



# MASTER YOUR DIGITAL SKILLS

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## Introduction to Object Orientation using C++

Cloud & Software / Programming

*Andreas Grondoudis, PhD*



Co-funded by  
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# COURSE OVERVIEW

The course builds on existing C++ knowledge and will show you how to model anything from the real world using object orientation and create programmatic structures to use in solutions. We will discuss classes and use instance objects; talk about code reusability and the concepts of inheritance and polymorphism. Participants will acquire a modern skill-set to enable them to model any problem.



## OUR GOALS

1. Introduce object-orientation concepts like classes and objects and use them in problem solving
2. Learn a structured way of how to model anything and create our own data type to describe real-world entities and/or concepts.
3. Demonstrate inheritance and use software reusability to create class hierarchies.
4. Utilize hierarchies of classes and the concept of polymorphism to economize in code.

# COURSE DESCRIPTION

The course uses the C++ programming language to introduce object oriented concepts and teach you how to create your own classes (data type) to model any real-world entity or concept and be able to use them in programmatic solutions.

- **Basics of object-orientation**
- **Creating classes (data attributes; get and set methods; constructors & other methods)**
- **Using classes; static and constant class members; class composition**
- **Inheritance, class hierarchies**
- **Polymorphism and dynamic binding**

# COURSE INFO

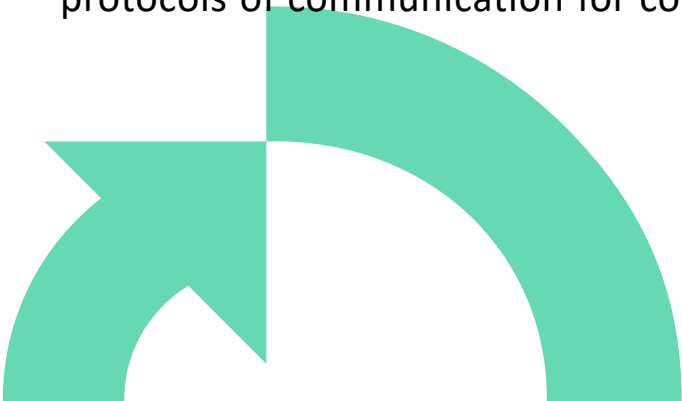
<b>Location</b>	<b>Online (Asynchronous)</b>
<b>Date</b>	<b>16<sup>th</sup> December, 2024</b>
<b>Time</b>	<b>N/A</b>
<b>Duration</b>	<b>2 x 2-hours sessions</b>
<b>Cost</b>	<b>This course is fully funded under the EU project Level Up</b>



## Andreas Grondoudis, PhD

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Andreas is an Assistant Professor of Computer Science at the Department of Computer Science and Engineering of the European University Cyprus. His primary teaching responsibilities include programming, object-oriented programming and technical writing. His research interests include programming; computer networks; protocols of communication systems; education; engineering education. Before coming to Cyprus he worked as a senior software developer in Sheffield, United Kingdom. His PhD work focused on a typical methodology called X-Machines and their usage for the specification, verification and testing of protocols of communication for computer networks.



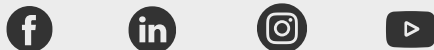
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This document was produced in the course of the Level Up project, which received funding from the Digital Europe Programme (DIGITAL) of the European Union under Grant Agreement no 101100679.

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