

Set-1

1. Define object-oriented programming.
2. Explain basic concepts of object-oriented programming (OOP).
3. List some benefits of OOP.
4. How does object-oriented approach differ from object-based approach?
5. List a few areas of application of OOP technology.
6. Write an object-oriented program with C++ to find the summation of integers.

SET-2

1. Define C++.
2. List some applications of C++.
3. "C++ is a superset of C", Explain.
4. List some benefits of C++.
5. List some new operators added by C++ that aids OOP.

EX 6. Explain data types in C++.

P 7. Write an object-oriented program to convert a decimal number to its equivalent binary number.

8. Briefly explain the different types of expression.

9. Define expression.

10. Define tokens. What are tokens available in C++? Discuss.

11. What do you mean by operator? Discuss operators available in C++.

12. Define void, public and private in C++.

SET-3

1. Define object and class.

2. What do you mean by "call by value" and "call by reference"?

3. Discuss switch statement in C++.

4. How object and class are created?

5. Define reference variable. What is the major use of this variable?
6. Define variable and constant.
7. Discuss the relationship between a class and an object.
8. What is branching?
9. Distinguish between while and do-while statements with example.
10. Give an example of a class in C++ that includes functions and variables in both private and public area.

SET-4

1. Define nesting of classes.
2. What do you mean by base and child classes?
3. How structures and Unions are related to class?
4. Describe destructors and constructors with example.

5. Discuss operator overloading with example.
6. List the operators, which cannot be overloaded.
7. How binary operators are overloaded? Explain with suitable example.
8. Discuss this pointer.

SET-5

1. What do you mean by function?
2. Explain the different styles of writing prototypes.
3. Write a program to find the prime numbers between 1 to 100.
4. What is a friend function? Show with the help of an example how a friend function is declared and defined.
5. Define conversion function. How is it created?

6. What are the advantages of function prototypes in C++?
7. What do you mean by virtual function? Discuss.
8. What are the implications of making a function pure virtual function?
9. Define abstract class.

SET-6

1. Define inheritance.
2. Discuss different types of inheritance.
3. Narrate virtual base classes with example.
4. What is an inline function? When would you make a function inline? How does it differ from a preprocessor macro?
5. What do you mean by Early binding and late binding?

6. Define polymorphism. How is polymorphism achieved at compile time and run time.

7. Describe sequential input and output operations in C++.

8. Describe the various approaches by which we can detect the end-of-file condition successfully.
Write a program to find the minimum number and its position using an array of integer number.

SET-7

1. Define stream and file.

2. Discuss any five formatted and unformatted I/O operations with examples.

3. Discuss manipulators.
What are input and output streams?

4. What do you mean by fstream?

5. Describe sequential input and output operations in C++.

7. Define file mode. Describe the various file mode operations available.
8. Explain Streams and Stream classes used by C++.
9. What is the basic difference between manipulators and ios member functions in implementation?
10. Write a program to illustrate the use of the functions width(), fill() and precision.

SET-8

1. Write short notes on the followings:
 - (a) Exception handling in C++.
 - (b) Scope resolution operator.
 - (c) Memory Allocation and Release operators.
 - (d) Virtual functions.
 - (e) Command-line arguments.