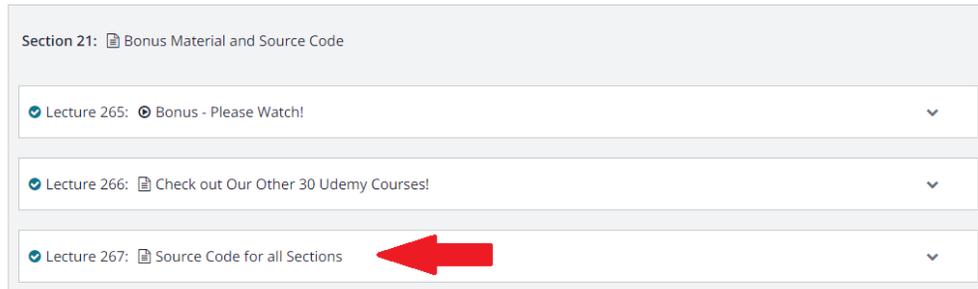


Beginning C++ Programming

Where is the Source Code?

The source code for this course is located in **the last section of the course**.



There is a ZIP file provided for each section of the course.

Below are links to all the source code in this course. You can download project source code for each section in the course individually.

[Source codes - Section 4 - Getting Started](#)

[Source codes - Section 5 - Structure of a C++ Program](#)

[Source codes - Section 6 - Variables and Constants](#)

[Source codes - Section 7 - Arrays and Vectors](#)

[Source codes - Section 8 - Statements and Operators](#)

[Source codes - Section 9 - Controlling Program Flow](#)

[Source codes - Section 10 - Characters and Strings](#)

[Source codes - Section 11 - Functions](#)

[Source codes - Section 12 - Pointers and References](#)

[Source codes - Section 13 - OOPClasses and Objects](#)

[Source codes - Section 14 - Operator Overloading](#)

[Source codes - Section 15 - Inheritance](#)

[Source codes - Section 16 - Polymorphism](#)

[Source codes - Section 17 - Smart Pointers](#)

[Source codes - Section 18 - Exception Handling](#)

[Source codes - Section 19 - I/O and Streams](#)

[Source codes - Section 20 - The Standard Template Library \(STL\)](#)

The ZIP files contain the section workspace and all the projects used in that workspace. You can download each section as needed and extract to a folder on your local computer.

Once extracted, you can open the **.workspace** file in CodeLite and you will have exactly what I am using in the section video