

FULL CURRICULUM • 2026

C++

Learn the language behind games, systems and speed.

Every module, every lesson — the complete syllabus, end to end.

12

MODULES

53

LESSONS

4

MONTHS

₹9,200

FULL PROGRAMME

What this course covers

1

Level 1 • Beginner

Getting Started • BASICS • Loops & Basic Data Structures

1 month • 4 modules • 16 lessons • ₹2,200

2

Level 2 • Intermediate

Functions • OOPs & Encapsulation • Polymorphism

1 month • 3 modules • 11 lessons • ₹3,000

3

Level 3 • Advanced

Inheritance • Abstraction • Exception Handling

2 months • 5 modules • 26 lessons • ₹4,000

The whole journey

This is the complete syllabus for C++ — 12 modules and 53 lessons, in the order you will learn them. The level markers show how far each stage carries you, but the curriculum runs as one continuous path from the first lesson to the last.

1

LEVEL 1

Beginner

Getting Started · BASICS · Loops & Basic Data Structures

1 month · 4 modules · 16 lessons · ₹2,200



1. Getting Started

2 lessons

- Introduction
- Setting up Visual Studio Code



2. BASICS

6 lessons

- Introduction & Skeleton
- Compound Operators, Expressions & Comments
- Input/output, Variables & Data types
- Conditionals, If Else & Switch Case
- Arithmetic Operators & Precedence
- Assignment 1



3. Loops & Basic Data Structures

5 lessons

- Loops - While loops
- Pointers
- Loops - DoWhile & For loops
- Assignment 2
- Arrays



4. Strings

3 lessons

- Strings using Char Array
- Assignment 3
- Strings using string Class

2

LEVEL 2

Intermediate

Functions · OOPs & Encapsulation · Polymorphism

1 month · 3 modules · 11 lessons · ₹3,000



5. Functions

3 lessons

- Functions in C++ [1]
- Assignment 4
- Functions in C++ [2]

6. OOPs & Encapsulation

4 lessons

- Structures in C++
- OOPs Basics
- Class & Objects
- Assignment 5

7. Polymorphism

4 lessons

- Constructors & Fn Overloading
- Class Functions
- Operator Overloading
- Assignment 6

3

LEVEL 3

Advanced

Inheritance · Abstraction · Exception Handling

2 months · 5 modules · 26 lessons · ₹4,000

8. Inheritance

6 lessons

- Inheritance - Introduction
- Inheritance - Access Specifiers
- Inheritance & Constructors
- Types of Inheritance
- Inheritance - Pointers & Fn Overriding
- Assignment 7

9. Abstraction

8 lessons

- Virtual Fns & Runtime Polymorphism
- Abstract Classes & Interface
- Friend Fn & Classes
- Static Data Members
- Static Fns
- Nested or Inner Classes
- Destructors in C++
- Assignment 8

10. Exception Handling

4 lessons

- Exception Handling - Introduction
- Exception Handling - Syntax & Use
- Exception Handling - Nested try, Multiple Catch
- Assignment 9

11. Streams - File Input/Output in C++

3 lessons

- Streams - Introduction
- Streams - Syntax (Using in programs)
- Assignment 10

12. STL - Standard Template Library

5 lessons

- Template Fns & Classes
- STL - Why do we need STL?
- STL - Introduction
- STL - Using in Programs
- Assignment 11

Certificates & what comes next

You receive a certificate at the end of every level you finish. Join for a single level or the full programme — the choice is yours. Learners who stand out may be invited to work on live client projects as interns; these places are merit-based, limited, and depend on projects being available.