DKM COLLEGE FOR WOMEN(AUTONOMOUS)VELLORE-1

DEPARTMENT OF COMPUTER SCIENCE AND APPLICATIONS

OBJECT ORIENTED PROGRAMMING WITH C++

QUESTION BANK

UNIT I   SECTION-A   2 MARKS

1. What are the qualities for software?
2. Define POP.
3. Define OOP.
4. What is the drawback of POP?
5. What are the characteristics for POP?
6. What are the characteristics for OOP?
7. Define Data abstraction.
8. Define Object.
9. What is meant by Class?
10. Define Polymorphism.
11. What are the features for object based programming?

SECTION-B   5 MARKS

1. Write about OOP paradigm.
2. What are the difference between POP and OOP?
3. Write short notes on data abstraction and encapsulation.
4. Briefly explain about benefits of OOP.
5. Briefly explain about applications of OOP.

SECTION-C   10 MARKS

1. Explain briefly about basic concepts of OOP.
2. Explain the following. a)Inheritance   b)Polymorphism
   c)Dynamic Binding.

UNIT II   SECTION-A   2 MARKS

1. Define Token.
2. Define Keyword.
3. What are the rules for Identifier?
4. What is Datatype?
5. What are the types of Datatype?
6. What is Constant?
7. What is Variable?
8. Write the advantages of new Operator.
9. Define Expression.
10. What are the Types of Expression.
11. Define Function.
12. Define Prototyping.
13. What is meant by Call by reference?
14. What is meant by Default argument?
15. Define Friend function.
16. Define Virtual function.
17. Define Library function.

SECTION-B   5 MARKS

1. Write about user defined datatype.
2. Write about derived datatype.
3. Write about scope resolution operator.
4. Write about memory management operator.
5. Explain manipulators.
6. Explain operator overloading with example.
7. Explain inline function.

SECTION-C   10 MARKS

1. Explain about datatype with its types.
2. Explain about operators with its types.
3. Explain Function overloading with example program.

4. Explain expression and its types with example program.

5. Explain briefly about control structures.

UNIT III   SECTION-A   2 MARKS

1. Define member function.

2. Write the special characteristics for member function?

3. Define nesting of member function.

4. Define private member function.

5. What is a static data member?

6. What is a static member function?

7. What is a pointer to member function?

8. What is local class?

9. What is a parameterized constructor?

10. What is dynamic constructor?

11. Define operator overloading.

12. Define overloading unary operator.

13. Define overloading binary operator.

14. Define type conversions.

SECTION-B   5 MARKS

1. Write about Arrays of objects.

2. Write short notes on Characteristics of constructor?

3. Explain about Multiple constructors?

4. Explain about Copy constructors?

5. How to construct two dimensional arrays? Explain with example.

6. Explain briefly about Destructors with example.

7. Write the Rules for overloading operator.

8. Write short notes on constructors in derived classes.

SECTION-C   10 MARKS

1. Discuss about Friendly function with example.

2. Explain about constructors.

3. Write the Difference between constructors and destructors.

4. Explain about Overloading binary operators using friends.

UNIT IV   SECTION-A   2 MARKS

1. Define Inheritance.
2. What are the types of Inheritance?
3. Define virtual base class.
4. Define constructors in derived class.
5. Define this pointers.
6. Define pointers to derived class.
7. Define pure virtual function.

SECTION-B   5 MARKS

1. Write about Multilevel inheritance.
2. Explain about Hybrid inheritance.
3. Write short notes on nesting of classes.
4. Virtual function.
5. Rules for virtual function.

SECTION-C   10 MARKS

1. What is Inheritance? Explain its types with example.
2. Explain the following with example: a) Hybrid Inheritance b) Hierarchal Inheritance

UNIT V   SECTION-A   2 MARKS

1. Define c++ streams.
2. Define overloaded operators >> and <<.
3. Define width( ).
4. Define precision( ).
5. Define filling and padding.
6. How to display zeros and plus sign?
7. What are basic of exception handling?
8. Define throwing mechanism.
9. Define catching mechanism.

10. How to create string object?

11. Define relational operators.

SECTION-B   5 MARKS

1. Write about put( ) and get( ) function.

2. Write about getline( ) and write( ) function.

3. Write about managing output with manipulators.

4. Write about exception handling mechanism.

5. Write rethrowing exception with example.

6. Write about string characteristics.

7. How to accessing characters in strings?

8. Write short notes on manipulating string objects.

9. Write short notes on Relational operators.

SECTION-C   10 MARKS

1. Explain about Unformatted I/O operations?

2. Briefly explain about Formatted I/O operations?

3. How to specifying exception? Explain with example.

4. Explain about comparing and swapping with example.

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