CZ/SK	Online
15.02.2027	5	25 500 Kč	Presence	CZ/SK	GOPAS Brno
08.03.2027	5	1 020 €	Presence	CZ/SK	GOPAS Bratislava
12.04.2027	5	25 500 Kč	Presence	CZ/SK	GOPAS Praha
21.06.2027	5	1 020 €	Presence	CZ/SK	GOPAS Bratislava
12.07.2027	5	25 500 Kč	Online	CZ/SK	Online
12.07.2027	5	1 020 €	Online	CZ/SK	Online
23.08.2027	5	25 500 Kč	Presence	CZ/SK	GOPAS Praha
06.09.2027	5	25 500 Kč	Presence	CZ/SK	GOPAS Brno
25.10.2027	5	1 020 €	Presence	CZ/SK	GOPAS Bratislava
29.11.2027	5	25 500 Kč	Online	CZ/SK	Online
29.11.2027	5	1 020 €	Online	CZ/SK	Online
13.12.2027	5	25 500 Kč	Presence	CZ/SK	GOPAS Praha

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Who is the course for

The course is intended for programmers, testers and project leaders who want to learn about designing and implementing objects in C++.

What we teach you

Definition of an object in C++

Object attributes and methods

Access rights to attributes and methods

Constructors, implicit constructors, copy constructors

Destructors

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Inheritance

Virtual functions, destructors

New and Delete operators

Static attributes and methods

Required skills

Skills corresponding to the C and C++ programming languages course (MSCPP1)

Course Outline

Introduction to Object Oriented Programming
- Objects and Classes
- Encaptulation of objects
- Class Inheritance
- Using polymorphism

Object oriented programming
- Class keyword
- Defining attributes
- Naming Conventions
- Defining scope
- Defining Methods
- Defining Methods overriding
- New and Delete operators
- Constructors and destructors
- Deep and shallow copy of object

Inheritance in C++
- Introducing to Inheritance in C++
- Samples of objects hierarchies
- Protected keyword
- Using constructor for parent object
- Using methods and attributes of parent object
- Inheritance versus aggregation

Polymorphism in C++
- Virtual methods
- Polymorphic containers
- Virtual destructors
- Abstract classes and methods
- Static attributes and methods
- Overriding operators
- Explicit constructors
- Errors and Events

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