

OOPS ASSIGN1

- 1)What are the basic concepts of OOPS?
- 2)Write any four features of OOPS
- 3) Give any four advantages of OOPS.
- 4) Define Function Overloading? Explain the example program
- 5) State the Application of OOPS

OOPS ASSIGN2

- 1) How the Class is specified? How the member functions are defined in the class.
- 2) Define constructor. What is default constructor and parameterized constructor.
- 3) Define copy constructor with an example
- 4) Define Destructor with an example
- 5) What is static data member and static member function.

OOPS ASSIGN 3

- 1) Explain in detail about Structure with syntax and write example program.
- 2) What is Polymorphism? What are its types?
- 3) What is Operator overloading? Give with an example
- 4) How will you overload Unary & Binary operator using member functions?
- 5) How will you overload Unary and Binary operator using Friend functions?

OOPS ASSIGN 4

- 1) Explain in detail about Friend Function with example program.
- 2) What is Inheritance? Explain the need of Inheritance with Suitable Examples.
- 3) What are the differences between the Accesses specifies private and protected?
- 4) What are the different forms of Inheritance supported by C++?
- 5) What is Visibility mode? What are the different inheritance Visibility modes supported by C++?

OOPS ASSIGN 5

- 1)What are virtual Functions and Give the syntax of virtual function?
- 2) What is Function Template and What is Class Template?
- 3 What are C++ streams and Define Predefined console stream
- 4)Define Unformatted I/o operations and Define formatted console operations
- 5) What are Manipulators? What are the types of Manipulators? and. Define custom / user defined manipulators

