

# ECE 2620: C++, Algorithms & Data Struct

C++ classes, access rules, inheritance, friends, abstract classes, templates, passing parameters by value, by reference, polymorphism in functions and operators, static and dynamic binding, searching, sorting; pointer implementation of lists, stacks, queues, trees, analysis of algorithms; P, NP, Undecidable problems.

**Credits:** 4

**Prerequisites:**

ECE 1620

ECE 1620

**Program:** [Electrical and Computer Engineering](#)