



E-Commerce	E-Commerce and its types	E-Commerce Technical and ...	ICDT Model
Three pillars of E-Commerce	CPU and its Parts	Classifications of Computers	Generations of Computers
Operating System	Memory Management	Algorithms	Constants in C
Datatypes in C	Control Statments in C	Arrays	Pointers
Structure of C++ and History	Applications of C++	Construtors in C++	Templates in C++
Inheritance in C++	Polymorphism in C++	Stream Classes in C++	Exception Handling in C++
Abstract Data Types	DataStructures	Stacks	Queues